Topic 33

ArrayList

Exercise

- Write a program that reads a file and displays the words of that file as a list.
  - First display all words.
  - Then display them with all plurals (ending in "s") capitalized.
  - Then display them in reverse order.
  - Then display them with all plural words removed.

- Should we solve this problem using an array?
  - Why or why not?

Naive solution

```
String[] allWords = new String[1000];
int wordCount = 0;

Scanner input = new Scanner(new File("data.txt"));
while (input.hasNext()) {
    String word = input.next();
    allWords[wordCount] = word;
    wordCount++;
}
```

- Problem: You don't know how many words the file will have.
  - Hard to create an array of the appropriate size.
  - Later parts of the problem are more difficult to solve.

- Luckily, there are other ways to store data besides in an array.

Collections

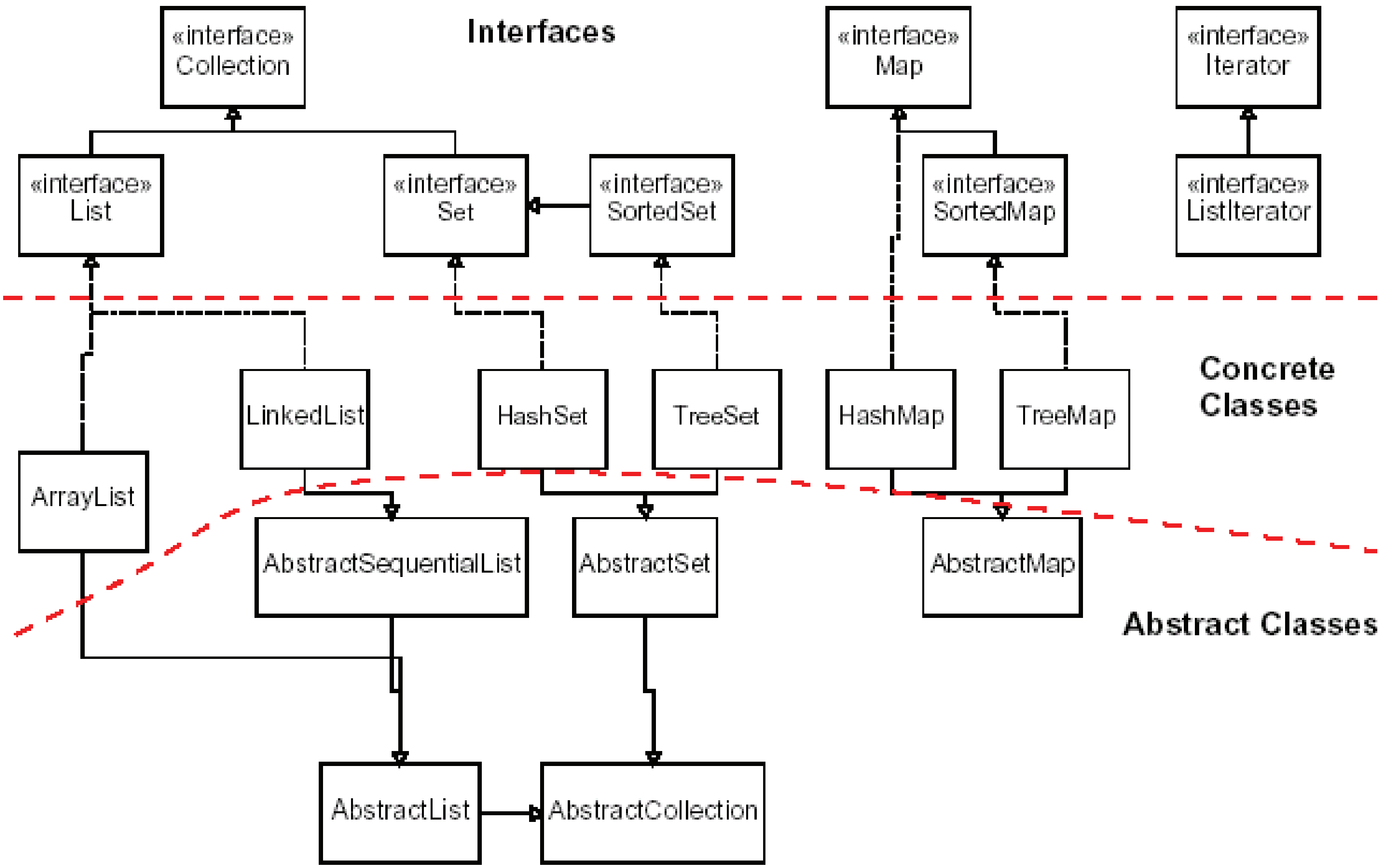
- **collection**: an object that stores data; a.k.a. "data structure"
  - the objects stored are called **elements**
  - some collections maintain an ordering; some allow duplicates
  - typical operations: *add*, *remove*, *clear*, *contains* (search), *size*

  - examples found in the Java class libraries:
    - `ArrayList`, `LinkedList`, `HashMap`, `TreeSet`, `PriorityQueue`

  - all collections are in the `java.util` package

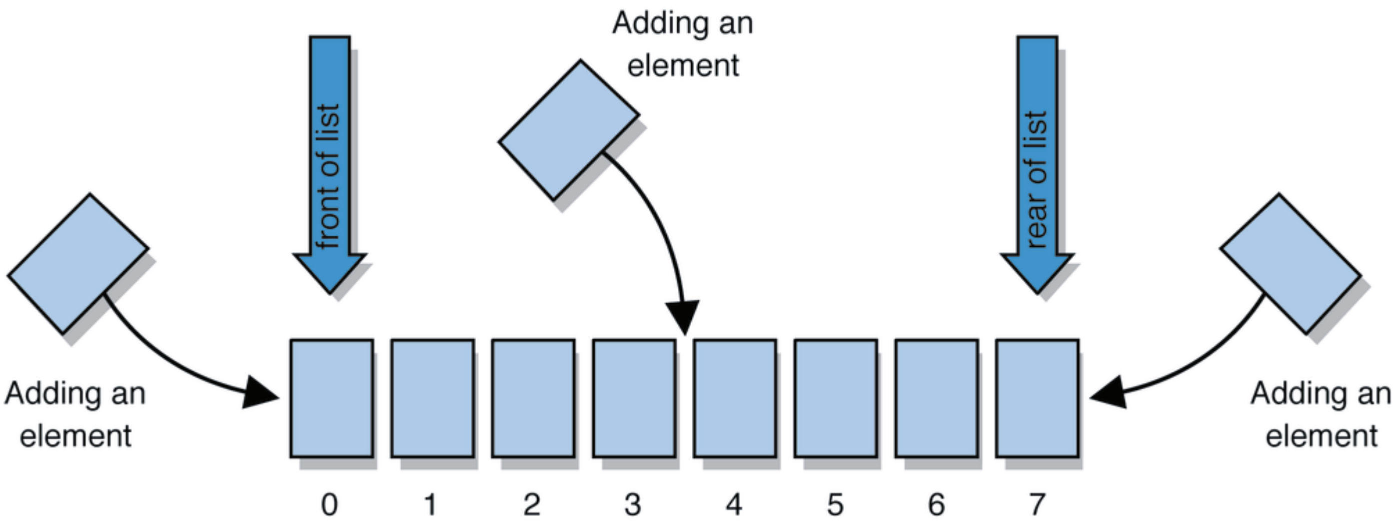
```
import java.util.*;
```

Java collections framework



Lists

- **list**: a collection storing an ordered sequence of elements
  - each element is accessible by a 0-based **index**
  - a list has a **size** (number of elements that have been added)
  - elements can be added to the front, back, or elsewhere
  - in Java, a list can be represented as an **`ArrayList`** object



Idea of a list

- Rather than creating an array of boxes, create an object that represents a "list" of items. (initially an empty list.)

```
[]
```

- You can add items to the list.
  - The default behavior is to add to the end of the list.

```
[hello, ABC, goodbye, okay]
```

- The list object keeps track of the element values that have been added to it, their order, indexes, and its total size.
  - Think of an "array list" as an automatically resizing array object.
  - Internally, the list is implemented using an array and a size field.

ArrayList methods (10.1)

add(**value**)	appends value at end of list
add(**index**, **value**)	inserts given value just before the given index, shifting subsequent values to the right
clear()	removes all elements of the list
indexOf(**value**)	returns first index where given value is found in list (-1 if not found)
get(**index**)	returns the value at given index
remove(**index**)	removes/returns value at given index, shifting subsequent values to the left
set(**index**, **value**)	replaces value at given index with given value
size()	returns the number of elements in list
toString()	returns a string representation of the list such as "[3, 42, -7, 15]"

`ArrayList` methods 2

`addAll(`**list**`)`
`addAll(`**index**`, `**list**`)`
	adds all elements from the given list to this list
	(at the end of the list, or inserts them at the given index)

`contains(`**value**`)`	returns true if given value is found somewhere in this list
`containsAll(`**list**`)`	returns true if this list contains every element from given list
`equals(`**list**`)`	returns true if given other list contains the same elements

`iterator()`
`listIterator()`
	returns an object used to examine the contents of the list (seen later)

`lastIndexOf(`**value**`)`	returns last index value is found in list (-1 if not found)
`remove(`**value**`)`	finds and removes the given value from this list
`removeAll(`**list**`)`	removes any elements found in the given list from this list
`retainAll(`**list**`)`	removes any elements *not* found in given list from this list
`subList(`**from**`, `**to**`)`	returns the sub-portion of the list between indexes **from** (inclusive) and **to** (exclusive)
`toArray()`	returns the elements in this list as an array

Type Parameters (Generics)

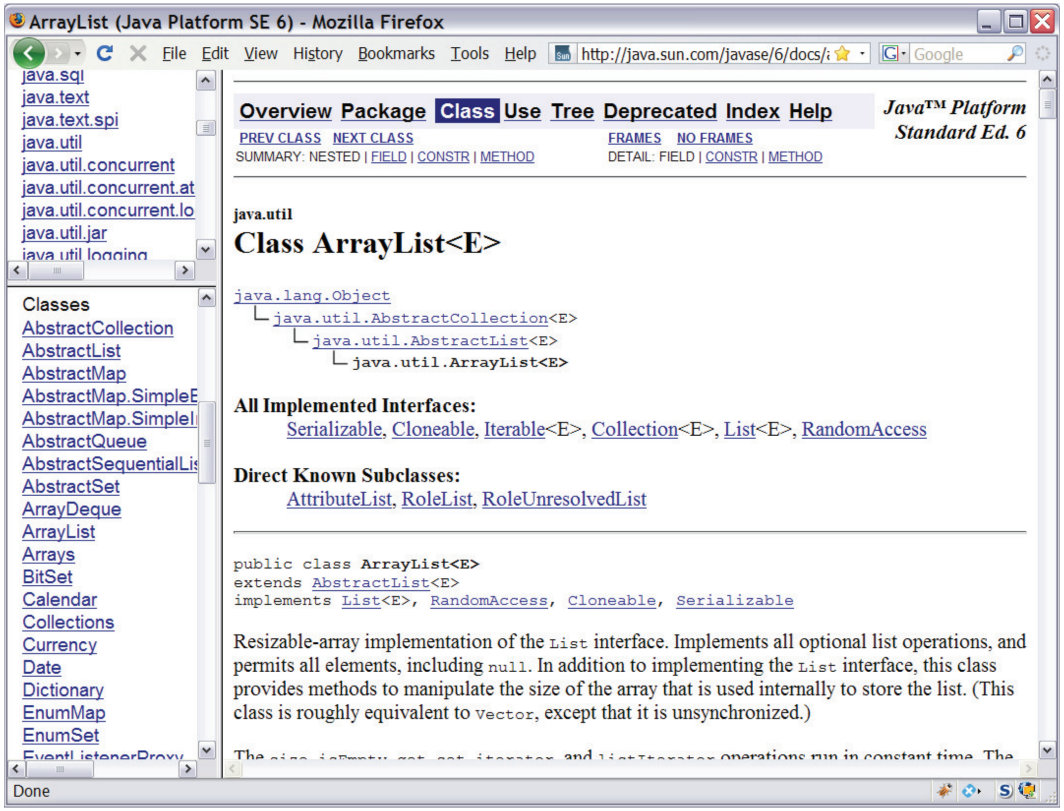
```
ArrayList<Type> name = new ArrayList<Type>();
```

- When constructing an `ArrayList`, you must specify the type of elements it will contain between < and >.
  - This is called a *type parameter* or a *generic* class.
  - Allows the same `ArrayList` class to store lists of different types.

```
ArrayList<String> names = new ArrayList<String>();
names.add("Marty Stepp");
names.add("Stuart Reges");
```

Learning about classes

- The Java API Specification is a huge web page containing documentation about every Java class and its methods.
  - The link to the API Specs is on the course web site.



java.util

Class ArrayList<E>

```
java.lang.Object
 └ java.util.AbstractCollection<E>
    └ java.util.AbstractList<E>
       └ java.util.ArrayList<E>
```

All Implemented Interfaces:
Serializable, Cloneable, Iterable<E>, Collection<E>, List<E>, RandomAccess

Direct Known Subclasses:
AttributeList, RoleList, RoleUnresolvedList

```
public class ArrayList<E>
extends AbstractList<E>
implements List<E>, RandomAccess, Cloneable, Serializable
```

Resizable-array implementation of the List interface. Implements all optional list operations, and permits all elements, including null. In addition to implementing the List interface, this class provides methods to manipulate the size of the array that is used internally to store the list. (This class is roughly equivalent to Vector, except that it is unsynchronized.)

The size, isEmpty, get, set, iterator, and listIterator operations run in constant time. The

ArrayList vs. array

- construction

```
String[] names = new String[5];
ArrayList<String> list = new ArrayList<String>();
```

- storing a value

```
names[0] = "Jessica";
list.add("Jessica");
```

- retrieving a value

```
String s = names[0];
String s = list.get(0);
```

ArrayList vs. array 2

- doing something to each value that starts with "B"

```
for (int i = 0; i < names.length; i++) {
    if (names[i].startsWith("B")) { ... }
}
```

```
for (int i = 0; i < list.size(); i++) {
    if (list.get(i).startsWith("B")) { ... }
}
```

- seeing whether the value "Benson" is found

```
for (int i = 0; i < names.length; i++) {
    if (names[i].equals("Benson")) { ... }
}
```

```
if (list.contains("Benson")) { ... }
```

Exercise, revisited

- Write a program that reads a file and displays the words of that file as a list.
  - First display all words.
  - Then display them in reverse order.
  - Then display them with all plurals (ending in "s") capitalized.
  - Then display them with all plural words removed.

Exercise solution (partial)

```
ArrayList<String> allWords = new ArrayList<String>();
Scanner input = new Scanner(new File("words.txt"));
while (input.hasNext()) {
    String word = input.next();
    allWords.add(word);
}
System.out.println(allWords);

// remove all plural words
for (int i = 0; i < allWords.size(); i++) {
    String word = allWords.get(i);
    if (word.endsWith("s")) {
        allWords.remove(i);
        i--;
    }
}
```

ArrayList as parameter

```
public static void name(ArrayList<Type> name) {
```

- Example:

```
// Removes all plural words from the given list.
public static void removePlural(ArrayList<String> list) {
    for (int i = 0; i < list.size(); i++) {
        String str = list.get(i);
        if (str.endsWith("s")) {
            list.remove(i);
            i--;
        }
    }
}
```

- You can also return a list:

```
public static ArrayList<Type> methodName(params)
```

`ArrayList` of primitives?

- The type you specify when creating an `ArrayList` must be an object type; it cannot be a primitive type.

```
// illegal -- int cannot be a type parameter
ArrayList<int> list = new ArrayList<int>();
```

- But we can still use `ArrayList` with primitive types by using special classes called *wrapper* classes in their place.

```
// creates a list of ints
ArrayList<Integer> list = new ArrayList<Integer>();
```

Wrapper classes

Primitive Type	Wrapper Type
`int`	`Integer`
`double`	`Double`
`char`	`Character`
`boolean`	`Boolean`

- A wrapper is an object whose sole purpose is to hold a primitive value.

- Once you construct the list, use it with primitives as normal:

```
ArrayList<Double> grades = new ArrayList<Double>();
grades.add(3.2);
grades.add(2.7);
...
double myGrade = grades.get(0);
```

Exercise

- Write a program that reads a file full of numbers and displays all the numbers as a list, then:
  - Prints the average of the numbers.
  - Prints the highest and lowest number.
  - Filters out all of the even numbers (ones divisible by 2).

Exercise solution (partial)

```
ArrayList<Integer> numbers = new ArrayList<Integer>();
Scanner input = new Scanner(new File("numbers.txt"));
while (input.hasNextInt()) {
    int n = input.nextInt();
    numbers.add(n);
}
System.out.println(numbers);
filterEvens(numbers);
System.out.println(numbers);
...

// Removes all elements with even values from the given list.
public static void filterEvens(ArrayList<Integer> list) {
    for (int i = list.size() - 1; i >= 0; i--) {
        int n = list.get(i);
        if (n % 2 == 0) {
            list.remove(i);
        }
    }
}
```

Other Exercises

- Write a method `reverse` that reverses the order of the elements in an `ArrayList` of strings.

- Write a method `capitalizePlurals` that accepts an `ArrayList` of strings and replaces every word ending with an "s" with its uppercased version.

- Write a method `removePlurals` that accepts an `ArrayList` of strings and removes every word in the list ending with an "s", case-insensitively.

Out-of-bounds

- Legal indexes are between **0** and the **list's size() - 1**.
  - Reading or writing any index outside this range will cause an `IndexOutOfBoundsException`.

```
ArrayList<String> names = new ArrayList<String>();
names.add("Marty");   names.add("Kevin");
names.add("Vicki");   names.add("Larry");
System.out.println(names.get(0));        // okay
System.out.println(names.get(3));        // okay
System.out.println(names.get(-1));       // exception
names.add(9, "Aimee");                   // exception
```

index	*0*	*1*	*2*	*3*
value	Marty	Kevin	Vicki	Larry

ArrayList "mystery"

```
ArrayList<Integer> list = new ArrayList<Integer>();
for (int i = 1; i <= 10; i++) {
    list.add(10 * i);   // [10, 20, 30, 40, ..., 100]
}
```

- What is the output of the following code?

```
for (int i = 0; i < list.size(); i++) {
    list.remove(i);
}
System.out.println(list);
```

- Answer:

```
[20, 40, 60, 80, 100]
```

ArrayList "mystery" 2

```
ArrayList<Integer> list = new ArrayList<Integer>();
for (int i = 1; i <= 5; i++) {
    list.add(2 * i);   // [2, 4, 6, 8, 10]
}
```

- What is the output of the following code?

```
int size = list.size();
for (int i = 0; i < size; i++) {
    list.add(i, 42);   // add 42 at index i
}
System.out.println(list);
```

- Answer:

```
[42, 42, 42, 42, 42, 2, 4, 6, 8, 10]
```

ArrayList as parameter

```
public static void name(ArrayList<Type> name) {
```

- Example:

```
// Removes all plural words from the given list.
public static void removePlural(ArrayList<String> list) {
    for (int i = 0; i < list.size(); i++) {
        String str = list.get(i);
        if (str.endsWith("s")) {
            list.remove(i);
            i--;
        }
    }
}
```

- You can also return a list:

```
public static ArrayList<Type> methodName(params)
```

Exercise

- Write a method `addStars` that accepts an array list of strings as a parameter and places a `*` after each element.
  - Example: if an array list named `list` initially stores:

    ```
    [the, quick, brown, fox]
    ```

  - Then the call of `addStars(list);` makes it store:

    ```
    [the, *, quick, *, brown, *, fox, *]
    ```

- Write a method `removeStars` that accepts an array list of strings, assuming that every other element is a `*`, and removes the stars (undoing what was done by `addStars` above).

Exercise solution

```
public static void addStars(ArrayList<String> list) {
    for (int i = 0; i < list.size(); i += 2) {
        list.add(i, "*");
    }
}


public static void removeStars(ArrayList<String> list) {
    for (int i = 0; i < list.size(); i++) {
        list.remove(i);
    }
}
```

Exercise

- Write a method `intersect` that accepts two sorted array lists of integers as parameters and returns a new list that contains only the elements that are found in both lists.
  - Example: if lists named `list1` and `list2` initially store:

    [1, **4**, 8, 9, **11**, 15, 17, **28**, 41, **59**]

    [**4**, 7, **11**, **17**, 19, 20, 23, **28**, 37, **59**, 81]

  - Then the call of `intersect(list1, list2)` returns the list:

    `[4, 11, 17, 28, 59]`

Other Exercises

- Write a method `reverse` that reverses the order of the elements in an `ArrayList` of strings.

- Write a method `capitalizePlurals` that accepts an `ArrayList` of strings and replaces every word ending with an "s" with its uppercased version.

- Write a method `removePlurals` that accepts an `ArrayList` of strings and removes every word in the list ending with an "s", case-insensitively.

Objects storing collections

- An object can have an array, list, or other collection as a field.

```
public class Course {
    private double[] grades;
    private ArrayList<String> studentNames;

    public Course() {
        grades = new double[4];
        studentNames = new ArrayList<String>();
        ...
    }
```

- Now each object stores a collection of data inside it.

The `compareTo` method (10.2)

- The standard way for a Java class to define a comparison function for its objects is to define a `compareTo` method.
  - Example: in the `String` class, there is a method:

    `public int compareTo(String other)`

- A call of **A**`.compareTo(`**B**`)` will return:

a value <	0	if **A** comes "before" **B** in the ordering,
a value >	0	if **A** comes "after" **B** in the ordering,
or	0	if **A** and **B** are considered "equal" in the ordering.

Using `compareTo`

- `compareTo` can be used as a test in an `if` statement.

```
String a = "alice";
String b = "bob";
if (a.compareTo(b) < 0) {   // true
    ...
}
```

Primitives	Objects
`if (a < b) { ...`	`if (a.compareTo(b) < 0) { ...`
`if (a <= b) { ...`	`if (a.compareTo(b) <= 0) { ...`
`if (a == b) { ...`	`if (a.compareTo(b) == 0) { ...`
`if (a != b) { ...`	`if (a.compareTo(b) != 0) { ...`
`if (a >= b) { ...`	`if (a.compareTo(b) >= 0) { ...`
`if (a > b) { ...`	`if (a.compareTo(b) > 0) { ...`

`compareTo` and collections

- You can use an array or list of strings with Java's included binary search method because it calls `compareTo` internally.

```
String[] a = {"al", "bob", "cari", "dan", "mike"};
int index = Arrays.binarySearch(a, "dan");  // 3
```

- Java's `TreeSet/Map` use `compareTo` internally for ordering.

```
Set<String> set = new TreeSet<String>();
for (String s : a) {
    set.add(s);
}
System.out.println(s);
// [al, bob, cari, dan, mike]
```

Ordering our own types

- We cannot binary search or make a `TreeSet`/`Map` of arbitrary types, because Java doesn't know how to order the elements.
  - The program compiles but crashes when we run it.

```
Set<HtmlTag> tags = new TreeSet<HtmlTag>();
tags.add(new HtmlTag("body", true));
tags.add(new HtmlTag("b", false));
...

Exception in thread "main" java.lang.ClassCastException
        at java.util.TreeSet.add(TreeSet.java:238)
```

Comparable (10.2)

```
public interface Comparable<E> {
    public int compareTo(E other);
}
```

- A class can implement the `Comparable` interface to define a natural ordering function for its objects.

- A call to your `compareTo` method should return:

  a value < 0 if the `other` object comes "before" `this` one,
  a value > 0 if the `other` object comes "after" `this` one,
  or 0 if the `other` object is considered "equal" to `this`.

- If you want multiple orderings, use a `Comparator` instead (see Ch. 13.1)

Comparable template

```
public class name implements Comparable<name> {

    ...

    public int compareTo(name other) {
        ...
    }
}
```

Comparable example

```
public class Point implements Comparable<Point> {
    private int x;
    private int y;
    ...

    // sort by x and break ties by y
    public int compareTo(Point other) {
        if (x < other.x) {
            return -1;
        } else if (x > other.x) {
            return 1;
        } else if (y < other.y) {
            return -1;     // same x, smaller y
        } else if (y > other.y) {
            return 1;      // same x, larger y
        } else {
            return 0;      // same x and same y
        }
    }
}
```

compareTo tricks

- *subtraction trick* - Subtracting related numeric values produces the right result for what you want compareTo to return:

```
// sort by x and break ties by y
public int compareTo(Point other) {
    if (x != other.x) {
        return x - other.x;    // different x
    } else {
        return y - other.y;    // same x; compare y
    }
}
```

- The idea:
    - if x > other.x, then x - other.x > 0
    - if x < other.x, then x - other.x < 0
    - if x == other.x, then x - other.x == 0

    - NOTE: This trick doesn't work for doubles (but see Math.signum)

`compareTo` tricks 2

- *delegation trick* - If your object's fields are comparable (such as strings), use their `compareTo` results to help you:

```
// sort by employee name, e.g. "Jim" < "Susan"
public int compareTo(Employee other) {
    return name.compareTo(other.getName());
}
```

- `toString` *trick* - If your object's `toString` representation is related to the ordering, use that to help you:

```
// sort by date, e.g. "09/19" > "04/01"
public int compareTo(Date other) {
    return toString().compareTo(other.toString());
}
```

Exercises

- Make the `HtmlTag` class from HTML Validator comparable.
  - Compare tags by their elements, alphabetically by name.
  - For the same element, opening tags come before closing tags.

```
// <body><b></b><i><b></b><br/></i></body>
Set<HtmlTag> tags = new TreeSet<HtmlTag>();
tags.add(new HtmlTag("body", true));   // <body>
tags.add(new HtmlTag("b", true));      // <b>
tags.add(new HtmlTag("b", false));     // </b>
tags.add(new HtmlTag("i", true));      // <i>
tags.add(new HtmlTag("b", true));      // <b>
tags.add(new HtmlTag("b", false));     // </b>
tags.add(new HtmlTag("br"));           // <br/>
tags.add(new HtmlTag("i", false));     // </i>
tags.add(new HtmlTag("body", false));  // </body>
System.out.println(tags);
// [<b>, </b>, <body>, </body>, <br/>, <i>, </i>]
```

Exercise solution

```
public class HtmlTag implements Comparable<HtmlTag> {
    ...
    // Compares tags by their element ("body" before "head"),
    // breaking ties with opening tags before closing tags.
    // Returns < 0 for less, 0 for equal, > 0 for greater.
    public int compareTo(HtmlTag other) {
        int compare = element.compareTo(other.getElement());
        if (compare != 0) {
            // different tags; use String's compareTo result
            return compare;
        } else {
            // same tag
            if ((isOpenTag == other.isOpenTag()) {
                return 0;   // exactly the same kind of tag
            } else if (other.isOpenTag()) {
                return 1;   // he=open, I=close; I am after
            } else {
                return -1;  // I=open, he=close; I am before
            }
        }
    }
}
```