



Object-oriented Design, Refactoring &  
Testing  
Lecture 2

# Java 2 Collections

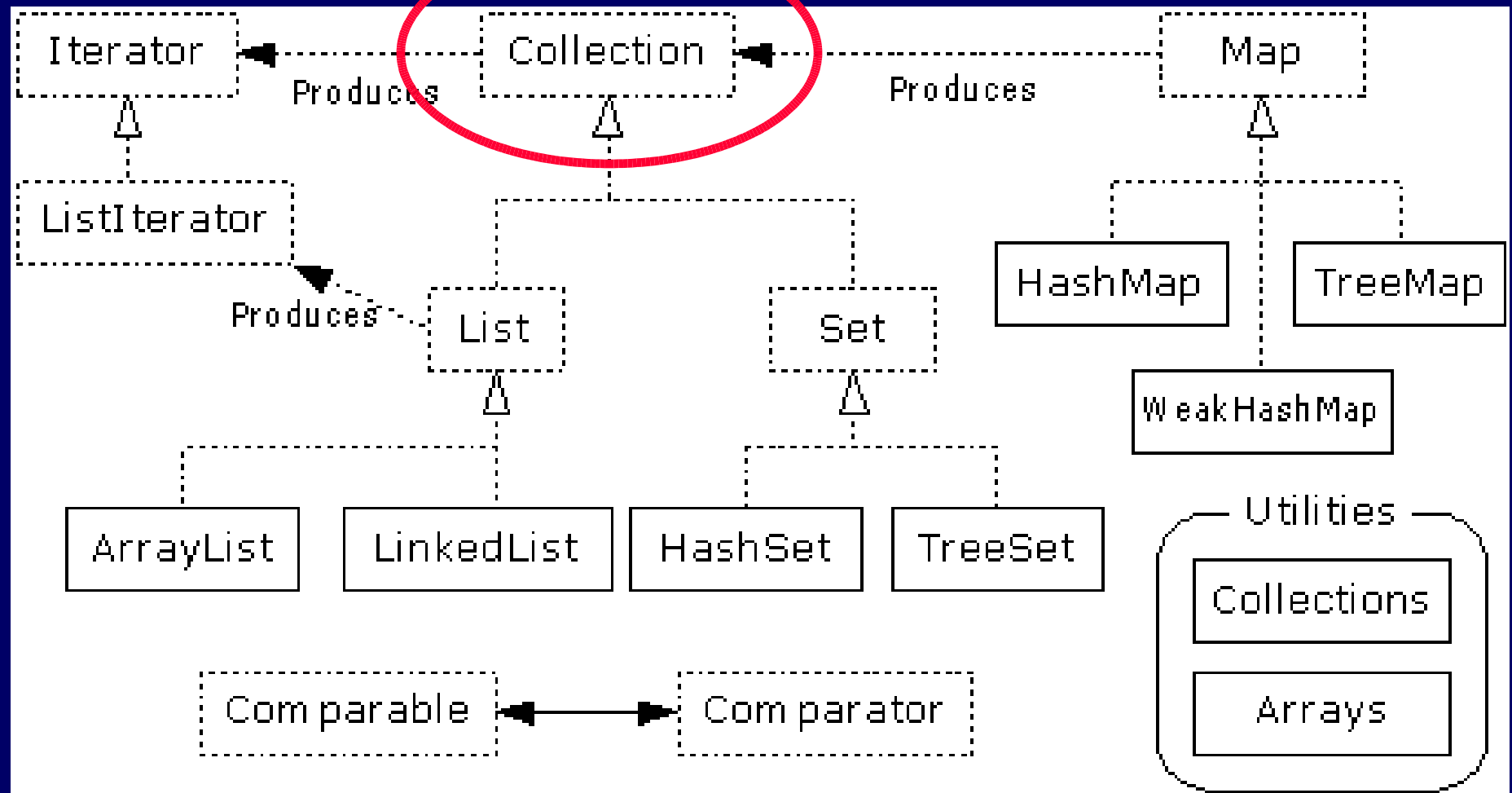
**Bartosz Walter**

<Bartek.Walter@man.poznan.pl>

# Agenda

1. Basic interfaces: Collection, Set, List, Map
2. Iterators
3. Utility classes for Collections and Arrays
4. Special implementations
5. Comparing objects

# Java 2 Collections



# java.util.Collection

- Manages a group of ***elements***
- Least common denominator that all collections implement
- Imposes no constraints on the elements
- No direct implementation

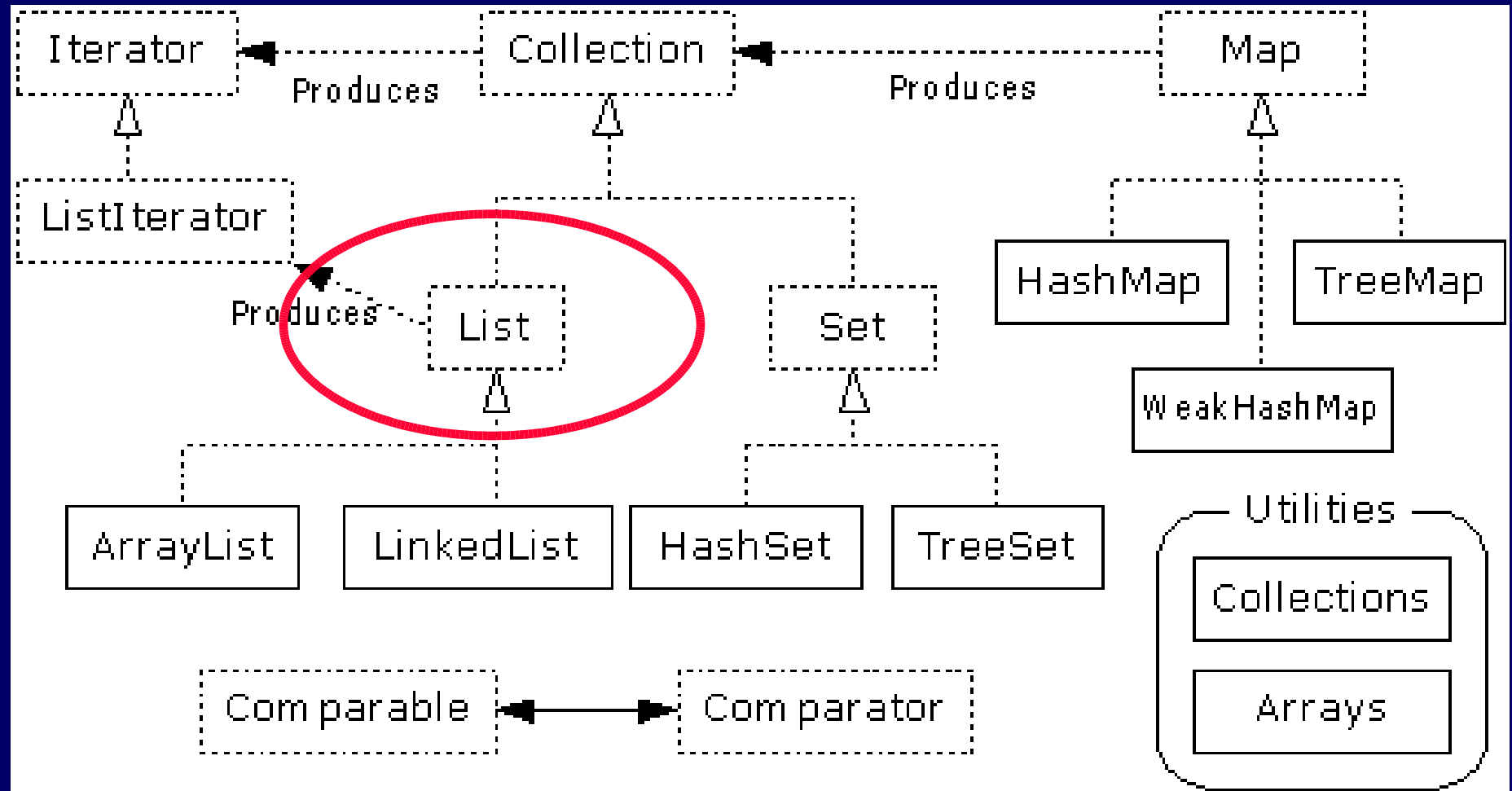
## General constraints on implementations

- Two obligatory constructors:
  - parameterless `collection()`
  - Collection-based `collection(Collection)`

Groups of methods:

- **basic operations** – adding, removing, measuring
  - `boolean add(Object)`
  - `boolean remove(Object)`
  - `boolean contains(Object)`
  - `boolean isEmpty()`
  - `Iterator iterator()`
- **bulk operations** – operations on groups of elements
  - `boolean addAll(Collection)`
  - `boolean removeAll(Collection)`
  - `boolean containsAll(Object)`
  - `boolean retainAll()`
  - `void clear()`
- **array operations** – conversion to arrays

# Java 2 Collections



# java.util.List

- Subinterface of Collection
- Manages a group of **ordered elements**
- Puts some constraints on derivatives
- Direct implementations: `ArrayList`, `Vector`, `LinkedList`

## General constraints on implementations

- **Positional Access**: manipulate elements based on their numerical position in the list.
- **Search**: search for a specified object in the list and return its numerical position.
- **List Iteration**: extend Iterator semantics to take advantage of the list's sequential nature.
- **Range-view**: perform arbitrary *range operations* on the list.

## Groups of methods:

### ▪ **positional access**

- `Object get(int)`
- `Object set(int, Object)`
- `Object add(int, Object)`
- `Object remove(int)`

### ▪ **search**

- `int indexOf(Object)`
- `int lastIndexOf(Object)`

### ▪ **iteration**

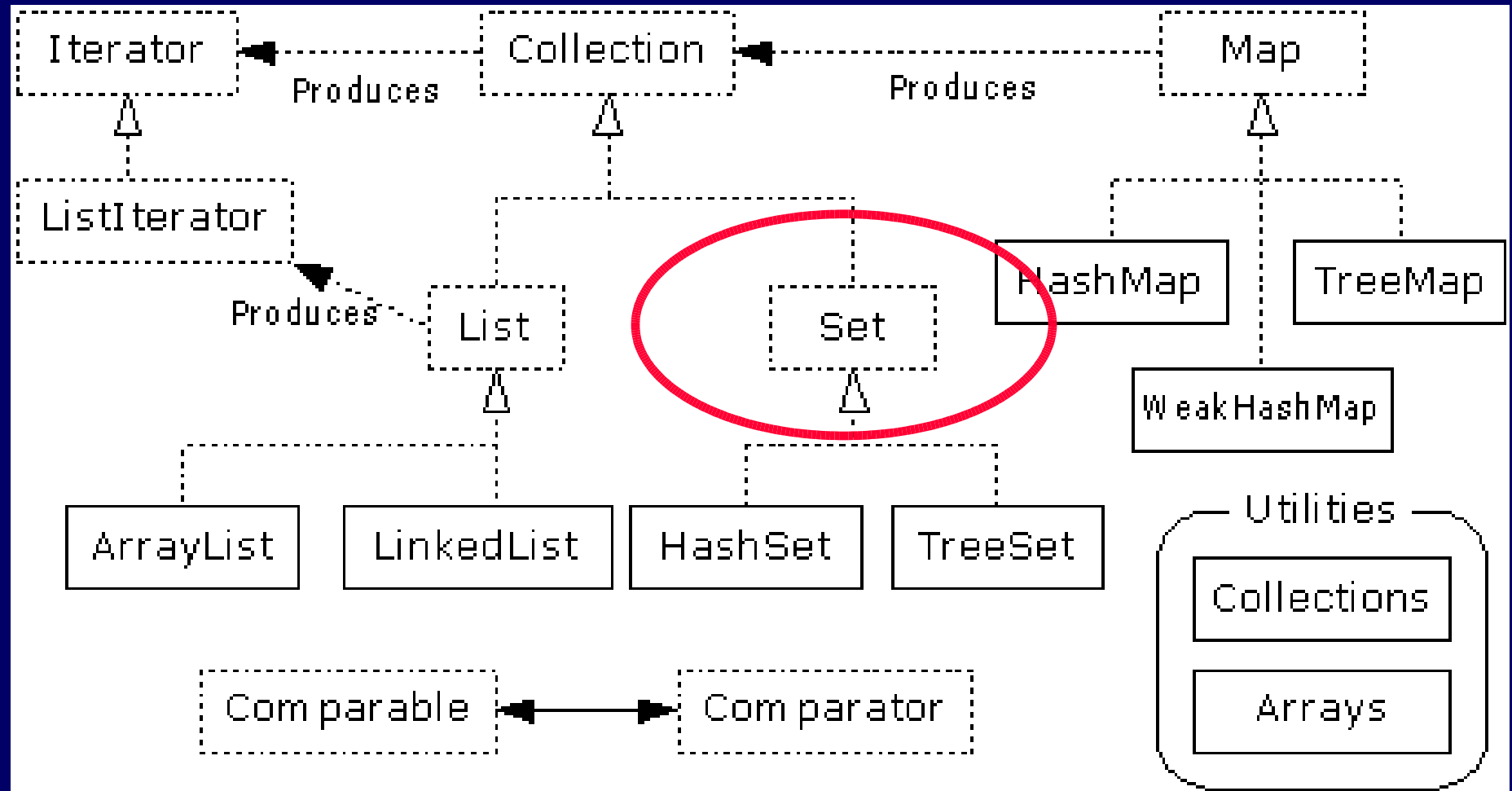
- `ListIterator listIterator()`
- `ListIterator listIterator(int)`

### ▪ **range view**

- `List subList(int, int)`



# Java 2 Collections

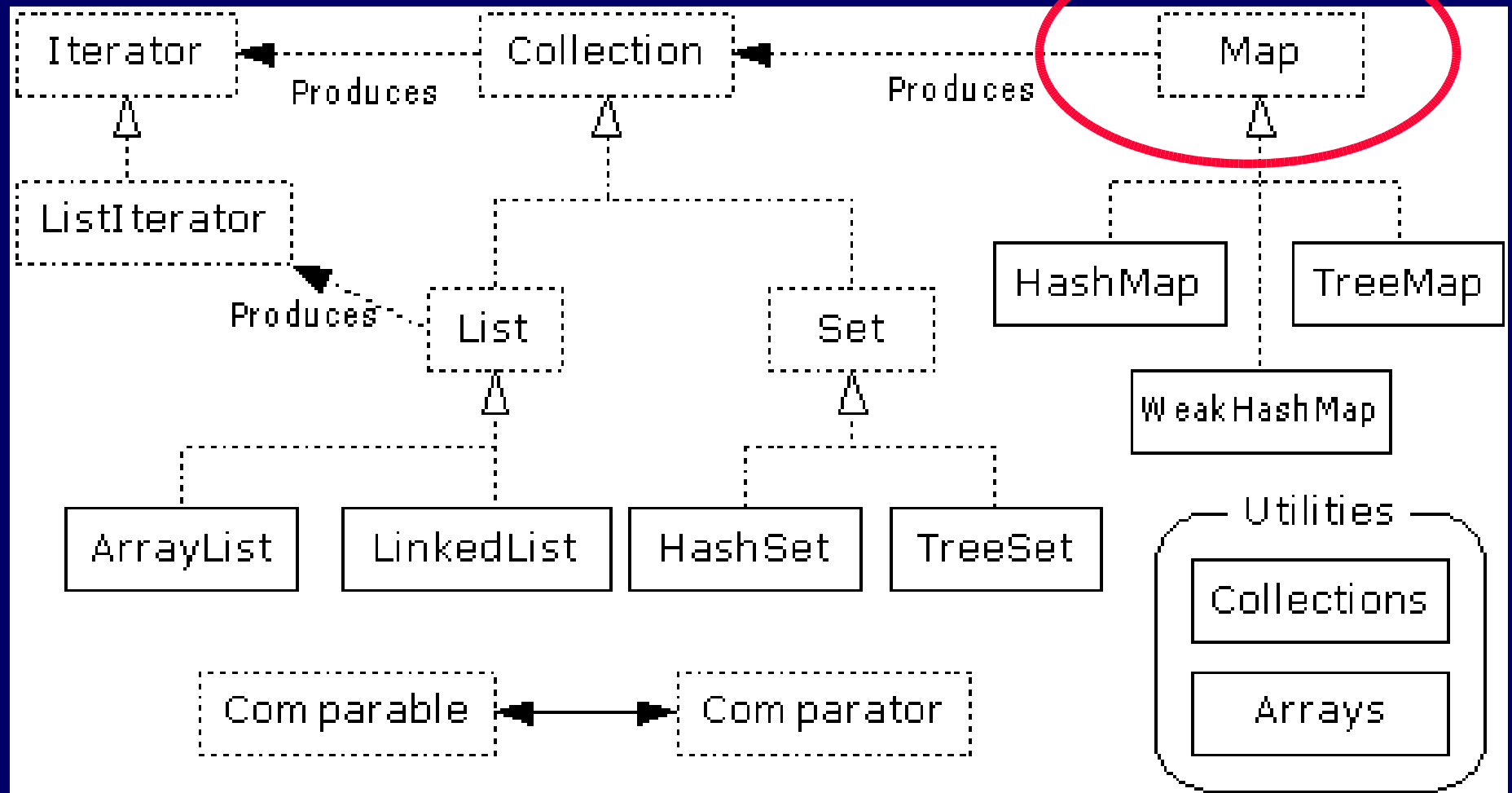


# java.util.Set

- Subinterface of Collection, but **no new methods** (!)
- Manages a group of ***unique elements***
- Again, puts some constraints on derivatives
- ~~Direct implementations: HashSet, TreeSet~~

```
public class FindDups {  
    public static void main(String args[]) {  
        Set s = new HashSet();  
        for (int i=0; i<args.length; i++)  
            if (!s.add(args[i]))  
                System.out.println("Duplicate");  
    }  
}
```

# Java 2 Collections



# java.util.Map

- Stores pairs, not single objects
- Maps **keys** to **values**
- Provides Collection views for keys, values and pairs
- Cannot contain duplicate keys
- Implementations: `HashMap`, `TreeMap`, `SortedMap`

## General constraints on implementations

- Two obligatory constructors:
  - parameterless `Map ()`
  - Map-based `Map (Map)`

## Groups of methods:

### ▪ **basic operations**

- `Object put(Object, Object)`
- `Object get(Object)`
- `Object remove(Object)`
- `boolean containsKey(Object)`
- `boolean containsValue(Object)`
- `boolean isEmpty()`
- `int size()`

### ▪ **bulk operations**

- `void putAll(Map)`
- `void clear()`

### ▪ **Collection views**

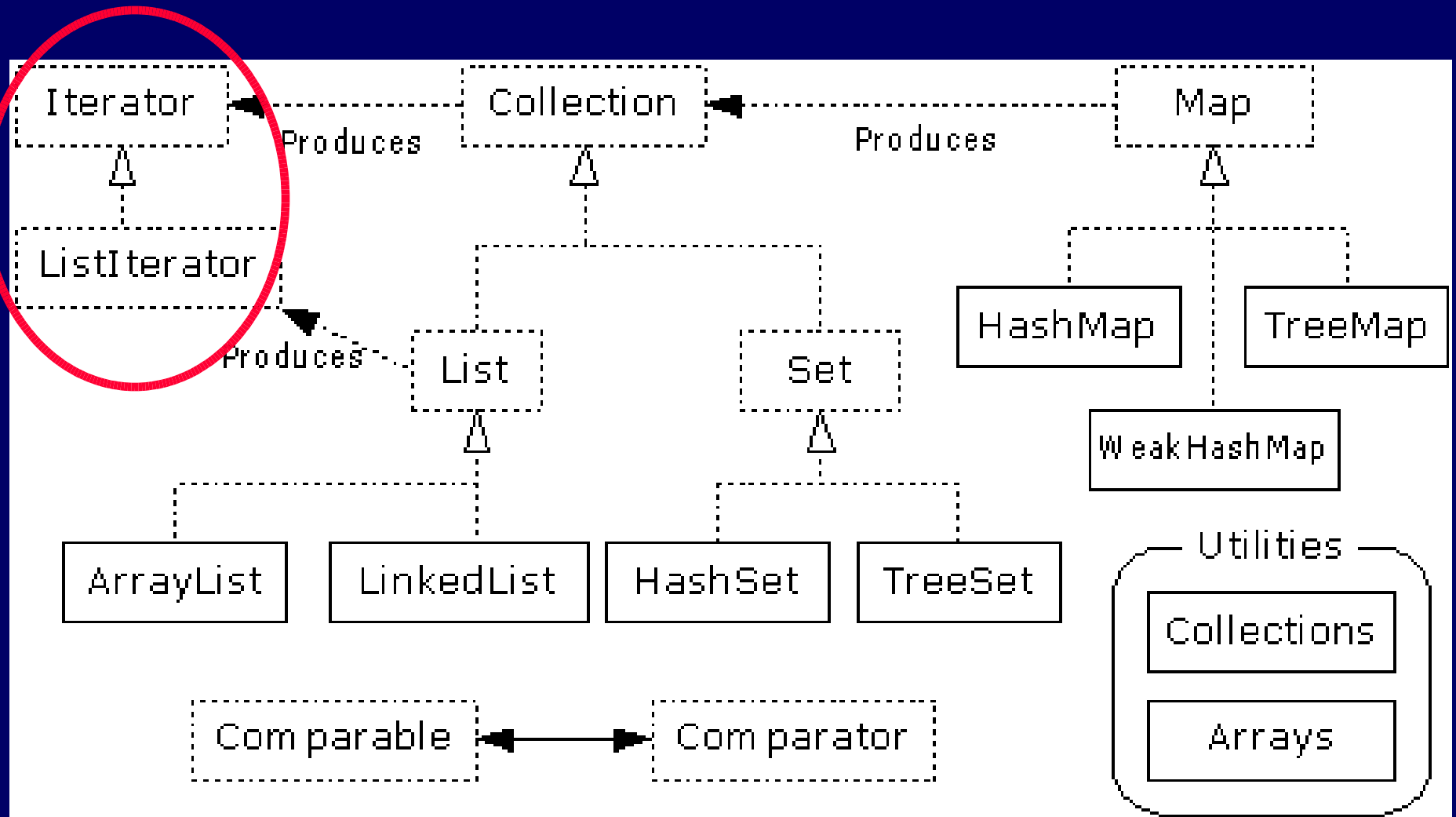
- `Set keySet()`
- `Collection values()`
- `Set entrySet()`

# Example

```
public class Freq {
    private static final Integer ONE = new Integer(1);
    public static void main(String args[]) {
        Map m = new TreeMap();
        for (int i=0; i<args.length; i++) {
            Integer freq = (Integer) m.get(args[i]);
            m.put(args[i], (freq==null ? ONE :
                new Integer(freq.intValue() + 1)));
        }
        System.out.println(m.size()+" distinct words:");
        System.out.println(m);
    }
}
```

```
> java Freq if it is to be it is up to me to delegate
8 distinct words:
{to=3, me=1, delegate=1, it=2, is=2, if=1, be=1, up=1}
```

# Java 2 Collections



# java.util.Map

- Stores pairs, not single objects
- Maps **keys** to **values**
- Provides Collection views for keys, values and pairs
- Cannot contain duplicate keys
- Implementations: `HashMap`, `TreeMap`, `SortedMap`

## General constraints on implementations

- Two obligatory constructors:
  - parameterless `Map ()`
  - Map-based `Map (Map)`



# java.util.Iterator

- Generates a serie of elements, one at a time
- Successive calls return successive elements
- Replacement for `java.util.Enumeration`
- No publicly available implementation (!)
- No public constructor (!)

- `boolean hasNext()`
- `Object next()`
- `void remove()`

# Example

```
public class Freq {
    public static void main(String args[]) {
        Collection coll = new ArrayList();
        for (int i=0; i<args.length; i++) {
            coll.add(args[i]);
        }
        for (Iterator iter = coll.iterator(); iter.hasNext();)
            String elem = (String) iter.next();
            System.out.print(elem + " ; ");
        }
    }
}
```

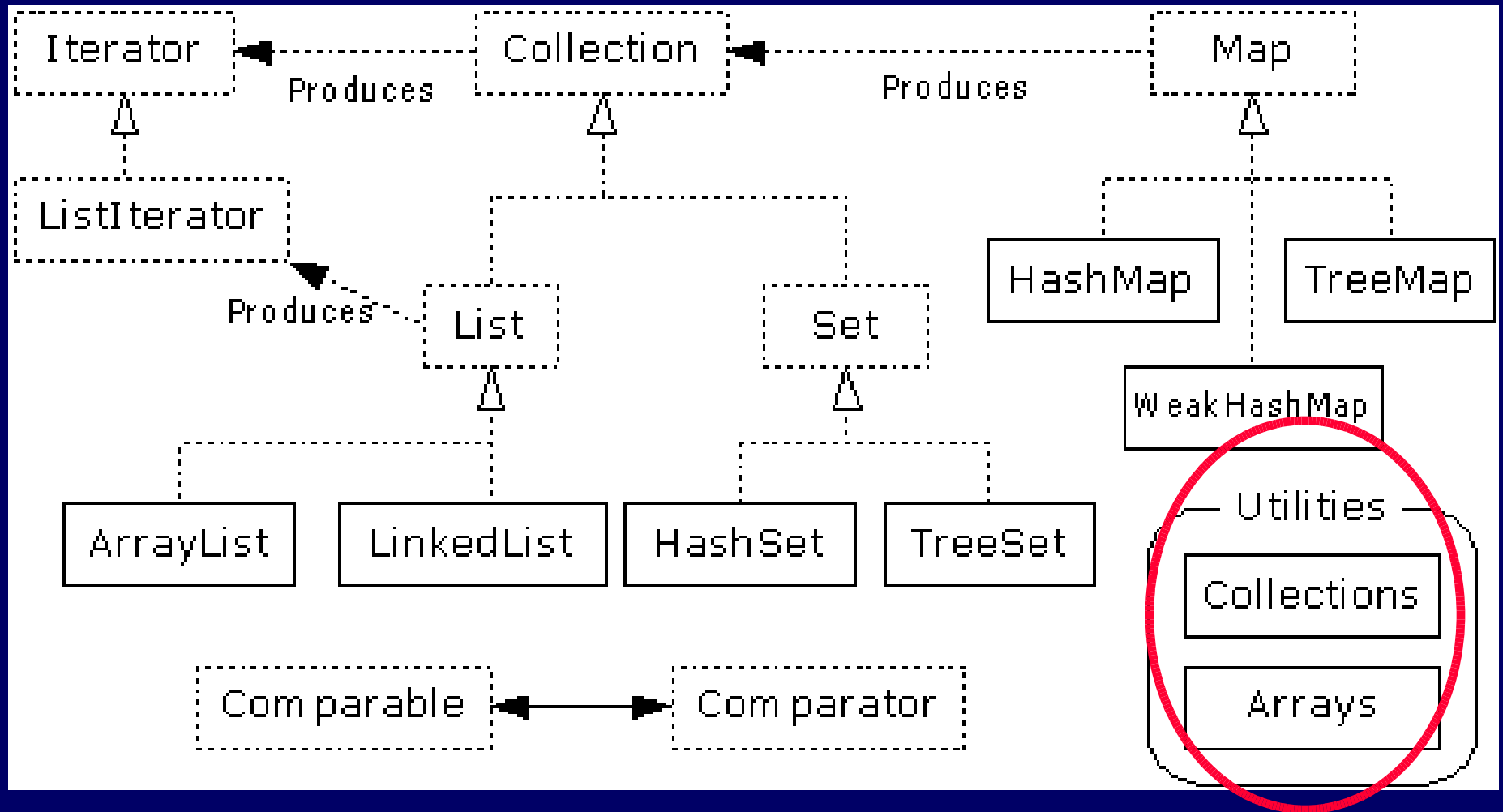
```
> java Freq if it is to be it is up to me to delegate
{if; it; is; be; up; is; me; delegate ...}
```

# java.util.ListIterator

- Subinterface of `java.util.Iterator`
- Works in either direction
- No publicly available implementation (!)
- No public constructor (!)

- `void add(Object)`
- `boolean hasPrevious ()`
- `int nextIndex()`
- `Object previous()`
- `int previousIndex()`
- `void set(Object)`

# Java 2 Collections



# Utility classes: `java.util.Collections`

- Binary searching for specific object
- Sorting arbitrary List (\*)
- Copying Lists
- Filling Collections with Objects
- Finding max and min elements (\*)
- Reversing a List
- Shuffling a List
- Swapping two elements

# Utility classes: java.util.Collections

- `int binarySearch(List, Object)`
- `int binarySearch(List, Object, Comparator)`
- `void copy(List, List)`
- `Void fill(List, Object)`
- `Object max/min(Collection)`
- `Object max/min(Collection, Comparator)`
- `List nCopies(int, Object)`
- `void reverse(List)`
- `void shuffle(List)`
- `void sort(List)`
- `void sort(List, Comparator)`
- `void swap(List, int, int)`

# Task

**Suggest an implementation of multibag.  
Bag is a map in that each key maps to multiple  
values.**



# Utility classes: java.util.Arrays

- Conversion to List
- Binary searching for specific object
- Equality of two arrays
- Filling Arrays with Objects
- Sorting Arrays

- `List asList(Object[])`
- `int binarySearch(type[], type)`
- `int binarySearch(Object[], Object, Comparator)`
- `boolean equals(type[], type[])`
- `void fill(type[], type)`
- `void sort(type[], Comparator)`



# Wrapping objects: Immutables

- Make Collection immutable
- Block any mutating methods
- No publicly available implementation (!)
- No public constructor (!)

- `Collection unmodifiableCollection(Collection)`
- `Set unmodifiableSet(Set)`
- `List unmodifiableList(List)`
- `Map unmodifiableMap(Map)`

# Wrapping objects: Synchronization

- Make Collection synchronized
- Block any mutating methods
- No publicly available implementation (!)
- No public constructor (!)

- `Collection synchronizedCollection(Collection)`
- `Set synchronizedSet(Set)`
- `List synchronizedList(List)`
- `Map synchronizedMap(Map)`

# Wrapping objects: Singletons

- Return collection of one specific element
- The collection is immutable
- No publicly available implementation (!)
- No public constructor (!)

Remove all instances of element e

- `c.removeAll(Collections.singleton(e));`

Remove all Lawyers from the map:

- `profession.values().removeAll(  
Collections.singleton(LAWYER));`

# Wrapping objects: Empties

- Return empty collection
- The collection is immutable

- Set `EMPTY_SET`
- Collection `EMPTY_COLLECTION`
- Map `EMPTY_MAP`

# Comparing objects: java.lang.Comparable

- Sorting, searching requires a method of comparing objects
- Comparison can be extracted and plugged as a parameter

▪ Comparable objects can be compared to other

Sort a List of people by birthday:

- `Collections.sort(people);`

```
public class Person implements Comparable {
    private name, givenName;
    // ...
    public int compareTo(Object obj) { }
    public boolean equals(Object obj) { }
    public int hashCode() {}
}
```

# Comparing objects: java.util.Comparator

- Sorting, searching requires a method of comparing objects
- Comparison can be extracted and plugged as a parameter

- **Comparators allow to compare two objects**

Sort a List of people by birthday:

- `Collections.sort(people, comparator);`

```
public class Name implements Comparator {  
    public int compare (Object obj1, Object obj2)  
    public boolean equals(Object obj)  
}
```

# Task

**Write two implementations:**

- **using Comparable interface**
- **using Comparators.**



