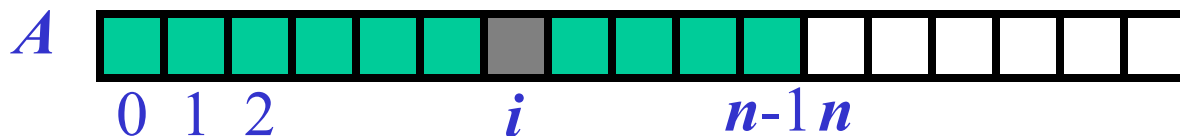

CS206

ArrayList

Array

- An array is a sequenced collection of homogenous variables (elements)
- Each element of an array has an index
- The entire array is contiguous in memory
 - allocated by `new` (e.g., `new int[10]`)
- The length of an array is fixed and can not be changed



Array/List

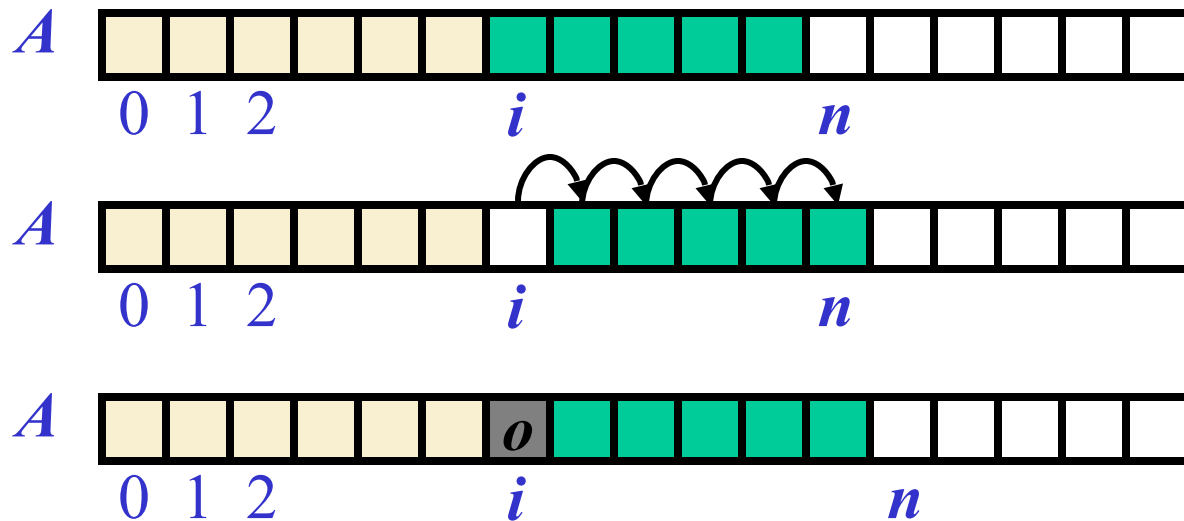
- Dynamically-sized array
- Stores an ordered sequence of objects
 - **Not sorted**, ordered in the sense that arrays are ordered
- Can grow and shrink when items are added/removed
- Standard array features all supported, but with different syntax

Array/List

- ArrayList is implemented with an array
- A variable (call it count) keeps track of the number of elements in the ArrayList
 - deletion
 - shift elements to the left and decrement count
 - addition
 - put new item on end and increment count
 - if not enough space
 - Create new, bigger array
 - Copy elements of old array into new one

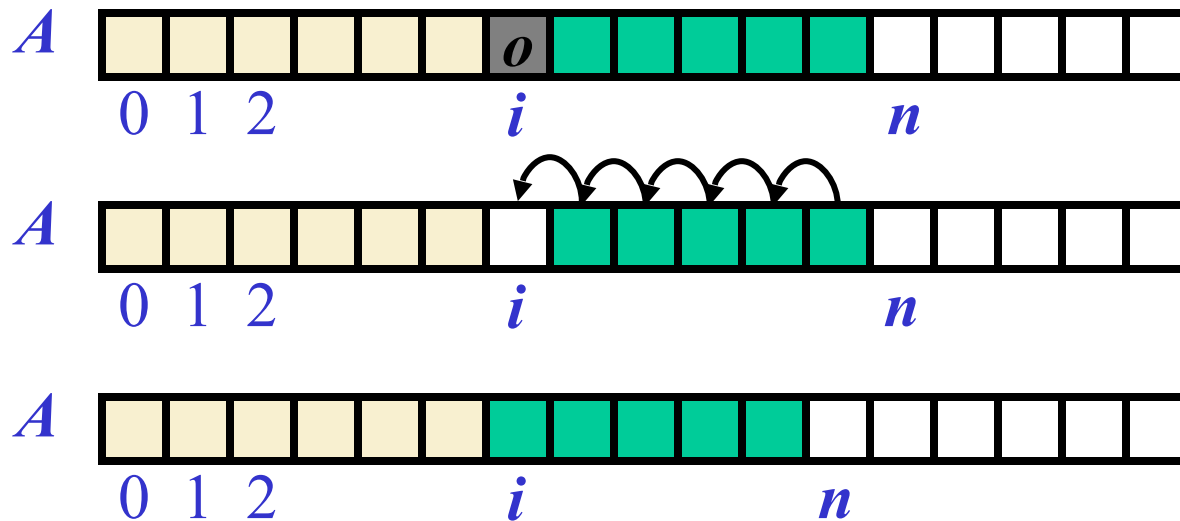
Insertion

- In an operation $\text{add}(i, o)$, we make room for the new element by shifting forward/to the right the elements $A[i], \dots, A[n - 1]$



Deletion

- In an operation `remove(i)`, we fill the hole by shifting backward/to the left the elements $A[i + 1], \dots, A[n - 1]$



Java Interfaces

- Java allows only single inheritance.
 - A class can only extend one class
 - As a result, Java does not need any collision resolution.
- BUT a class can “implement” any number of Interfaces
 - Interfaces only define methods
 - they do not provide method bodies so no collision resolution required.

Interface for ArraList

```
public interface ArraListInterface<T> {  
    boolean add(T t);  
    void add(int index, T t) throws IndexOutOfBoundsException;  
    T get(int index) throws IndexOutOfBoundsException;  
    void remove(int index) throws IndexOutOfBoundsException;  
    boolean set(int index, T t) throws IndexOutOfBoundsException;  
    int size();  
    int indexOf(T t);  
    void clear();  
}
```

handout with whole interface

Implementing ArraListInterface

```
public class ArraList<T> implements ArraListInterface<T> {
    private int capacity = 10;
    private static final double GROWTH_RATE = 1.618033; // the golden
mean
    private int count; // number of items currently in ArraList
    private T[] arra; // the array underlying the ArraList
    public ArraList() {
        arra = (T[]) new Object[capacity];
        count=0;
    }
    public ArraList(int initialCapacity) {
        capacity = initialCapacity;
        arra = (T[]) new Object[capacity];
        count=0;
    }
}
```

Class implements add(t,i), remove(i)

More implementation of ArrayList

```
public boolean add(T t) {  
  
}
```

Suggestion: start by drawing a good picture of what you want to do

YM implementation of ArrayList

```
public void remove(int index)
    throws IndexOutOfBoundsException {
}
}
```

Creation with Type Parameters

- When constructing an `ArrayList`, you must specify the type of elements via `<>`

```
ArrayList<String> l1 = new ArrayList<>();
```

```
ArrayList<Integer> l2 = new ArrayList<>()
```

Example usage

- Write a program to collect then print all unique words in a file
- Problem: you do not know the number of distinct words!
 - Solution
 - allocate a really big array
 - Use ArrayList!

WordCounter — Count the unique words in file!

WordCounter.java

java.util.ArrayList

- Implements much the same interface as ours
 - Their implementation has a few more functions
- Theirs is probably more more efficient.
- Part of Java collections framework
- `import java.util.ArrayList`
- Use `ArrayList` rather than `ArraList` (ours) for Homework 3 and Lab 2.

Collections

