

# CS 251

## Intermediate Programming

### Collection Interfaces

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# Collection interface

- The `Collection` interface lets you pass around a group of objects in the most general way. It could be a `List`, a `Set`, or any other kind of `Collection`.
- Most general purpose collection implementations have a *conversion constructor* that takes a `Collection` argument. (Constructors aren't part of an interface, but this is a common convention.)

# Collection methods

- size, isEmpty
- contains
- add, addAll
- remove, removeAll, retainAll, clear
- toArray
- iterator (because Collection implements Iterable)

Optional methods that are not supported by a specific implementation throw  
`UnsupportedOperationException`

# Traversing a collection – using for-each

```
public static <T> void printCollection(  
    Collection<T> collection) {  
    for (T obj : collection) {  
        System.out.println(obj);  
    }  
}
```

In this example, the *generic method* has a type parameter `T`, but we don't really use it for anything. Instead, we could use a *wildcard* type

# Traversing a collection – using for-each

```
public static void printCollection(  
    Collection<?> collection) {  
    for (Object obj : collection) {  
        System.out.println(obj);  
    }  
}
```

Using a ? for the type parameter is a wildcard indicating an unknown type.

# Traversing a collection – using iterator

```
public static void printWithIterator(  
    Collection<?> collection) {  
    Iterator<?> iter = collection.iterator();  
    while(iter.hasNext()) {  
        System.out.println(iter.next());  
    }  
}
```

# Iterator and Iterable

Iterator has three methods

- hasNext – Are there more elements?
- next – Return the next element
- remove – Remove the last element returned (optional)

Iterable only has one method

- iterator – returns an Iterator
- Implementing this interface allows object to be target of for-each

# toArray

Sometimes we have to work with an older API that is expecting arrays.

```
Collection<String> strColl;  
// ... actually initialize the collection here...  
  
// No argument version gives an array of Objects  
Object[] objArr = strColl.toArray();  
  
// Here we tell it that we want a String array  
String[] strArr = strColl.toArray(new String[0]);
```



# Set

A Set implements only the methods inherited from Collection, but adds the additional restriction that duplicate elements are prohibited.

- HashSet – fast, offers no guarantee about order
- TreeSet – implements SortedSet, uses *natural ordering* or a Comparator

Beware of placing mutable items in the set!

# List

- add, addAll – add to end of the list
- remove – removes first occurrence
- iterator, listIterator
- indexOf, lastIndexOf – find index of element
- get, set – access element at given index
- subList – view portion of list as a List

# Making a list of arguments

```
public static void main(String[] args) {  
    List<String> strList = new ArrayList<String>();  
    for(String arg : args) {  
        strList.add(arg);  
    }  
  
    // Let's sort the arguments  
    Collections.sort(strList);  
    System.out.println(strList);  
}
```

# Using Arrays.asList

```
public static void main(String[] args) {  
    List<String> strList = Arrays.asList(args);  
  
    // Let's shuffle this time.  
    Collections.shuffle(strList);  
    System.out.println(strList);  
}
```

# ListIterator

ListIterator extends Iterator interface with additional functionality

- hasNext, next, remove – inherited from parent
- hasPrevious, previous – allow traversal in reverse
- nextIndex, previousIndex – get index of element
- add – insert element in list
- set – replace element

# List Algorithms

Most polymorphic algorithms in `Collections` class apply to `List`.

- `sort` – sorts a `List` using a fast, stable sort.
- `shuffle` – randomly permutes the elements
- `reverse` – reverses the order of the elements
- `rotate` – rotates all the elements in a `List` by a specified distance.
- `swap` – swaps the elements at specified positions in a `List`.
- `replaceAll` – replaces all occurrences of one specified value with another.

# List Algorithms

- fill – overwrites every element in a List with the specified value.
- copy – copies the source List into the destination List.
- binarySearch – searches for an element in an ordered List using the binary search algorithm.
- indexOfSubList – returns the index of the first sublist of one List that is equal to another.
- lastIndexOfSubList – returns the index of the last sublist of one List that is equal to another.

# Queue

- Insert – add, offer
- Remove – remove, poll
- Examine – element, peek

Queues usually use FIFO order. PriorityQueue will use natural ordering or a Comparator.



# Deque

Double ended queue, can insert and remove at both ends. Implements both stack and queue at same time.

	<b>Beginning</b>	<b>End</b>
<b>Insert</b>	addFirst, offerFirst	addLast, offerLast
<b>Remove</b>	removeFirst, pollFirst	removeLast, pollLast
<b>Examine</b>	getFirst, peekFirst	getLast, peekLast

# Map

Maps keys to values. Does not implement `Collection` itself, but has three *collection views*

- `keySet` – Set of the keys
- `values` – Collection of values
- `entrySet` – Set of key-value mappings.

Beware of using mutable objects as keys!

# Counting word frequency

```
public static void main(String[] args) {
    Map<String, Integer> wordCountMap =
        new HashMap<String, Integer>();

    for(String arg : args) {
        Integer count = wordCountMap.get(arg);
        if(count == null) {
            count = 0;
        }
        count++;
        wordCountMap.put(arg, count);
    }

    System.out.println(wordCountMap.size() + " words");
    System.out.println(wordCountMap);
}
```

# Comparable interface

```
// T is type of objects that this  
// object may be compared to  
public interface Comparable<T>{  
  
    // Compares this with other object  
    // Returns negative, zero, or positive integer when  
    // less than, equal to, or greater than other  
    int compareTo(T o);  
}
```

# Comparable Names

```
public class Name implements Comparable<Name> {
    private final String firstName, lastName;

    public Name(String firstName, String lastName) {
        this.firstName = firstName;
        this.lastName = lastName;
    }

    public int compareTo(Name n) {
        int result = lastName.compareTo(n.lastName);
        if(result == 0) {
            result = firstName.compareTo(n.firstName);
        }
        return result;
    }

    public String getFirstName() { return firstName; }
    public String getLastName() { return lastName; }
```

# Comparator interface

```
// T is type of objects to compare  
public interface Comparator<T>{  
  
    // Compares two objects  
    // Returns negative, zero, or positive integer when  
    // o1 is less than, equal to, or greater than o2  
    int compare(T o1, T o2);  
}
```

# Sorting by first name

```
Comparator<Name> firstNameOrder =
    new Comparator<Name>() {
        public int compare(Name n1, Name n2) {
            String first1 = n1.getFirstName();
            String first2 = n2.getFirstName();
            int result = first1.compareTo(first2);
            if(result == 0) {
                String last1 = n1.getLastName();
                String last2 = n2.getLastName();
                result = last1.compareTo(last2);
            }
            return result;
        }
    };
```

```
List<Name> names = new ArrayList<Name>();
// Add some names here...
```

```
Collections.sort(names, firstNameOrder);
```