

CSC 222: Object-Oriented Programming

Fall 2017

Lists, data storage & access

- ArrayList class
 - methods: add, get, size, remove, contains, set, indexOf, toString
 - generics, for-each loop
- example: Dictionary
- Scanner class, file input, text processing
- example: LetterFreq, autoboxing & unboxing

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Composite data types

String is a composite data type

- each String object represents a collection of characters in sequence
- can access the individual components & also act upon the collection as a whole

many applications require a more general composite data type, e.g.,

- ✓ a dot race will keep track of a sequence/collection of dots
- ✓ a dictionary will keep track of a sequence/collection of words
- ✓ a payroll system will keep track of a sequence/collection of employee records

Java provides several library classes for storing/accessing collections of arbitrary items

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ArrayList class

an `ArrayList` is a generic collection of *objects*, accessible via an index

- must specify the type of object to be stored in the list
- create an empty `ArrayList<?>` by calling the constructor (no inputs)

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

- add items to the end of the `ArrayList` using `add`

```
words.add("Billy");           // adds "Billy" to end of list
words.add("Bluejay");        // adds "Bluejay" to end of list
```

- can access items in the `ArrayList` using `get`
 - similar to `Strings`, indices start at 0

```
String first = words.get(0);  // assigns "Billy"
String second = words.get(1); // assigns "Bluejay"
```

- can determine the number of items in the `ArrayList` using `size`

```
int count = words.size();    // assigns 2
```

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Simple example

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

words.add("Nebraska");
words.add("Iowa");
words.add("Kansas");
words.add("Missouri");

for (int i = 0; i < words.size(); i++) {
    String entry = words.get(i);
    System.out.println(entry);
}
```

since an `ArrayList` is a composite object, we can envision its representation as a sequence of indexed memory cells

"Nebraska"	"Iowa"	"Kansas"	"Missouri"
0	1	2	3

exercise:

- given an `ArrayList` of state names, output index where "Hawaii" is stored

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For-each loop

traversing a list is such a common operation that a variant of for loops was introduced to make it easier/cleaner

```
for (TYPE value : ARRAYLIST) {  
    PROCESS value  
}
```

```
for (int i = 0; i < words.size(); i++) {  
    String entry = words.get(i);  
    System.out.println(entry);  
}
```

```
for (String entry : words) {  
    System.out.println(entry);  
}
```

```
int count = 0;  
for (int i = 0; i < words.size(); i++) {  
    String nextWord = words.get(i);  
    if (nextWord.length() > 5) {  
        count++;  
    }  
}
```

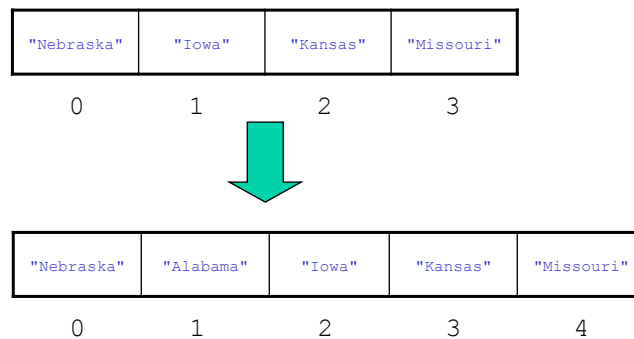
```
int count = 0;  
for (String nextWord : words) {  
    if (nextWord.length() > 5) {  
        count++;  
    }  
}
```

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Other ArrayList methods: add at index

the general `add` method adds a new item at the end of the `ArrayList`
a 2-parameter version exists for adding at a specific index

```
words.add(1, "Alabama"); // adds "Alabama" at index 1, shifting  
// all existing items to make room
```



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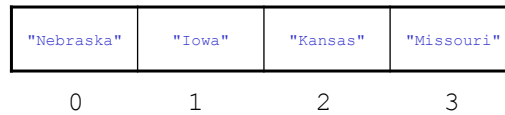
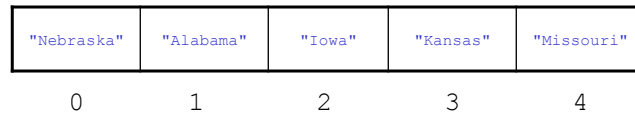
Other ArrayList methods: remove

in addition, you can remove an item using the `remove` method

- either specify the item itself or its index
- all items to the right of the removed item are shifted to the left

```
words.remove("Alabama");
```

```
words.remove(1);
```



note: the item version of `remove` uses `equals` to match the item

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Other ArrayList methods: indexOf & toString

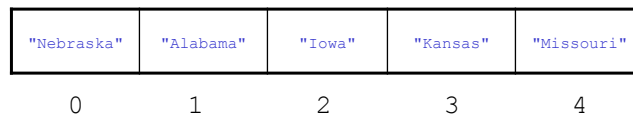
the `indexOf` method will search for and return the index of an item

- if the item occurs more than once, the first (smallest) index is returned
- if the item does not occur in the ArrayList, the method returns -1

```
words.indexOf("Kansas") → 3
```

```
words.indexOf("Alaska") → -1
```

similarly, `indexOf` uses `equals`



the `toString` method returns a String representation of the list

- items enclosed in `[]`, separated by commas

```
words.toString() → "[Nebraska, Alabama, Iowa, Kansas, Missouri]"
```

- the `toString` method is automatically called when printing an ArrayList

```
System.out.println(words) = System.out.println(words.toString())
```

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ArrayList<TYPE> methods

<code>TYPE get(int index)</code>	returns object at specified index
<code>TYPE set(int index, TYPE obj)</code>	sets entry at index to be obj
<code>boolean add(TYPE obj)</code>	adds obj to the end of the list
<code>void add(int index, TYPE obj)</code>	adds obj at index (shifts to right)
<code>TYPE remove(int index)</code>	removes object at index (shifts to left)
<code>boolean remove(TYPE obj)</code>	removes specified object (shifts to left) (assumes TYPE has an equals method)
<code>int size()</code>	returns number of entries in list
<code>boolean contains(TYPE obj)</code>	returns true if obj is in the list (assumes TYPE has an equals method)
<code>int indexOf(TYPE obj)</code>	returns index of obj in the list (assumes TYPE has an equals method)
<code>String toString()</code>	returns a String representation of the list e.g., "[foo, bar, biz, baz]"

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Dictionary class

consider designing a simple class to store a list of words

- will store words in an `ArrayList<String>` field
- constructor initializes the field to be an empty list
- `addWord` method adds the word to the list, returns true
- `addWordNoDups` method adds the word if it is not already stored, returns true if added
- `findWord` method determines if the word is already stored
- `display` method displays each word, one-per-line

```
import java.util.ArrayList;

public class Dictionary {
    private ArrayList<String> words;

    public Dictionary() {
        this.words = new ArrayList<String>();
    }

    public boolean addWord(String newWord) {
        this.words.add(newWord);
        return true;
    }

    public boolean addWordNoDups(String newWord) {
        if (!this.findWord(newWord)) {
            return this.addWord(newWord);
        }
        return false;
    }

    public boolean findWord(String desiredWord) {
        return this.words.contains(desiredWord);
    }

    public int numWords() {
        return this.words.size();
    }

    public void display() {
        for (String nextWord : words) {
            System.out.println(nextWord);
        }
    }
}
```

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In-class exercises

download [Dictionary.java](#) and try it out

- ✓ make it so that words are stored in lower-case
 - which method(s) need to be updated?
- ✓ add a method for removing a word

```
/**
 * Removes a word from the Dictionary.
 * @param desiredWord the word to be removed
 * @return true if the word was found and removed; otherwise, false
 */
public boolean removeWord(String desiredWord)
```

- ✓ add a method for finding & returning all partial matches

```
/**
 * Returns an ArrayList of words that contain the specified substring.
 * @param substr the substring to match
 * @return an ArrayList containing all words that contain the substring
 */
public ArrayList<String> findMatches(String substr)
```

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Input files

adding dictionary words one-at-a-time is tedious

- better option would be reading words directly from a file
- `java.io.File` class defines properties & behaviors of text files
- `java.util.Scanner` class provides methods for easily reading from files
 - `hasNext` returns true if unread text remains, `next` reads & returns next word

```
import java.io.File;
import java.util.Scanner;
. . .
```

```
public Dictionary(String fileName) throws java.io.FileNotFoundException {
    this.words = new ArrayList<String>();
```

```
    Scanner infile = new Scanner(new File(fileName));
    while (infile.hasNext()) {
        String nextWord = infile.next();
        this.addWord(nextWord);
    }
    infile.close();
}
```

this addition to the constructor header acknowledges that an error could occur if the input file is not found

opens a text file with the specified name for input

while there are still words to be read from the file, read a word and store it in the Dictionary

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User input

the `Scanner` class is useful for reading user input as well

- can create a `Scanner` object connected to the keyboard (`System.in`)

```
Scanner input = new Scanner(System.in);
```

- can then use `Scanner` methods to read input entered by the user

```
input.next()           will read the next String (delineated by whitespace)
input.nextLine()       will read the next line of text
input.nextInt()        will read the next integer
input.nextDouble()    will read the next double
```

```
Scanner input = new Scanner(System.in);

System.out.println("Enter your first name: ");
String firstName= input.next();

System.out.println("Enter your age: ");
int age = input.nextInt();
```

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Output files

for outputting text to a file, the `FileWriter` class is easy to use

- `java.io.FileWriter` class provides methods for easily writing to files

```
import java.io.FileWriter;
```

```
...
```

```
public void saveToFile(String filename) throws java.io.IOException {
    FileWriter outfile = new FileWriter(new File(filename));
    for (String nextWord : this.words) {
        outfile.write(nextWord + "\n");
    }
    outfile.close();
}
```

this addition to the method header acknowledges that an error could occur if the file cannot be opened

opens a text file with the specified name for output, writes each word to the file (followed by the end-of-line char)

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