

Lecture 6: ArrayList Implementation

CS 62

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Programming Assignment

- Weak AI/Natural Language Processing:
- Generate text by building frequency lists based on pairs of words. `ArrayList` of `Associations` of `String` (words) and `Integer` (count of that word)
- Harder assignment, start early!

The picture so far...

- When you wanted to store a collection of data you would use arrays
- The problem: fixed length (**final** instance variable **length**)
 - Once you have created them, they cannot grow or shrink
- Useful when we know in advance the number of elements to hold, but how often is this the case?
- Don't play nicely with Generics

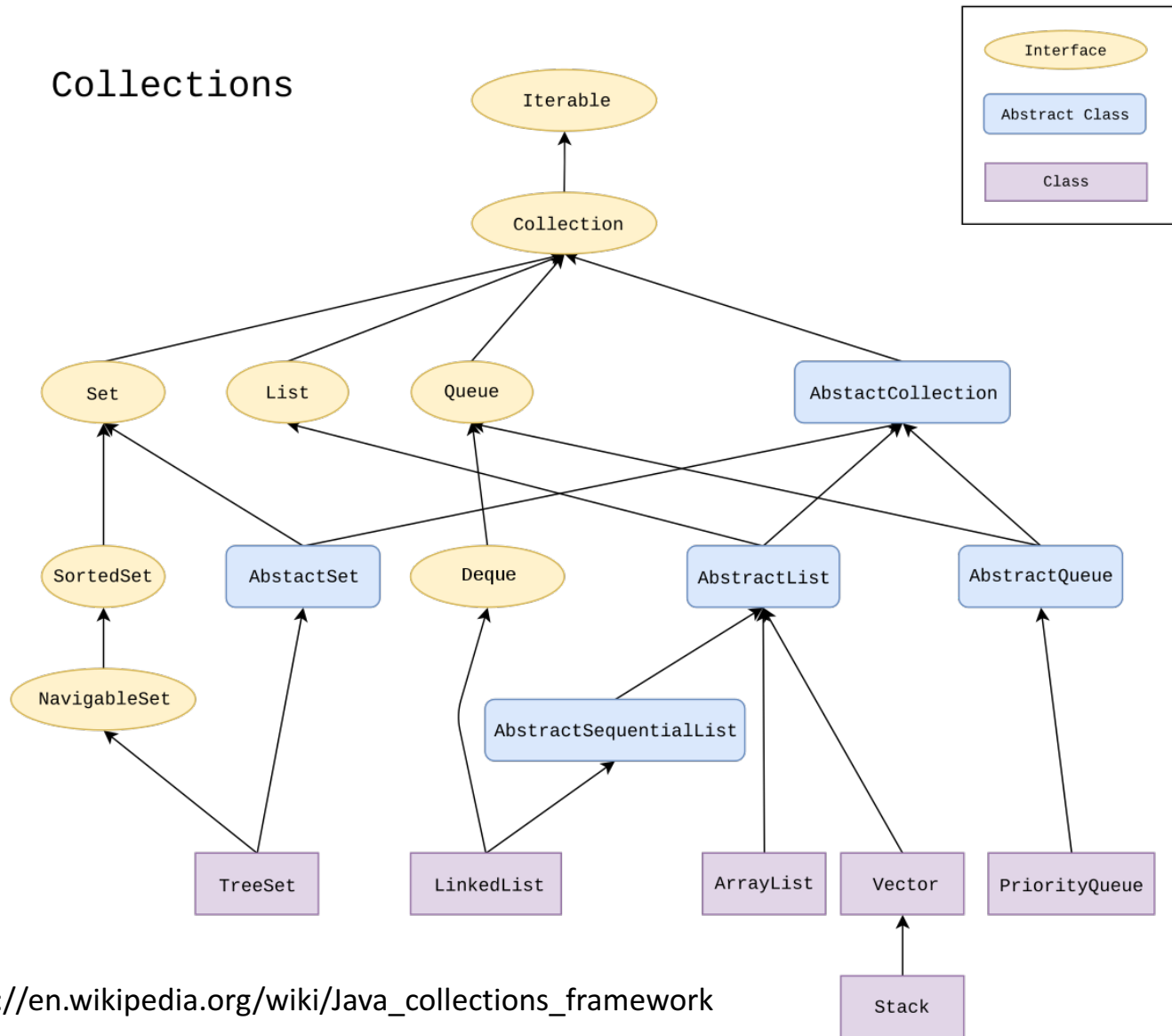
Data Structures



- Collections of:
 - Data
 - Their relationships
 - The operations that can be applied to them
- In OOP a collection is an object of *elements*
- Some collections are ordered, some are not
- Some allow duplicate elements, some do not
- Typically collections provide operations that allow us to add, remove, search for an element, and ask for their size (# elements)

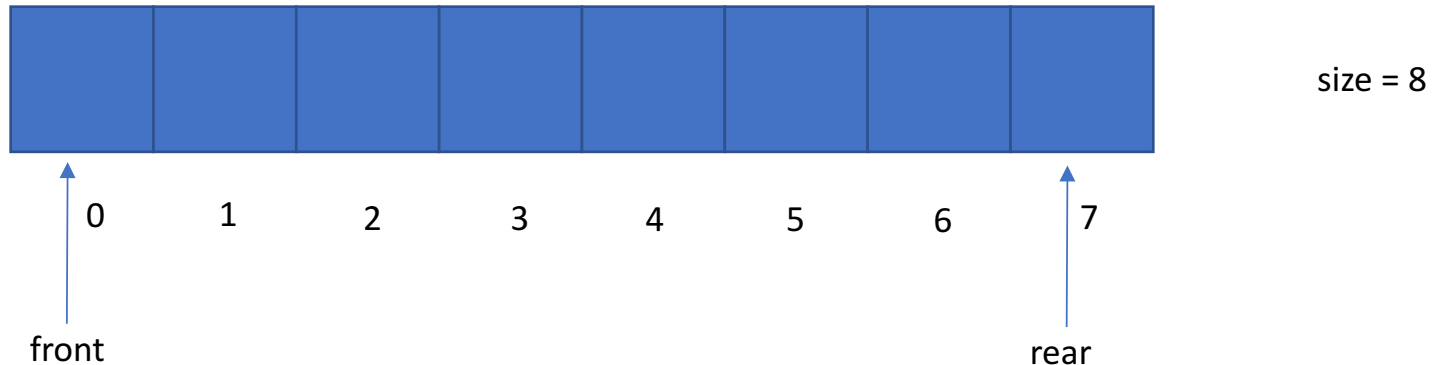
Collections in Java

Collections



List ADT

- A collection storing elements in an ordered fashion
- Can access elements by a 0-based index
- It has a known size which is the number of elements it holds
- Elements can be added at the front, rear, or intermediately



Array list

- Automatically resizable list
- By default, add a new element to end of list
- In Java, import `java.util.ArrayList`;
 - `public class ArrayList<E> extends AbstractList<E>
implements List<E>`
- Remember wrapper classes

ArrayList<E> major methods

- `ArrayList()`: constructs an empty list with initial capacity of 10.
- `ArrayList(int N)`: constructs an empty list with initial capacity of N.
- `boolean add(E e)`: appends element at end of list
- `boolean add(int index, E e)`: appends element at index
- `void clear()`: removes all elements from list
- `E get(int index)`: returns element at index
- `E remove(int index)`: removes & returns element at index
- `boolean remove(Object o)`: removes & returns first occurrence of element, if it exists
- `int size()`: returns number of elements

ArrayList<E>

- Standard Java libraries have lots of extra methods not in our implementation
- Many involve working on other collections
 - irrelevant for us at this point:
 - `addAll`, `contains`, `containsAll`, `listIterator`, `removeAll`, `replaceAll`, `retainAll`, `sort`, `splitIterator`, `subList`, `toArray`

ArrayList<E> and Generics

- When instantiating an array list, we need to specify the type of elements E that it will hold
- `ArrayList<Type> al = new ArrayList<Type>();`

ArrayList<E> vs arrays

- ❖ `String[] faculty = new String[2];`
- `ArrayList<String> faculty = new ArrayList<String>();`

- ❖ `faculty[0] = "Melanie Wu";`
- `faculty.add("Melanie Wu");`

- ❖ `String name = faculty[0];`
- `String name = faculty.get(0);`

- ❖ `for(int i=0; i<faculty.length; i++)
 System.out.println(faculty[i]);`
- `for(int i=0; i<faculty.size(); i++)
 System.out.println(faculty.get(i));`
- `for(String name: faculty)
 System.out.println(name); //for-each loop`

Tamassia & Goodrich `ArrayIndexList<E>`

- Interface is `IndexList<E>`
- `ArrayIndexList<E>`
 - Similar to `ArrayList`
 - Instance variables:
 - `elts`: array instance variable
 - `eltsFilled`: number of slots filled.
- Creating new array list is weird
 - Can't construct array of variable type!
 - Create array of `Object`, but coerce to believe array of `E`

```
public interface IndexList<E> {  
  
    public int size();  
  
    public boolean isEmpty();  
  
    public void add(int i, E e) throws IndexOutOfBoundsException;  
  
    public E get(int i) throws IndexOutOfBoundsException;  
  
    public E remove(int i) throws IndexOutOfBoundsException;  
  
    public E set(int i, E e) throws IndexOutOfBoundsException;  
}
```

```
public class ArrayIndexList<E> implements IndexList<E> {

    private E[] elts; //array storing the elements
    private int capacity = 16; // initial length of array elts
    private int eltsFilled = 0; // number of elements stored

    @SuppressWarnings("unchecked")
    public ArrayIndexList() {
        elts = (E[]) new Object[capacity];
        // the compiler may warn, but this is ok
    }
    private void checkIndex(int r, int n) throws IndexOutOfBoundsException {
        if (r < 0 || r >= n) throw new
            IndexOutOfBoundsException("Illegal index: " + r);
    }

    //fill the rest

}
```

```
/**
 * @return the number of elements in the indexed list.
 */
public int size() {
    return eltsFilled;
}

/**
 * @return whether the indexed list is empty.
 */
public boolean isEmpty() {
    return size() == 0;
}

/**
 * @return the element stored at the given index.
 */
public E get(int r) throws IndexOutOfBoundsException {
    checkIndex(r, size());
    return elts[r];
}
```

```
/**
 * @param r the index to be updated
 * @param newElt the element to go in slot r
 * @return the element originally in slot r
 * post: The element stored now at index r is now newElt
 */
public E set(int r, E newElt) {
    checkIndex(r, size());
    E temp = elts[r];
    elts[r] = newElt;
    return temp;
}
```



```
/**
 * post: If elts is full, then copy elements of elts to new array with twice the
 * capacity. There is now at least one empty slot in the array representation
 */
@SuppressWarnings("unchecked")
private void ensureCapacity() {
    if(eltsFilled == capacity){
        capacity *= 2;
        E[] newElts = (E[]) new Object[capacity];
        for (int i=0; i<EltsFilled; i++){
            newElts[i]=elts[i];
        }
        elts = newElts;
    }
}
```

```
/**
 * @param r the index to be updated
 * @param newElt the element to go in slot r
 * @return the element originally in slot r
 * post: The element stored now at index r is now newElt
 */
public void add(int r, E newElt) {
    checkIndex(r, size()+1);
    ensureCapacity();
    for(int i= eltsFilled-1; i>=r; i--)
        elts[i+1] = elts[i] //shift elements to the right
    elts[r]=elt;
    eltsFilled++;
}
/**
 * @param elt element to be added to the rear of indexed list.
 * post: The element stored now at rear is newElt
 */
public void add(E elt) {
    add(size(),elt);
}
```

```
/**
 * @param r the index of the element to be removed
 * @return the element at index r
 * post: Removes the element at index r, shifts all elements on its right one to left
 */
public E remove(int r) {
    checkIndex(r, size());
    E temp = elts[r];
    for(int i= r; i< eltsFilled - 1; i++)
        elts[i] = elts[i+1] //shift elements to the right one to the left
    eltsFilled--;
    return temp;
}
```