

#### ABOUT COLLECTIONS

- Problem: naming a bunch of things Cannot use variables ... will run out of names!
- Solutions
   Traditional approach: name + index = array
   Modern approach: object with API = list, set, map
- Comparison Arrays have no API and suffer from fixed allocation The modern collection framework has a rich API
- But we occasionally use arrays
   For compatibility with low-level API (e.g. split and args)

## ARRAYS (SEE SEC. L.2.1.E)

- Represent a collection of entities of the same type
- Declaration: type[] name; e.g. int[] bag;
- Instantiation: new type[size], e.g.
   bag = new int[100];
- Refer to elements by name[index], e.g. bag[0] = 123; bag[1] = bag[0] + 5;

# ARRAYS (SEE SEC. L.2.1.E)

- name.length represents the array's length
- Indices go from 0 to length 1
- Multidimensional arrays can also be used

#### EXAMPLE 1

If we pick an integer in [1,1M] randomly, how likely is it to get one whose digit sum is divisible by 7?

*Compute the probability by sampling 10% of those integers and store the sample in a collection.* 

- 1. Use Arrays See SumDiv7\_array.java
- 2. Use Collections See SumDiv7\_coll.java

### JAVA COLLECTION FRAMEWORK

- List vs Set vs Map List: may contain duplicates and elements are ordered. Set: no duplicates and no order. Map: key-value pairs, key unique.
- The Interfaces (aka Abstract Data Types) List<E>, Set<E>, and Map<K,V> (use generics)
- The Classes (aka Implementations) List: ArrayList and LinkedyList; Set: HashSet and TreeSet Map: HashMap and TreeMap
- Common APIs size(), clear(), iterator(), toString() Methods to insert, delete, and search → CRUD

