

Objectives for this class meeting

- 1. Complete Discussion about sec 8.1.1-8.1.4 "Aggregation"
 - focus on aggregations that are collections



Let's Revisit Our Example from L04

- · Suppose our elements are the colours of the rainbow
- We will use the class java.awt.Color to encapsulate each colour

```
Color red = new Color(255, 0, 0);
Color orange = new Color(255, 165, 0);
Color yellow = new Color(255, 255, 0);
Color green = new Color(0, 255, 0);
Color blue = new Color(0, 0, 255);
Color purple = new Color(128, 0, 128);
```

```
Using an collection...
```

• Refer to code example L04Ex02

ArrayList<Color> theRainbow1 = new ArrayList<Color>();

• can I add more elements to an ArrayList collection?



YORK

Alias, Shallow Copy, Deep Copy

- Let's draw a memory diagram of an alias, and then do the same for each of a shallow copy and deep copy
- See code example L04Ex03_alias, L04Ex04_shallow, L04Ex05_deep



What does "traverse" mean?

A traversal can be thought of as a trip that visits each element once and only once.

JBA, p.318

6

What this means:

- No element can be missed
- No element can be visited more than once.



What does "traverse" NOT mean?

That the elements will be visited in **any particular** order

- Even if you traverse a given collection several times, you should not assume that the elements will be visited in the same order.
- There is no order defined over the elements (even if the elements are things that you may commonly think of as having a "natural" order, such as numbers)



What does "traverse" NOT mean?

Traverse doesn't mean you get to do "partial trips"

- e.g., visit "every other element" or "the first half of the elements" or any other trip that is anything other than the complete traversal of all the elements
- A collection simply is not defined to provide this.
- This is just a variant of trying to impose a particular order on the elements of the
- ⁸ collection.

7



Iterator-Based Traversal 8.2.4

If collection is a variable that refers to a collection object, then the following enhanced for loop will be provided:

```
for (ElementType e : collection) {
    // visit element e
} OK, but what is ElementType?
....a collection is an aggregate, which means, by definition a class
that has as one of its features an attribute that is non-primitive.
What is this non-primitive type?
Don't know - let's just call it ElementType for the time being...
YORK
9
```

Iterator-Based Traversal 8.2.4

9

10

Another version of iterator-based traversal is...

```
while (collection.hasNext()) {
    ElementType e = collection.next();
}
```

It is equivalent to the enhanced for loop version...

(see the API of the Iterable interface)



Indexed Traversal 8.2.3

A sneaky bit of material that has the potential to confuse...

we just emphasized that traverse does not mean visiting the elements in any particular order... but...

Sometimes a collection may, *in addition to its requisite methods*, also support **an indexing scheme for its elements**, such as via this method:



Indexed Traversal 8.2.3

If there is an indexing scheme, then we can implement full and even partial traversals...

```
for (int i = 0; i < collection.size(); i++) {
    ElementType e = collection.get(i);
}
Since collection is a collection, it
    must have a size() method</pre>
```



Where can I get a collection?

- Some classes encapsulate collections
 - E.g., the Portfolio class implements a collection of CreditCard elements; use the static method getRandom() to get a randomly-populated collection.
 - A Portfolio object is a collection because of the services it offers (can add, remove CreditCard elements, can iterate over it)
- Other classes offer services, start out as empty collections
 - E.g., the ArrayList<E> class implements a collection of elements of type E
 - When invoking the constructor, the client must
- ¹³ specify the type E of the elements.



Where can I get me a collection?

What if I want to create and populate my own collection:

- 1. use a constructor to create an empty collection
- 2. add the elements one by one



A design tradeoff

When a new, empty collection is created, a block of run-time memory gets allocated for this object.

How large should this block be?

- If the block is too small:
 - then the size will be quickly exceed. When this happens, a whole new empty collection will need to be created, using a larger block and all of the elements copied over.
- If the block is too large:
 - a significant amount of memory will sit empty and cannot be used for anything else

The extreme form of the **small block** version is to start with a block so small that is it not big enough to hold even a single element. Then the amount of memory that is used grows as the collection grows.

YORK

UNIVERSI

15





Questions about Collections

- RQ8.22 What happens if you attempt to add an element to a full, statically-allocated collection?
- RQ8.23 What is a traversal?
- RQ8.24 How do you determine the number of elements in a collection if it supports indexed traversals?
- RQ8.25 How do you determine the number of elements in a collection if it supports iterator-based traversals?
- RQ8.26 (a) Explain how a traversal can be used to perform a search. (b) Why are traversal-based searches called exhaustive?



17