

CS 302: Introduction to Programming in Java

Lecture 12



Review

- What is the 3-step processing for using Objects (think Scanner and Random)?
- Do objects use static methods or non-static (how do you know)?



Null

- Used to indicate a reference variable that points to nothing (i.e. a null memory address)
- Only can be used with reference variables!
- Different from the empty String!!!

```
String x = null;  
String y = "";
```

X →

Y →

Memory

0x1: ""



Handling Null

- Null is a possible value for a memory address
- Therefore check with `==` or `!=`
- Example:

```
String x = null;
```

```
if (x == null) {
```

```
    S.o.println("This will print out");
```

```
}
```

Different from how we usually compare Strings!!!



Array Limitations

- Fixed length
 - What if we get a new test score but we have filled up the array?
 - No way to simply add a new "box" for the score
 - Must create a new array that is long enough for all the old scores and the new score and copy all the values over
- Solutions
 - Use of partially-filled arrays
 - ArrayLists



Array Lists

- Array Lists can grow and shrink as needed
- ArrayList class already has methods for inserting elements at specific indexes, removing elements, etc.
- Using Array Lists:
 - 3 Steps to using an Object
 - import the package: `import java.util.ArrayList`
 - Instantiate an object: `ArrayList<String> names = new ArrayList<String>();`
 - Use the object: `data.add("Yinggang");`



Using an ArrayList Object

```
ArrayList<type> variableName = new ArrayList<type>();
```

↑
Must be a reference type (ex.
String) – cannot be primitive
(ex. int, double, boolean, char)

variableName.size() - returns the size of the ArrayList
as an int

variableName.add(element) - appends element to the
end of the list and automatically increases its size

variableName.set(i, element)

$0 \leq i < \text{variableName.size}()$ - sets variableName \rightarrow i=
element



More ArrayList Benefits

- `ArrayList<String> names;`
- Easy to print out
 - `System.out.println(names);`
- Easy to copy
 - `ArrayList<String> copyOfNames = new ArrayList<String>(names);`

← Pass array to copy into constructor

- What if instead had done:
 - `ArrayList<String> copyOfNames = names;`



More Methods

- indexOf
- lastIndexOf
- remove
- isEmpty
- More...
- How would I know these?
- Answer: Java API (also control-space / apple-space...)



Array Lists and Methods

- Array Lists can be method parameters or return types (like arrays)

```
public static ArrayList<String> reverse(ArrayList<String> names)
{
    ArrayList<String> reversedNames = new ArrayList<String>();
    for (int i = names.size() - 1; i >= 0; i--)
    {
        reversedNames.add(names.get(i));
    }
    return reversedNames;
}
```



Wrapper Classes

- Problem – type for ArrayList can only be reference variables – what if we wanted an ArrayList of ints or doubles?
- Solution: Wrapper classes
 - int -> Integer, double -> Double, char -> Character, boolean -> Boolean
 - `ArrayList<Integer> intArrayList = new ArrayList<Integer>();`
 - Auto-Boxing = conversion between primitive and wrapper classes (int -> Integer)



Auto-Boxing

- Conversion between primitives and their respective wrapper class goes on "behind the scenes"
- Integer `x = 5; // x` \longrightarrow 5
- `int y = x; //y = 5`



Array List Example

- Find the largest value

```
ArrayList<Integer> vals = new ArrayList<Integer>();
```

```
//fill vals with random values
```

```
for (int i = 0; i < rand.nextInt(100); i++)
```

```
    { val.add(rand.nextInt()); }
```

```
int largest = vals.get(0);
```

```
for(int i = 1; i < vals.size(); i++) //find largest
```

```
{
```

```
    if (vals.get(i) > largest) largest = vals.get(i);
```

```
}
```



Reading Input

```
ArrayList<Double> testScores = new ArrayList<Double>();  
while (in.hasNextDouble())  
{  
    testScores.add(in.nextDouble());  
}
```



Length with Arrays, ArrayLists, and Strings

- Strings -> `stringName.length()`;
- Arrays -> `arrayName.length`;
- ArrayLists -> `arrayList.size()`;



ArrayList Practice 1 (maybe take tome)

- Write a method to sort an ArrayList of Integers using Selection Sort:

```
public static void selectionSort(ArrayList<Integer> data)
```

- Selection Sort (basically what humans usually do):
 - For each index in the array:
 - Find the current smallest element from [index...end]
 - Swap its value with the element currently in index



ArrayList Practice 2 (take home)

- Write a method to sort an ArrayList of Integers using the BubbleSort method:

```
public static void bubbleSort(ArrayList<Integer> data)
```

- Bubble Sort:
 - Iterate through all elements until no swaps occur
 - In each iteration, compare every pair of adjacent elements and swap them if they are out of order

