

CSSE 220 Day 3

Arrays, ArrayLists,
Wrapper Classes, Auto-boxing,
Enhanced *for* loop

Check out *ArrayListPractice* from SVN

Questions?

Getting Help

- This year we've decided to use Percopo/the Learning Center for after hours help
- I know some of the folks who are tutoring, and I think they'd be good tutors
- No tutors in 217
- IF THERE'S A LONG WAIT let me know
- IF YOU NEED HELP remember everything you have available to you

Help with Peers

- Having a peer help you with some strange bug or specific problem – Great Idea!
- Discussing your approach to a problem with a peer – still OK
- Letting a peer see your code/Emailing code to a peer – NEVER OK
- This year we will be utilizing cheating detection software

Array Examples Handout

- Look at the Array Examples Handout (just the array section, not the array list section)
- Form groups of 2
- Study how arrays are used and answer the questions in the quiz

Go to <http://codingbat.com/java/Array-2>

- Work in your groups to solve `fizArray3`, `bigDiff`, `shiftLeft`
- When you finish all 3, call me over to take a look
- If you finish early, try `zeroFront`

Array Types

- ▶ Group a collection of objects under a single name
- ▶ Elements are referred to by their **position**, or *index*, in the collection (0, 1, 2, ...)
- ▶ Syntax for declaring: *ElementType[] name*
- ▶ Declaration examples:
 - A local variable: `double[] averages;`
 - Parameters: `public int max(int[] values) {...}`
 - A field: `private Investment[] mutualFunds;`

Allocating Arrays

- ▶ Syntax for allocating:

`new ElementType[Length]`

- ▶ Creates space to hold values
- ▶ Sets values to defaults
 - `0` for number types
 - `false` for boolean type
 - `null` for object types

- ▶ Examples:

- `double[] polls = new double[50];`
- `int[] elecVotes = new int[50];`
- `Dog[] dogs = new Dog[50];`

Don't forget this step!

This does NOT construct any **Dogs**. It just allocates space for referring to **Dogs** (all the **Dogs** start out as *null*)

Reading and Writing Array Elements

▶ Reading:

- `double exp = polls[42] * elecVotes[42];`

Sets the value in
slot 37.

Reads the element with
index 42.

▶ Writing:

- `elecVotes[37] = 11;`

▶ Index numbers run from 0 to array length – 1

▶ Getting array length: `elecVotes.length`

No parentheses, array length
is (like) a field

Arrays: Comparison Shopping

Arrays...	Java	Python lists
<i>have fixed length</i>	<i>yes</i>	<i>no</i>
<i>are initialized to default values</i>	<i>yes</i>	<i>n/a</i>
<i>track their own length</i>	<i>yes</i>	<i>yes</i>
<i>trying to access “out of bounds” stops program before</i>	<i>yes</i>	<i>yes</i>

ArrayList Examples Handout

- Look at the ArrayList section of the examples handout
- Study how ArrayLists are used and answer the questions in the quiz
- Then solve the 3 problems in ArrayListPractice (you downloaded it from SVN)
- When you finish, call me over to take a look

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▶ Example:

- `ArrayList<State> states = new ArrayList<State>();`

-

```
states.add(new State("Indiana", 11, .484, .497));
```

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▶ Example:

Element type



- `ArrayList<State> states = new ArrayList<State>();`

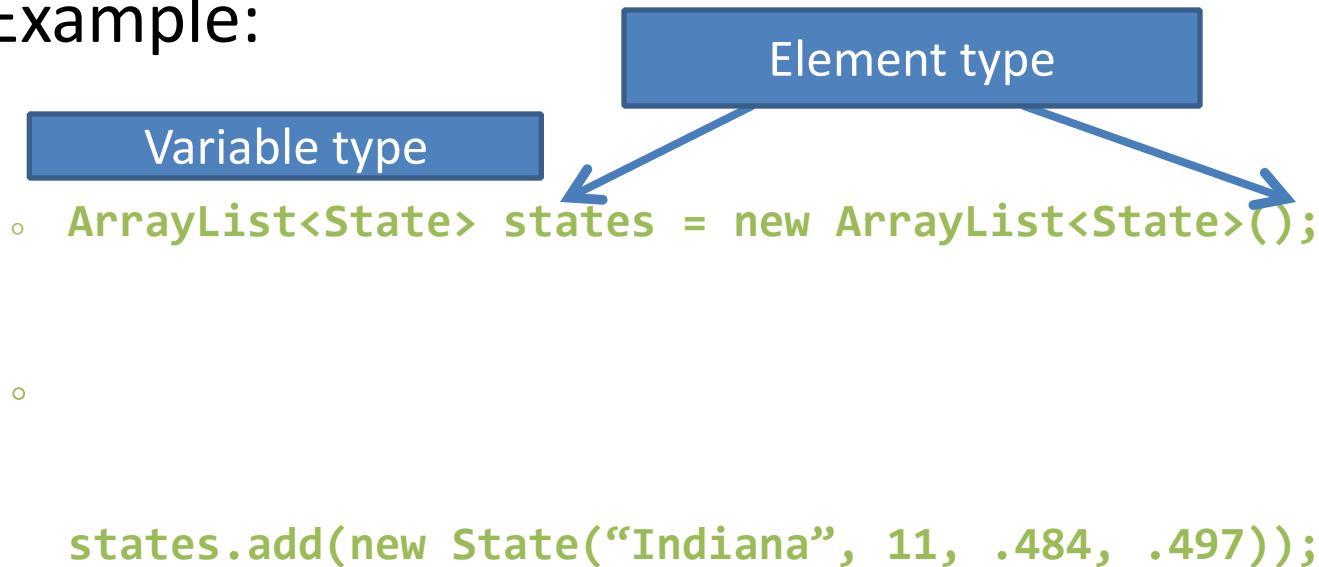
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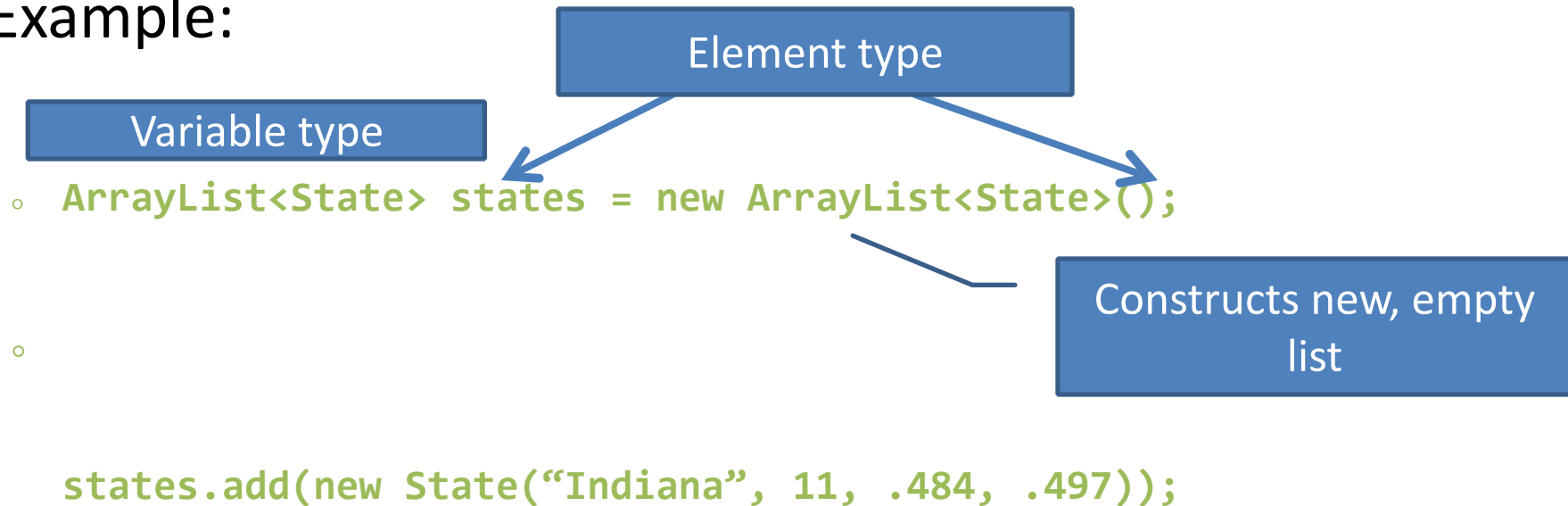
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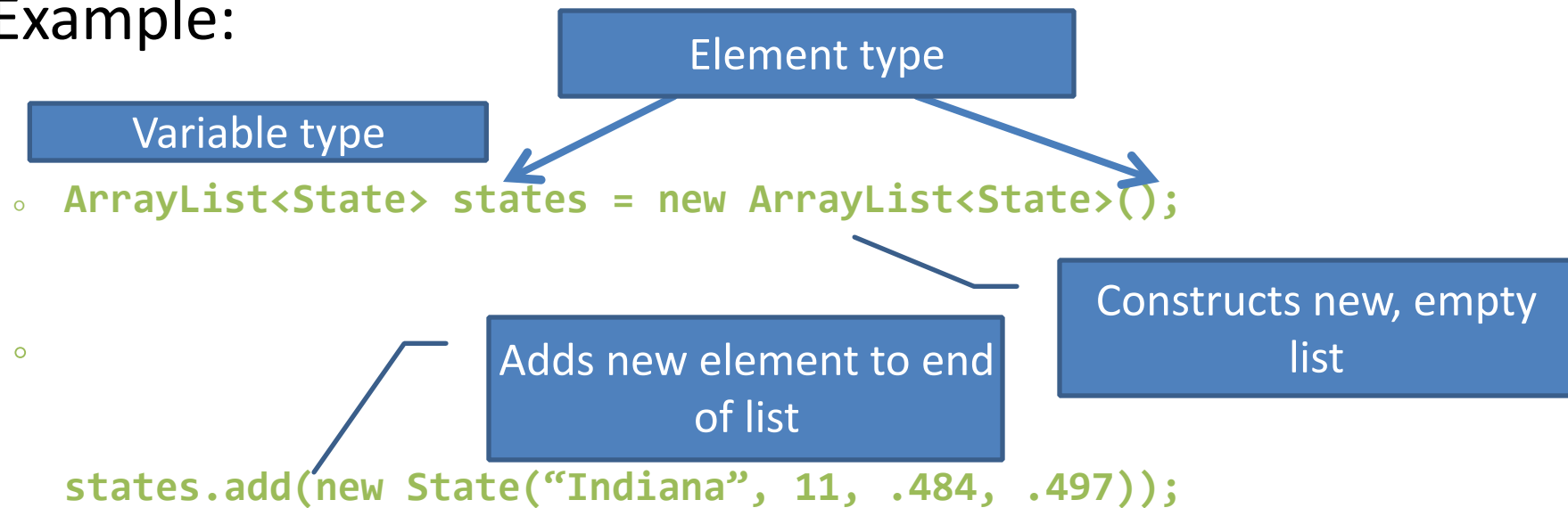
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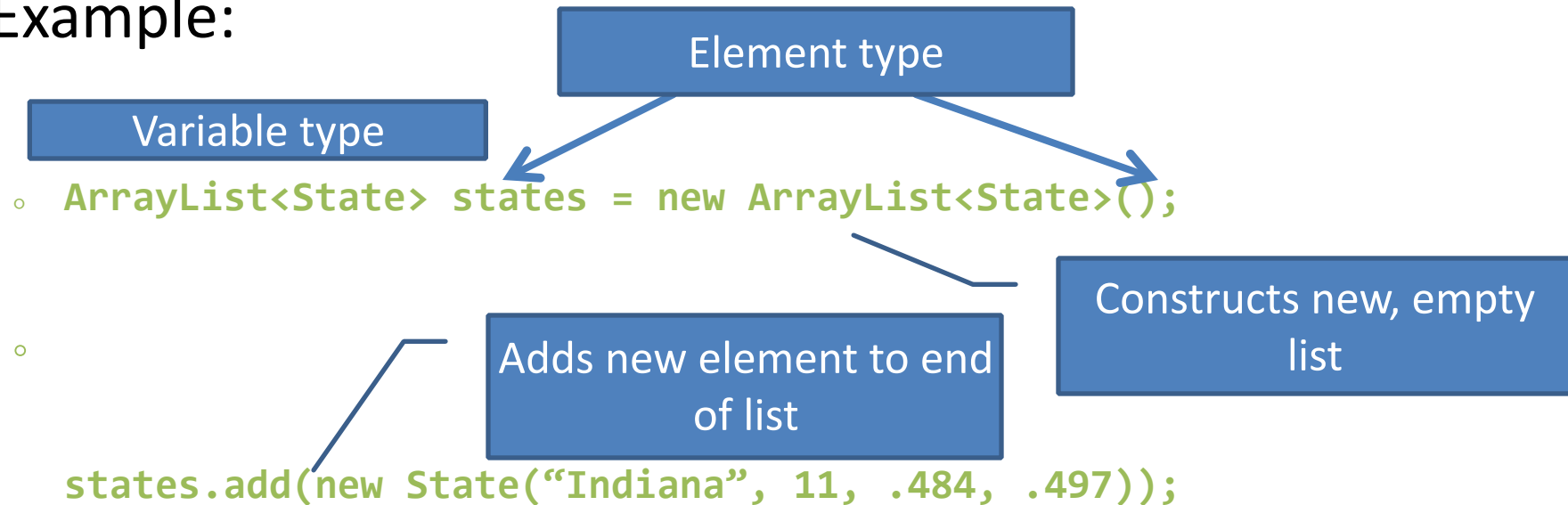
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▶ Example:



▶ **ArrayList** is a *generic class*

- Type in <brackets> is called a *type parameter*

ArrayList Gotchas

- Type parameter can't be a primitive type
 - Not: `ArrayList<int> runs;`
 - But: `ArrayList<Integer> runs;`
- Use *get* method to read elements
 - Not: `runs[12]`
 - But: `runs.get(12)`
- Use `size()` not `length`
 - Not: `runs.length`
 - But: `runs.size()`

Lots of Ways to Add to List

- ▶ Add to end:
 - `victories.add(new WorldSeries(2011));`
- ▶ Overwrite existing element:
 - `victories.set(0, new WorldSeries(1907));`
- ▶ Insert in the middle:
 - `victories.add(1, new WorldSeries(1908));`
 - Pushes elements at indexes 1 and higher up one
- ▶ Can also remove:
 - `victories.remove(victories.size() - 1)`

So, what's the deal with primitive types?

▶ Problem:

- ArrayList's only hold objects
- Primitive types aren't objects

▶ Solution:

- *Wrapper classes*—instances are used to “turn” primitive types into objects
- Primitive value is stored in a field inside the object

Primitive	Wrapper
<i>byte</i>	<i>Byte</i>
<i>boolean</i>	<i>Boolean</i>
<i>char</i>	<i>Character</i>
<i>double</i>	<i>Double</i>
<i>float</i>	<i>Float</i>
<i>int</i>	<i>Integer</i>
<i>long</i>	<i>Long</i>
<i>short</i>	<i>Short</i>

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 - Java does: `Integer m = new Integer(6);`
 - You write: `Integer answer = m * 7;`
 - Java does: `int temp = m.intValue() * 7;`
`Integer answer = new Integer(temp);`

Auto-boxing Lets Us Use ArrayLists with Primitive Types

- ▶ Just have to remember to use wrapper class for list element type
- ▶ Example:
 - `ArrayList<Integer> runs =`
 `new ArrayList<Integer>();`
 `runs.add(9); // 9 is auto-boxed`
 - `int r = runs.get(0); // result is unboxed`

Enhanced For Loop and Arrays

- ▶ Old school

```
double scores[] = ...
double sum = 0.0;
for (int i=0; i < scores.length; i++) {
    sum += scores[i];
}
```

- ▶ New, whiz-bang, enhanced for loop

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double scores[] = ...
double sum = 0.0;
for (double score : scores) {
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Say "in"

- No index variable (easy, but limited in 2 respects)
- Gives a name (score here) to each element

Enhanced For and ArrayList's

```
▶ ArrayList<State> states = ...  
int total = 0;  
for (State state : states) {  
    total += state.getElectoralVotes();  
}
```


Debugging—Key Concepts

- Breakpoint
- Single stepping
- Inspecting variables

Debugging—Demo

- ▶ Debugging Java programs in Eclipse:
 - Launch using the debugger
 - Setting a breakpoint
 - Single stepping: *step over* and *step into*
 - Inspecting variables
- ▶ Complete **WhackABug** exercise