# CMSC 132: Object-Oriented Programming II



# Collection Abstractions & Java Collections

## Department of Computer Science University of Maryland, College Park

## **Collection**

- Programs represent and manipulate abstractions (chunks of information)
  - Examples: roster of students, deck of cards, a Tetromino
- One of the most universal abstractions is a collection
  - Represents an aggregation of multiple objects
  - Plus, perhaps, a relation between elements
  - Examples: list, set, ordered set, map, array, tree
  - Supporting different operations

## **Data Structures**

- Data structure
  - A way of representing & storing information
- Choice of data structure affects
  - Abstractions supported
  - Amount of storage required
  - Which operations can be efficiently performed
- Collections may be implemented using many different data structures

## **Graph Abstractions**

Many-to-many relationship between elements

- Each element has multiple predecessors
- Each element has multiple successors



## **Graph abstractions**

- Undirected graph
  Undirected edges
- Directed graph
  - Directed edges
- Directed acyclic graph (DAG)
  - Directed edges, no cycles



## **Tree abstractions**

#### One-to-many relationship between elements

- Each element has unique predecessor
- Each element has multiple successors



## **Tree Abstractions**

#### Forest

DAG, but each node has at most one edge to it (from a parent)

Tree

#### Tree

Forest with only one node (the root) that doesn't have a parent

## Binary Tree

A tree where each node has at most 2 children



## **Sequence Abstractions**

#### One-to-one relationship between elements

- Each element has unique predecessor
- Each element has unique successor



# **Sequences or Ordered Collections**

List

- A sequence of elements
- The user of this interface has precise control over where in the list each element is inserted.
- The user can access elements by their integer index (position in the list), and search for elements in the list.

## **Limited Sequences**

#### Queue

- Can add only at the tail
- Can only access or remove at the head
- First-in, First-out (FIFO)
- Stack
  - Can add only at the top
  - Can only access or remove at the top
  - Last-in, First-out (LIFO)
- Deque: double ended queue
  - Can add, access or remove at either end

## **Set Data Structures**

No relationship between elements

- Elements have no predecessor / successor
- Only one copy of element allowed in set



## **Set Abstractions**

#### Set

E.g., {Mitt, Mike, John, Ron}

## 🛛 Мар

- Like a set, but each element in the set is mapped to a value
- E.g., {Mitt=280, Mike=243, John=843, Ron=14}

#### SortedSet

- Elements must be comparable, or a comparator must be provided
- Elements can be accessed in order

# **Java Collection Framework (JCF)**

- Java provides several interfaces and classes for manipulating & organizing data
  - Example: List, Set, Map interfaces
- Java Collection Framework consists of
  - Interfaces
    - Abstract data types
  - Implementations
    - Reusable data structures
  - Algorithms
    - Reusable functionality

## **Collection Hierarchy**



## **Collection Interface**

#### Core operations

- Add element
- Remove element
- Determine size (# of elements)
- Iterate through all elements
- Additional operations supported by some collections
  - Find first element
  - Find k<sup>th</sup> element
  - Find largest element
  - Sort elements

## **Collection vs. Collections**

## Collection

#### Interface

Root interface of collection hierarchy

Methods: add(), contains(), remove(), size()

#### Collections

#### Class

- Contains static methods that operate on collections
- Methods: shuffle(), copy(), list()