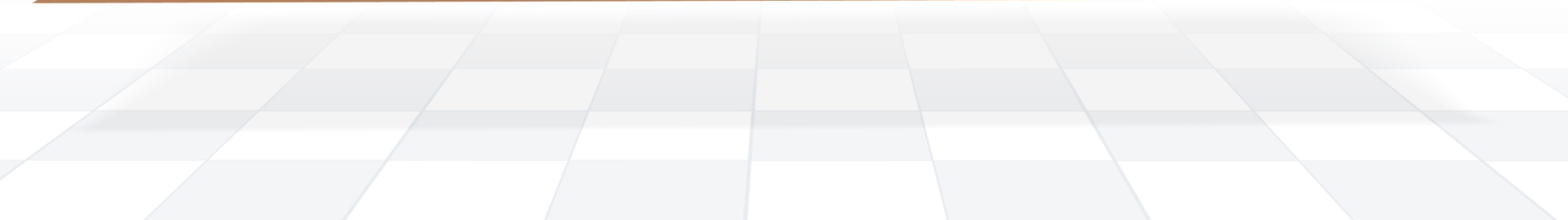


# Collections & Data Structures

Boaz Kantor

Introduction to Computer Science

IDC Herzliya



# ABSTRACTION VS. IMPLEMENTATION

# • Abstraction vs. Implementation

- Data structures provide both abstraction and implementation.
  - Abstraction is the functionality
  - Implementation is the internal collection structure
- Abstraction may provide FIFO, LIFO or other mechanisms.
- Implementation may be an array, a linked list of various types, trees and graphs.

# •Implementation

## ARRAY

- Implemented by a Java array.
- Advantage:
  - Best performance for direct access.
- Disadvantage:
  - Only pre-determined size.

## LINKED LIST

- Implemented as a collection of elements.
- Each element pointing to the next.
- A List class pointing to 'head'.
- Advantage:
  - Dynamic memory allocation.
- Disadvantage:
  - No direct access.
- Variations: doubly-linked list, keeping a 'tail' reference, etc.

# • Abstractions

## QUEUE

- Provides FIFO abstraction.
- Can be implemented using a Linked List or a Java array.
- Provides this functionality:
  - Enqueue
  - Dequeue
  - IsEmpty
  - Peek
  - Clear

## STACK

- Provides LIFO abstraction.
- Can be implemented using a Linked List or a Java array.
- Provides this functionality:
  - Push
  - Pop
  - IsEmpty
  - Peek (or Top)
  - Clear

# GENERIC

# • What is generics?

- Generics is a fundamental mechanism in Java.
- It allows writing data types with an additional internal data type.
- The internal data type can be chosen by the user (other programmer).
- For example:
  - `ArrayList` is a list of references to objects of type `Object`.
  - `ArrayList<Character>` is a list of references to objects of type `Character`.
  - `ArrayList<Clock>` is a list of clocks.
- Writing generic collections is out of the scope of this course.

# • How to identify Generic classes

- Some classes come with angle brackets in their class definition API:

java.util

**Class Stack<E>**

[java.lang.Object](#)

└ [java.util.AbstractCollection<E>](#)

└ [java.util.AbstractList<E>](#)

└ [java.util.Vector<E>](#)

└ java.util.Stack<E>

**All Implemented Interfaces:**

[Serializable](#), [Cloneable](#), [Iterable<E>](#), [Collection<E>](#), [List<E>](#), [RandomAccess](#)

---

```
public class Stack<E>
extends Vector<E>
```



# • How to read generic API

- When we instantiate an object of a generic type, we have to provide a class name instead of that 'E':

```
Stack<Character> characterStack = new Stack<Character>();
```

- The API makes further use of 'E'. When we read 'E' in the API, we should replace it with the type we provided, in this case 'Character':

## Method Summary

boolean	<a href="#">empty()</a> Tests if this stack is empty.
<a href="#">E</a>	<a href="#">peek()</a> Looks at the object at the top of this stack without removing it from the stack.
<a href="#">E</a>	<a href="#">pop()</a> Removes the object at the top of this stack and returns that object as the value of this function.
<a href="#">E</a>	<a href="#">push(E item)</a> Pushes an item onto the top of this stack.
int	<a href="#">search(Object o)</a> Returns the 1-based position where an object is on this stack.

# • Using a generic type

- We can now refer to 'E' as 'Character' whenever it's mentioned in the API, **without the need of casting.**

```
Character c = characterStack.pop();
```

## **pop**

```
public E pop()
```

Removes the object at the top of this stack and returns that object as the value of this function.

### **Returns:**

The object at the top of this stack (the last item of the `Vector` object).

### **Throws:**

[EmptyStackException](#) - if this stack is empty.

Reversing the words in each line of a text file using a Stack<E>

# EXAMPLE

```
import java.io.File;
import java.io.FileNotFoundException;
import java.util.Scanner;
import java.util.Stack;

public class Example {

    public static void main(String[] args) {

        // local variables
        String filename = "Romeo.txt";
        StringBuilder sb = new StringBuilder();
        Stack<String> stack = new Stack<String>();
        Scanner lineScanner = null;

        // open the file for reading
        try {
            lineScanner = new Scanner(new File(filename));
        } catch (FileNotFoundException e) {
            System.out.println("Can't find the file " + filename);
            System.exit(0);
        }
    }
}
```

```
// iterate the file line by line
while (lineScanner.hasNextLine()) {

    // read word by word
    String line = lineScanner.nextLine();
    Scanner wordScanner = new Scanner(line);

    // push all the words to a stack
    while (wordScanner.hasNext()) {
        stack.push(wordScanner.next());
    }

    // pop all the words and build the result line
    while (stack.size() > 0) {
        sb.append(stack.pop()).append(" ");
    }

    sb.append("\n");
}

// we're done reading the entire file, print the result
System.out.println(sb);
}
```

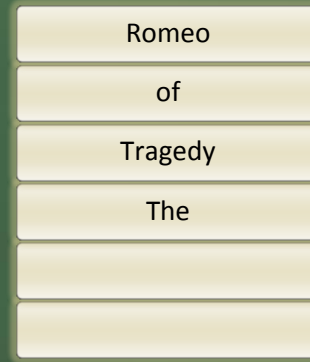
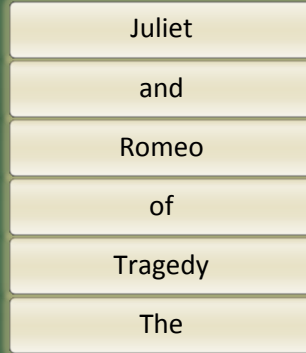
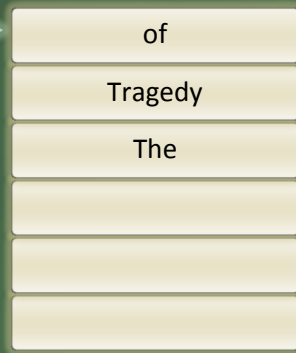
}

```
stack.push("The");  
stack.push("Tragedy");  
stack.push("of");
```

```
stack.push("Romeo");  
stack.push("and");  
stack.push("Juliet");
```

```
sb.append(stack.pop() + " ");  
sb.append(stack.pop() + " ");
```

Stack top



```
sb == "Juliet and ";
```

# Collections & Data Structures

Boaz Kantor

Introduction to Computer Science

IDC Herzliya

