Recitation 5

Enums and
The Java Collections classes/interfaces

How do we represent . . .

- Suits - Clubs, Spades, Diamonds, Hearts
- Directions - North, South, East, West
- Days of week - Monday, Tuesday . . .
- Planets - Mercury, Venus, Earth . . .

Other small sets of values that do not change

Using constants

```
public class Suit {
     public static final int CLUBS = 0;
     public static final int SPADES = 1;
     public static final int DIAMONDS = 2;
     public static final int HEARTS = 3;
}
```

Problems:
- no type checking
- readability

```
void setSuit(int suit) {...}
int getSuit() {...}
```


Objects as constants

```
public class Suit {
   public static final Suit CLUBS = new Suit();
   public static final Suit SPADES = new Suit();
   public static final Suit DIAMONDS = new Suit();
   public static final Suit HEARTS = new Suit();

   private Suit() {}
}
```

cannot modify Suit objects

no new Suits can be created

Suit v; … if (v == Suit.CLUBS) { …} can use ==

Enum declaration

can be any access modifier

```
public enum Suit {CLUBS, SPADES, DIAMONDS, HEARTS};
```

new keyword

name of enum

static final variables
of enum Suit

About enums

1. Can contain methods, fields, constructors
   - `Suit.HEARTS.getColor();`

1. Suit's constructor is private!
   - Cannot instantiate except for initial constants

1. `Suit.values()` returns a `Suit[]` of constants in enum

Demo: Enums in action

Look at the Suit enum.

Create a class PlayingCard and a class Deck.

What would be the fields for a PlayingCard object?

Enum odds and ends

1. Suit is a subclass of `java.lang.Enum`
2. **`ordinal()`** returns position in list (i.e. the order it was declared)
   a. `Suit.CLUBS.ordinal() == 0`
3. enums automatically implement Comparable
   a. `Suit.CLUBS.compareTo(Suit.HEARTS)` uses the ordinals for Clubs and Hearts
4. **`toString()`** of `Suit.CLUBS` is **`"CLUBS"`**
   a. you can override this!

Enum odds and ends

5. **`switch`** statement

```
Suit s = Suit.CLUBS;
switch(s) {
    case CLUBS:
    case SPADES:
        color= "black"; break;
    case DIAMONDS:
    case HEARTS:
        color= "red"; break;
}
```

`s == Suit.CLUBS` is true

switch statements are fall through! break keyword is necessary.

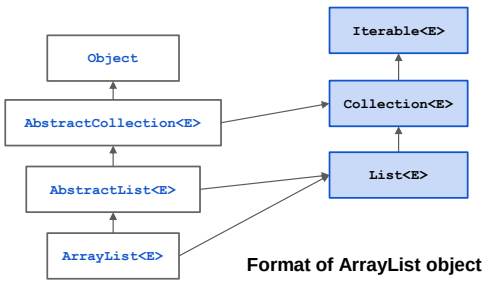
Collections and Maps

The Collections classes and interfaces are designed to provide implementations of

- bags (a.k.a. multiset – sets with repeated values)
- sets (and sorted sets)
- lists
- stacks
- queues
- maps (and sorted maps)

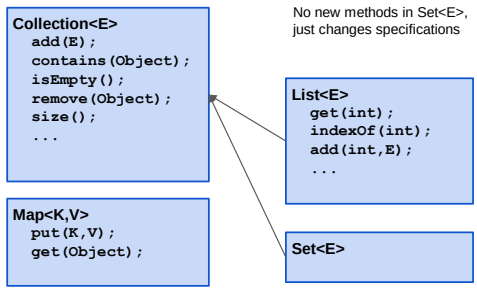
You will see in later assignments how easy it is to use these

Power of inheritance and interfaces

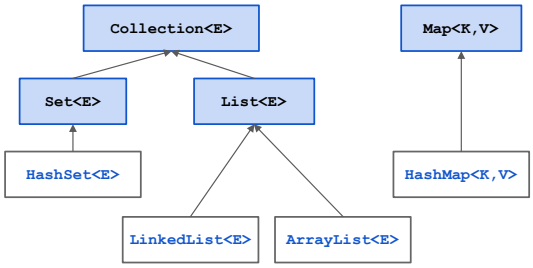


Format of ArrayList object

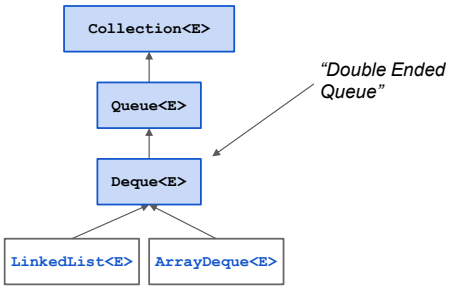
Important interfaces



Important classes



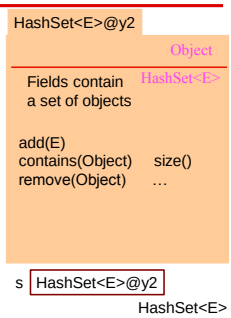
Queues? Stacks?



Iterating over a HashSet or ArrayList

```
HashSet<E> s= new HashSet<E>();
… store values in the set …
for (E e : s) {
     System.out.println(e);
}
```

Body of loop is executed once with e being each element of the set. Don't know order in which set elements are processed



Collections problems

1. Remove duplicates from an array
2. Find all negative numbers in array
3. Create ransom note
4. Implement a Stack with a max API
5. Braces parsing

Collections problems

Complete
`Integer[] removeDuplicates(int[])`

`Remove all duplicates from an array of integers.`

`Very useful HashSet method:`
`hs.toArray(new Integer[hs.size()]);`

Collections problems

Find Negative Numbers
Find all negative numbers in array and return an array with those integers

`Very useful ArrayList method:`
`lst.toArray(new Integer[lst.size()]);`

Collections problems

Create Ransom Note

Given a note (String) that you would like to create and a magazine (String), return whether you can create your note from the magazine letters.

Collections problems

Implement a Stack<E> with a max() function in O(1) time

No matter how full the stack is, the max function should be in constant time. (ie you should not iterate through the Linked List to find the maximum element)

Collections problems

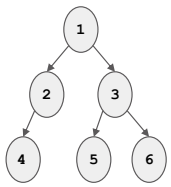
Braces parsing in O(n) time

```
Return whether a String has the right format of
square brackets and parenthesis.

e.g.
"array[4] = ((( new Integer(3) )));"  <- is true
"(   ) [   ] ]" <- is false
")(" <- is false
" ( [ ) ] " <- is false
```


Collections problems

Print a binary tree in level-order




```
Output: 1 2 3 4 5 6


Challenge Problem
Output:
1
2 3
4 5 6
```