

CS2110 Recitation 09. Interfaces Iterator and Iterable. Nested, Inner, and static classes

We work often with a class **C** (say) that implements a

- **bag**: unordered collection of elements (duplicates allowed)
- **set**: bag in which no duplicates allowed (call it a unibag!)
- **list**: ordered collection of elements

We show you how to fix class **C<T>** so that you can write:

```
C<String> ob= new C<String>();
Populate ob with some elements;
for (String s: ob) {
    do something with s
}
```

foreach loop

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Interface Iterator

Start with interface **Iterator**. in java.util

A class that implements **Iterator** needs three functions that make it easy to “enumerate” the elements of a collection —a bag, a set, a list, whatever.

Required functions:

```
hasNext()
next()
remove()
```

To enumerate: to provide a list of

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To implement interface **Iterator<T>**

in java.util

```
interface Iterator<T> {
    /** Return true iff the enumeration has more elements */
    public boolean hasNext();

    /** Return the next element of the enumeration.
        Throw a NoSuchElementException if there are no more. */
    public T next();

    /** Remove the last element returned by the iterator.
        ...
        Throw UnsupportedOperationException if you don't want
        to implement this operation. We don't. */
    public void remove();
}
```

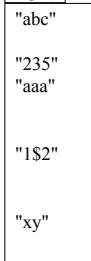
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Example of a class that implements **Iterator<T>**

b []@xy []@xy

Recall implementation of hashing from last week. Each element of b is either

1. **null**
2. A HashEntry object with **isInSet false**
3. A HashEntry object with **isInSet true**



We need a class that enumerates the elements in the objects in alternative 3.

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Class **HashSetIterator**

```
/** An instance is an Iterator of this HashSet */
private class HashSetIterator<T> implements Iterator<T> {
    // all elements in b[0..pos] have been enumerated
    private int pos=-1;

    // number of elements that have been enumerated
    private int enumerated=0;

    /** = "there is another element to enumerate". */
    @Override public boolean hasNext() {
        return enumerated != size;
    }

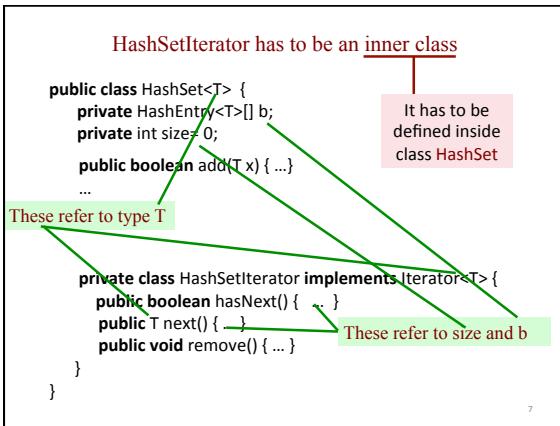
    // continued on next slide
}
```

field size of class HashSet

```
/** = the next element to enumerate.
    Throw a NoSuchElementException if no elements left */
public @Override T next() {
    if (!hasNext()) throw new NoSuchElementException();
    pos= pos+1;
    while (b[pos] == null || !b[pos].isInSet) {
        pos= pos+1;
    }
    enumerated= enumerated+1;
    return b[pos].element;
}

/** Remove is not supported.*/
@Override public void remove() throws ...{
    throw new UnsupportedOperationException();
}
```

**Class
HashSetIterator**



Using the iterator

```

HashSet<Integer> hs= new HashSet<Integer>();
Add a bunch of integers to hs;

// Print all elements in hs
Iterator<Integer> it= hs.iterator();
while (it.hasNext()) {
    Integer k= it.next();
    System.out.println(k);
}

public class HashSet<T> {
    ...
    public Iterator<T> iterator() {
        return new HashSetIterator();
    }
    private class HashSetIterator implements Iterator<T>
    {...}
}

```

Using the iterator

```

hs [HS@24]           it [HSI@bc]
HashSet<Integer> hs= new HashSet<Integer>();
Add a bunch of integers to hs;          HS@24
// Print all elements in hs
Iterator<Integer> it= hs.iterator();
while (it.hasNext()) {
    Integer k= it.next();
    System.out.println(k);
}

public class HashSet<T> {
    public boolean add(T x)
    ...
    public @Override Iterator<T> iterator()
    private class HashSetIterator implements Iterator<T>
}

```

In java.lang

Interface Iterable<T>

Requires one method:

```

/** Return an Iterator over a set of elements of type T */
public Iterator<T> iterator()

```

Java API says "set", but should say "collection" – a set, a bag, a list, whatever

If class C implements Iterable<T>, we can write

```

for (T v : object) {...}

```

```

public class HashSet<T> implements Iterable<T> {
    private HashEntry<T>[] b;
    private int size= 0;
    public boolean add(T x) { ... }
    ...
    /**
     * Return an Iterator for enumerating the set.
     */
    @Override public Iterator<T> iterator() {
        return new HashSetIterator();
    }
    private class HashSetIterator implements Iterator<T> {
        public boolean hasNext() { ... }
        public T next() { ... }
        public void remove() { ... }
    }
}

```

Using the foreach loop

```

HashSet<Integer> hs= new HashSet<Integer>();
Add a bunch of strings to hs;
// Print all elements in hs
Iterator<Integer> it= hs.iterator();
while (it.hasNext()) {
    Integer k= it.next();
    System.out.println(k);
}

for (Integer k : hs) {
    System.out.println(k);
}

public class HashSet<T> implements Iterable<T> {
    ...
    @Override public Iterator<T> iterator()
    private class HashSetIterator implements Iterator<T>
    ...
}

```

HashSet implements Iterable, so you can replace the declaration of it and the while loop by the foreach loop. "syntactic sugar"

Don't try to change the set in a foreach!!

```
HashSet<Integer> hs= new HashSet<Integer>();
Add a bunch of strings to hs;
// Print all elements in hs
for (Integer k : hs) {
    hs.add(-k);
```

This may change array **b** and int field **size**. May cause rehash. **hs**'s class invariant (meanings of **hs.pos** and **it.enumerated**) no longer holds.

Causes a
ConcurrentModificationException

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Don't try to change the set!

```
Iterator<Integer> it= hs.iterator();
while (it.hasNext()) {
    Integer k= it.next();
    hs.add(-k);
}
```

Don't do this either →

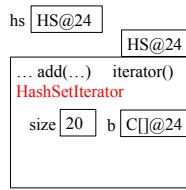
```
HashSet<Integer> hs= new HashSet<Integer>();
Add a bunch of strings to hs;
// Print all elements in hs
for (Integer k : hs) {
    hs.add(-k);
}
```

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HashSetIterator is an inner class of HashSet

Declared within HashSet, often made private so can't be referenced directly from outside

HashSetIterator is in each HashSet object



```
public class HashSet<T> implements Iterable<T> {
    public boolean add(T x)
    ...
    @Override public Iterator<T> iterator()
    private class HashSetIterator implements iterator<T>
}
```

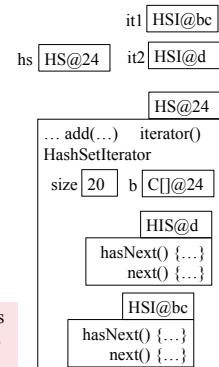
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Think of HashSetIterator objects

also as being inside a HashSet object. Then, normal inside-out rule shows you that **hasNext()** and **next()** can reference **b** and **size**.

```
HashSet<C> hs=
    new HashSet<C>();
...
Iterator<C> it1= hs.iterator();
Iterator<C> it2= hs.iterator();
```

Diagram: two HashSetIterator objects in HashSet object. Two enumerations of set going on at same time?



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A foreach loop within a foreach loop

```
HashSet<Integer> hs= new HashSet<Integer>();
Add a bunch of strings to hs;
```

```
for (Integer k : hs) {
    for (Integer h : hs) {
        Compare set elements k and h in some way
    }
}
```

```
public class HashSet<T> implements Iterable<T>;
    @Override public Iterator<T> iterator()
    private class HashSetIterator implements Iterator<T>
}
```

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Nested class Inner class static nested class

```
public class HashSet<T> implements Iterable<T>;
    public boolean add(T x)
    ...
    @Override public Iterator<T> iterator()
    private class HashSetIterator implements Iterator<T> {}
    private static class HashEntry<T> {}
```

Nested class: a class declared inside another:

HashSetIterator and HashEntry are declared within class HashSet, so they are nested classes.

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Nested class Inner class static nested class

```
public class HashSet<T> implements Iterable<T>
    public boolean add(T x)
    ...
    @Override public Iterator<T> iterator()
    private class HashSetIterator implements Iterator<T> {}
    private static class HashEntry<T> {}
}
```

Inner class: a nested class that is not static. When instances are created, they live within an object of the outer class.

HashSetIterator is an inner class. It has to live within a HashSet object so that its objects can reference fields **b** and **size**. See slide 15!

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Nested class Static nested class Inner class

```
public class HashSet<T> implements Iterable<T>
    public boolean add(T x)
    ...
    @Override public Iterator<T> iterator()
    private class HashSetIterator implements Iterator<T> {}
    private static class HashEntry<T> {}
}
```

Static nested class: a nested class that is static. When instances are created, they do *not* live within an object of the outer class.

HashEntry is a static nested class. Its objects do not need to be in HashSet objects because it does not reference HashSet fields or instance methods.

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Nested class Inner class static nested class

Make a class an inner class so that its objects can reference fields or instance methods of the outer class.

Make a class **SNC** a static nested class within class **C** when:

1. **SNC** is used only within **C**, and there is no need for program parts outside **C** to know about **SNC**.
Example: HashEntry
2. **SNC** does not reference any fields or instance methods of **C**. Example: HashEntry

Effect: Nesting **SNC** within **C** hides it from the outside world. Only those interested in how **C** is implemented need to know about it. Making **SNC** static is more efficient —there is only one copy of the class; it does not reside in objects of class **C**.

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Nested class Inner class static nested class

There are certain restrictions on inner classes and nested static classes. We don't go into them.

You have seen one nested static class: HashEntry

You have seen several inner classes: HashSetIterator and some classes that are used to help implement listening to GUI events –discussed in that lecture.

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