Java Language Constructs
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Review of Java Language Constructs

Basic elements
- Primitive types, variables, constants, operators
- If-else, switch, while, for

Classes
- Object instances
  - Creating objects with new
- Object references
  - The null reference
- Instance data, class (static) data
- Methods
  - Parameters, return values, polymorphism
Review of Java Language Constructs

- **Inheritance**
  - Base class, derived class, `super`
  - Method overriding (vs. overloading)
  - Abstract methods
  - Up- and down-casting, `getClass()`, `instanceof`
    - Avoid overuse of these... leads to bad designs

- **Interfaces**

- **1D Arrays**
  - Creating, indexing

- **Exceptions**
  - Try-catch blocks
Java Language Constructs

- Iterator Interface
- Enhanced for loop
- Enumerated types
- Generics
- Autoboxing
- Comparable Interface
- Comparator Interface
**Iterator Interface**

- **Interface**

  ```java
public interface Iterator {
    boolean hasNext();
    Object next();
    void remove();   // optional, called once per next()
  }
```

- **Example usage**

  ```java
  Iterator i = myCollection.iterator();
  while (i.hasNext()) {
    myCollectionElem x = (myCollectionElem) i.next();
  }
  ```
Enhanced For Loop

- Works for arrays and any class that implements the **Iterable** interface, including all Collections
  - Has method iterator() returns Iterator<T> object
  - For loop handles Iterator automatically
    - Test hasNext(), then invoke next()

// Iterating over a String array

```java
String[] roster = {"John", "Mary", "Alice", "Mark"};
for (String student : roster)
    System.out.println(student);
```
Enhanced For Loop

ArrayList<String> roster = new ArrayList<String>();
roster.add("John");
roster.add("Mary");

// using an iterator
for (Iterator<String> it = roster.iterator(); it.hasNext(); )
    System.out.println(it.next());

// using for loop
for (String student : roster)
    System.out.println(student);
Enumerated Types

- New type of variable with set of fixed values
  - Establishes all possible values by listing them
  - Supports values(), valueOf(), name(), compareTo()…
  - Can add fields and methods to enums

Example

```java
public enum Color { Black, White } // new enumeration
Color myC = Color.Black;
for (Color c : Color.values()) System.out.println(c);
```

When to use enums

- Natural enumerated types – days of week, phases of the moon, seasons
- Sets where you know all possible values
Enumerated Types

From "Taming the Tiger" presentation by Joshua Bloch and Neal Gafter at Sun's 2004 Worldwide Java Developer Conference

```java
public class Card implements Serializable {
    public enum Rank { DEUCE, THREE, FOUR, FIVE, SIX,
                     SEVEN, EIGHT, NINE, TEN, JACK, QUEEN, KING, ACE }
    public enum Suit { CLUBS, DIAMONDS, HEARTS, SPADES }
    private final Rank rank;
    private final Suit suit;
    private Card( Rank rank, Suit suit ) {
        this.rank = rank;
        this.suit = suit;
    }
    public Rank rank( ) { return rank; }
    public Suit suit( ) { return suit; }
    public String toString( ) { return rank + " of " + suit; }
}
```
Generics – Motivating Example

Problem

- Utility classes handle arguments as Objects
- Objects must be cast back to actual class
- Casting can only be checked at runtime

Example

class A { … }
class B { … }
List myL = new List();
myL.add(new A());  // Add an object of type A
...
B b = (B) myL.get(0);  // throws runtime exception
                      // java.lang.ClassCastException
Solution – Generic Types

Generic types
- Provides abstraction over types
- Can parameterize classes, interfaces, methods
- Parameters defined using \(<X>\) notation

Examples
- public class foo\(<X, Y, Z>\) { … }
- List\(<\text{String}>\) myNames = ...

Improves
- Readability & robustness

Used in Java Collections Framework
Generics – Usage

Using generic types

- Specify \texttt{<type parameter>} for utility class
- Automatically performs casts
- Can check class at compile time

Example

```java
class A { ... }
class B { ... }
List\langle A \rangle myL = new List\langle A \rangle();
myL.add(new A());  // Add an object of type A
A a = myL.get(0);  // myL element ⇒ class A
...
B b = (B) myL.get(0);  // causes compile time error
```
Autoboxing & Unboxing

- Automatically convert primitive data types
  - Data value ↔ Object (of matching class)
  - Data types & classes converted
    - Boolean, Byte, Double, Short, Integer, Long, Float

Example

```java
ArrayList<Integer> myL = new ArrayList<Integer>();
myL.add(1);  // previously myL.add(new Integer(1));
int y = mL.getFirst();  // previously int y = mL.getFirst().intValue();
```

Example (SortValues.java)
Comparable Interface

Comparable

- public int compareTo(Object o)
- A.compareTo(B) returns
  - Negative if A < B, 0 if A == B, positive if A > B

Properties

- Referred to as the class's *natural ordering*
- Can sort using Collections.sort() & Arrays.sort()
  - Example: Collections.sort(myList);
- Can use as keys in SortedMap & SortedSet
- Consistency w/ equals() strongly recommended
  - x.equals(y) if and only if x.compareTo(y) == 0

Example (comparableExample)
Comparator Interface

Comparator

public int compare(Object A, Object B)
- Negative if A < B, 0 if A == B, positive if A > B

Properties

- Imposes total ordering on objects of a class
- Provide alternatives to natural ordering
- Supports generics
  - Example: class myC implements Comparator<Foo>{ ... }
- Use as parameter for sort function
  - Example: Collections.sort(myFooList, new myC( ));

Example (comparatorExample)
2-D Arrays of Primitives

- Each row in two-dimensional array is an array
- Rows can have different lengths
- Defining a primitive array where rows have the same length
  
  ```java
  int [ ][ ] data = new int[3][4];
  ```

- Defining a primitive data array where rows have different lengths (ragged array)
  
  ```java
  int [ ][ ] ragged = new int[2][ ];
  ragged[0] = new int[3];
  ragged[1] = new int[1];
  ```
2-D Arrays of Objects

- Each row in two-dimensional array is an array
- Rows can have different lengths
- Defining an array where rows have the same length
  
  ```java
  String [ ][ ] data = new String[3][4];
  ```

- Important – Note we have created a 2-D array of references to String objects; no String objects yet exist

- Can also create ragged arrays of objects

- Example (Roster.java)