CMSC 132: OBJECT-ORIENTED PROGRAMMING II

Collection Abstractions & Java Collections

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Collection

- Programs represent and manipulate abstractions (chunks of information)
  - **Examples:** roster of students, deck of cards
- 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

- Tree
  - 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
Abstraction Taxonomy

• Classification scheme for data structures
  • Based on relationships between elements

• Category                Relationship
  • Graph                  many ⇒ many
  • Hierarchical           one ⇒ many
  • Linear                 one ⇒ one
  • Set                    no explicit relationship
Desert Island Abstraction

• If you could have only one abstraction with you on a desert island…

• Graph is the most general
  • Can represent any of the other abstractions
    • E.g., A set is a graph with no edges

• But more specific abstractions have advantages
  • Some things are unique and well defined (e.g., first element)
  • Implementations for more specific abstractions can support more efficient operations
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

Interface (red)
Class (black)
Collection Interface

• [http://docs.oracle.com/javase/7/docs/api/java/util/Collection.html](http://docs.oracle.com/javase/7/docs/api/java/util/Collection.html)

• Core operations
  • Add element
  • Remove element
  • Determine size (# of elements)
  • Iterate through all elements

• Additional operations supported by some collections
  • Find first element
  • Find $k^{th}$ element
  • Find largest element
  • Sort elements

• Collection vs. Collections
  • Collections is a class