

Strings and Arrays

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Strings and Arrays

- **Overview**
 - Characters and strings
 - String manipulation
 - Formatting output
 - Arrays
 - One-dimensional
 - Two-dimensional
 - Container classes
 - List: ArrayList and LinkedList
 - Iterating over a list

Strings and Arrays

- **Characters and strings**

- A character (**char** primitive)
 - Based on Unicode
 - Indicated by single quotation
- A string (**String** object) is a container of characters
 - Indicated by double quotation
 - Operator + : concatenation of strings into a new string

```
char c = 'a';  
String str = "UNICODE for a is " + (int) c;  
if (c < 'W') {...}
```

Strings and Arrays

- **Characters and strings**
 - Special characters: using an escape sequence (with backslash)

Code	Meaning
\t	tab
\b	backspace
\n	newline
\r	carriage return
\'	single quote
\"	double quote
\\	backslash

Strings and Arrays

- Characters and strings

- Some useful String methods

```
<integer> = <string> . length () ;  
    <char> = <string> . charAt (<integer>) ;  
<integer> = <string> . indexOf (<char>) ;  
    <string> = <string> . substring (<integer>, <integer>) ;  
<boolean> = <string> . equals (<object>) ;
```

- Every object can be converted to a string (default)

```
<string> = <object> . toString () ;
```

Strings and Arrays

- **Java program: string manipulation**
 - Task
 - Counting the number of words in a string
 - Algorithm
 - Running over characters
 - Counting each transition from blanc to non-blanc characters
 - Input

```
String text = "Twinkle twinkle little star";
```

Strings and Arrays

- **Java program: string manipulation**
 - Counting the number of words in a string

```
int i = 0, wordCount = 0;

while (i < text.length()) {

    while (text.charAt(i) == ' ') // skip blanc chars
        i++;

    while (text.charAt(i) != ' ') // skip non-blanc chars
        i++;
    wordCount++;

}
```

Strings and Arrays

- Java program: string manipulation
 - Counting the number of words in a string

```
int i = 0, wordCount = 0;

while (i < text.length()) {

    while (text.charAt(i) == ' ') // skip blanc chars
        i++;

    while (text.charAt(i) != ' ') // skip non-blanc chars
        i++;
    wordCount++;

}
```

NOT CORRECT

Strings and Arrays

- **Java program: string manipulation**
 - Counting the number of words in a string

```
int i = 0, wordCount = 0;

while (i < text.length()) {

    while (i < text.length() && text.charAt(i) == ' ')
        i++;
    if (i < text.length()) {
        while (i < text.length() && text.charAt(i) != ' ')
            i++;
        wordCount++;
    }
}
```

Strings and Arrays

- Characters and strings
 - Formatting output (since Java SE5)
 - System.out.printf(), System.out.format(), String.format()

```
int x = 5; double y = 5.332542;

// the old way
System.out.println("Row [" + x + " " + y + "]");
// the new way
System.out.printf("Row [%d %f]\n", x, y);
// or
System.out.format("Row [%d %f]\n", x, y);
// output
// Row [5 5.332542]
```

Strings and Arrays

- Characters and strings
 - Format specifiers

`%<flags><width><.precision><conversion>`

optional

- conversion

Code	Meaning
d	integer (decimal)
x	integer (hexadecimal)
f	floating point (decimal)
e	floating point (scientific)

Code	Meaning
c	character (Unicode)
s	string
b	boolean
%	literal “%”

Strings and Arrays

- Characters and strings

- Format specifiers

`%<flags><width><.precision><conversion>`

optional

- width: minimum size of a field (padding with space chars)
- flags: controls alignment
 - default: right alignment
 - using ‘-’: left alignment
- Precision: meaning depends on type
 - strings: maximum number of characters
 - floating points: number of decimal places after comma (default = 6)

Strings and Arrays

- Java program: string formatting
 - Task
 - Printing a shopping receipt to the console
 - Output

Item	Qty	Price
-----	---	-----
Jack's Magic Beans	4	4.25
Princess Peas	3	5.10
Three Bears Porridge	1	14.29

Total		23.64

Strings and Arrays

- **Java program: string formatting**
 - Printing a shopping receipt to the console

```
public class Receipt {  
    private double total = 0.0;  
    ...  
    public static void main(String[] args) {  
        Receipt receipt = new Receipt();  
        receipt.printTitle();  
        receipt.printItem("Jack's Magic Beans", 4, 4.25);  
        receipt.printItem("Princess Peas", 3, 5.1);  
        receipt.printItem("Three Bears Porridge", 1, 14.29);  
        receipt.printTotal();  
    }  
}
```

Strings and Arrays

- Java program: string formatting
 - Printing a shopping receipt to the console

```
public class Receipt {  
    ...  
    public void printTitle() {  
        formatItem("Item", "Qty", "Price");  
        formatItem("----", "---", "-----");  
    }  
  
    private void formatItem(String i, String q, String p) {  
        System.out.format("%-20s %5s %10s\n", i, q, p);  
    }  
    ...  
}
```

Strings and Arrays

- **Java program: string formatting**
 - Printing a shopping receipt to the console

```
public class Receipt {  
    ...  
    public void printItem(String i, int q, double p) {  
        formatItem(i, q, p);  
        total += p;  
    }  
  
    private void formatItem(String i, int q, double p) {  
        System.out.format("%-20s %5d %10.2f\n", i, q, p);  
    }  
    ...  
}
```

Strings and Arrays

- **Java program: string formatting**
 - Printing a shopping receipt to the console

```
public class Receipt {  
    ...  
    public void printTotal() {  
        formatItem("", "", "-----");  
        formatTotal("Total", total);  
    }  
  
    private void formatTotal(String s, double t) {  
        System.out.format("%-20s  %15.2f\n", s, t);  
    }  
    ...  
}
```

Strings and Arrays

- **Arrays**

- An array is a sequence of elements of same type (primitives / objects)
- Declaration

```
<type>[] <array name> ;
```

an array is an object:
reference semantics

- Creation

```
<array name> = new <type>[<integer>] ;
```

- Number of elements

```
<integer> = <array name> . length ;
```

Strings and Arrays

- **Arrays**
 - Initialization

```
int nbMonths = 12;  
String[] months = new String[nbMonths];  
months[0] = "January";  
months[1] = "February";  
...  
months[11] = "December";
```

index of first position
in an array is zero

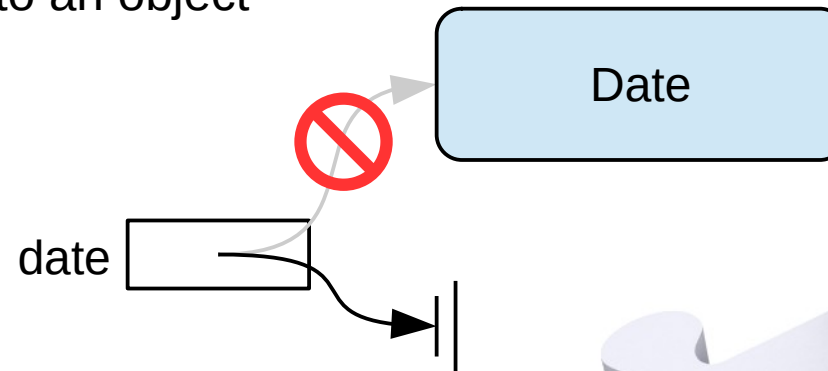
```
String[] months = {"January", "February", "March",  
                  "April", "May", "June", "July",  
                  "August", "September", "October",  
                  "November", "December"};
```



Strings and Arrays

- **Arrays**
 - Initialization
 - Default value for primitives: zero
 - Default value for objects: empty object
 - Creating an empty object with the **null** keyword
 - Object variable is not pointing to an object
 - Identical for any object type

```
Date date = new Date();  
date = null;
```



Strings and Arrays

- **Arrays**

- Repetition statement: foreach loop (since Java SE5)

```
for (<element> : <array name>)  
    <for block>
```

if <block> consists of multiple
statements, then use { }

- Comparison between standard for and foreach

```
for (int i = 0; i < months.length; i++)  
    System.out.println(months[i]);
```

```
for (String m : months)  
    System.out.println(m);
```

Strings and Arrays

- **Java program: arrays**

- Task

- Searching maximum element in an unsorted array

- Algorithm

- Running over elements
 - Comparing current element > maximum value so far

- Input

```
int[] list = {24, 14, 10, 30, 45, 2,  
              1, 23, 5, 34, 23, 8};
```

Strings and Arrays

- **Java program: arrays**
 - Searching maximum element in an unsorted array

```
int valMax = list[0];
int posMax = 0;

for (int i = 1; i < list.length; i++)
    if (list[i] > valMax) {
        valMax = list[i]; // update max value
        posMax = i;       // update position
    }

String str = String.format("The %dth number has "
    + "the maximum value %d", posMax + 1, valMax);
System.out.println(str);
```



Strings and Arrays

- **Java program: arrays**
 - Searching maximum element in an unsorted array (bis)

```
int valMax = list[0];

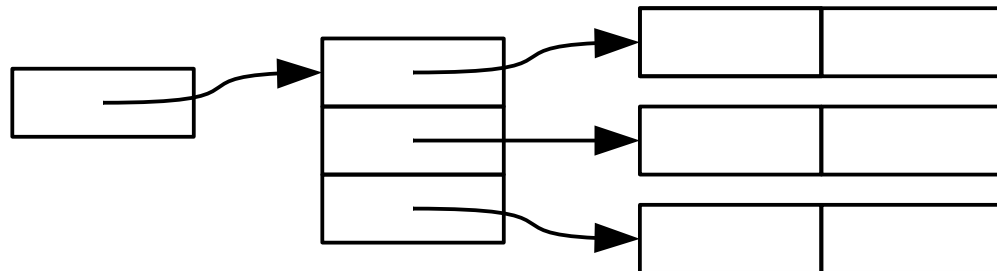
for (int val : list)
    if (val > valMax)
        valMax = val;        // update max value

String str = "The maximum value is " + valMax;
System.out.println(str);
```

Strings and Arrays

- **Two-dimensional arrays**
 - A two-dimensional array is an array of arrays
 - Arrays are objects
 - Objects can be elements in an array
 - Creating a matrix

```
<type>[][] <matrix name> = new <type>[<integer>][<integer>;
```



Strings and Arrays

- Two-dimensional arrays

- Example

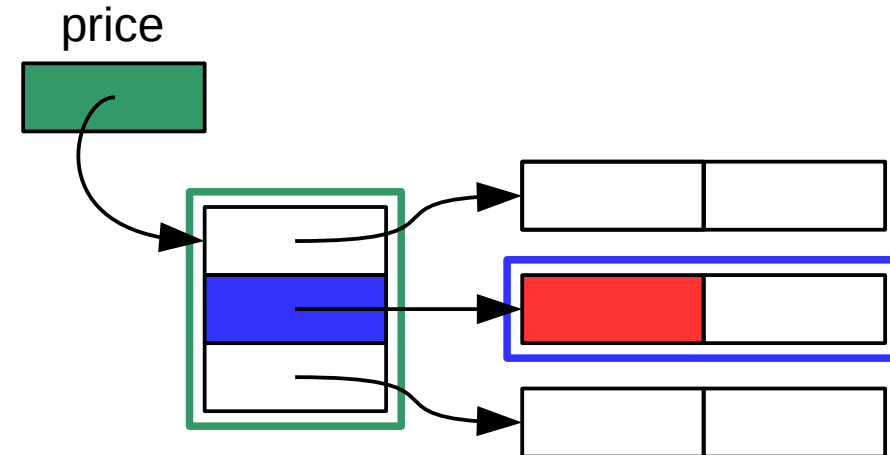
```
int[][] price = new int[3][2];  
...  
int value = price[1][0];
```

- Number of rows and columns

```
int r = price.length;  
int c = price[0].length;
```

= 3

= 2



price

price[1]

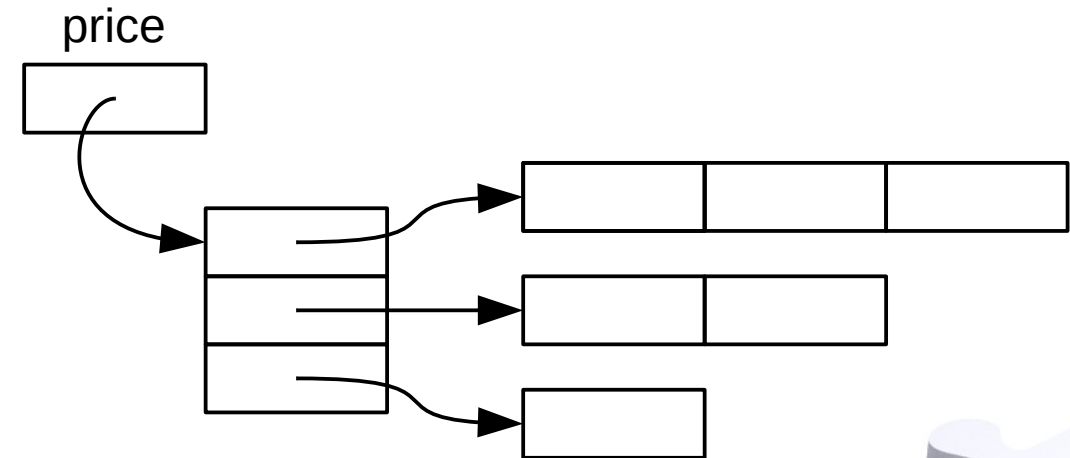
price[1][0]

Strings and Arrays

- Two-dimensional arrays

- A two-dimensional array is not always a matrix!

```
int[][] price = new int[3][];  
price[0] = new int[3];  
price[1] = new int[2];  
price[2] = new int[1];
```



- Multi-dimensional arrays
 - straightforward extension

Strings and Arrays

- **Two-dimensional arrays**
 - Example: printing a given matrix to the console

```
int[][] matrix = {{1,2,3},  
                  {4,5,6}};  
  
for (int i = 0; i < matrix.length; i++)  
    for (int j = 0; j < matrix[i].length; j++)  
        System.out.printf(  
            "matrix[%d][%d] = %d\n",  
            i, j, matrix[i][j]  
        );
```

Strings and Arrays

- **Two-dimensional arrays**
 - Example: printing a given matrix to the console (bis)

```
int[][] matrix = {{1,2,3},  
                  {4,5,6}};  
  
System.out.println("matrix = ");  
for (int[] row : matrix) {  
    System.out.print("  ");  
    for (int entry : row)  
        System.out.printf("[%d]", entry);  
    System.out.println("]");  
}
```

Strings and Arrays

- **Container classes**
 - Arrays
 - Most efficient way to hold a group of objects (compiler supported)
 - Primitives or objects of same type
 - Fixed size
 - Container classes
 - Part of the library `java.util`
 - Sophisticated ways to hold your objects
 - Exploiting characteristics of your group (List, Set, Map, ...)
 - Objects of same type (based on the concept of generics)
 - Automatically resizing

Strings and Arrays

- **Container classes**
 - Overview of basic interfaces
 - **Collection**: a sequence of elements according to some rules
 - **List**: holds the elements in the way they were inserted
 - **Set**: cannot have duplicate elements
 - **Queue**: holds the elements in the order of a queuing discipline
 - **Map**: a group of key-value object pairs
 - Look up an object using another object (principle of dictionary)
 - These interfaces allow you to hold your objects without caring about the exact implementation

Strings and Arrays

- **Container classes**
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Strings and Arrays

- **Container classes**

- Implementations of the interface **List**

- **ArrayList**: extends the classical array

- Fast random access to elements
 - Expensive insertion / deletion of elements in the middle

- **LinkedList**

- Optimal sequential access, but slow random access
 - Inexpensive insertion / deletion of elements in the middle

- Syntax of List creation

```
List<Apple> apples = new ArrayList<Apple>();  
List<Orange> oranges = new LinkedList<Orange>();
```

generics: specify type of objects to be held in List between angle brackets (since Java SE5)

Strings and Arrays

- **Container classes**
 - Some useful List methods

```
<integer> = <list> . size () ;  
  <object> = <list> . get (<integer>) ;  
<integer> = <list> . indexOf (<object>) ;  
<boolean> = <list> . add (<object>) ;  
              <list> . add (<integer>, <object>) ;  
<object> = <list> . set (<integer>, <object>) ;  
<object> = <list> . remove (<integer>) ;  
<boolean> = <list> . remove (<object>) ;  
              <list> . clear () ;  
  <list> = <list> . subList (<integer>, <integer>) ;
```

Strings and Arrays

- Container classes
 - Example: iterating over a List (using for loop)

```
class Apple {}  
class Gala extends Apple {}  
class Fuji extends Apple {}
```

```
ArrayList<Apple> apples = new ArrayList<Apple>();  
apples.add(new Gala());  
apples.add(new Fuji());  
for (int i = 0; i < apples.size(); i++) {  
    Apple apple = apples.get(i);  
    System.out.println(apple.toString());  
}
```

get() is fast for ArrayList
but slow for LinkedList

Strings and Arrays

- **Container classes**

- The interface **Iterator** is designed for
 - moving efficiently through a sequence (Collection), and
 - selecting each object in the sequence without knowing its structure
- Implementation depends on the specific container
- Some useful Iterator methods

```
<iterator> = <collection> . iterator () ;  
<listiterator> = <list> . listIterator () ;
```

```
<object> = <iterator> . next () ;  
<boolean> = <iterator> . hasNext () ;
```

Strings and Arrays

- Container classes

- Example: iterating over a List (using an Iterator)

```
Iterator<Apple> iter = apples.iterator();  
while (iter.hasNext()) {  
    Apple apple = iter.next();  
    System.out.println(apple.toString());  
}
```

a **foreach** loop works
with any **Iterable** object
(generates an Iterator)

- Example: iterating over a List (using foreach loop)

```
for (Apple apple : apples)  
    System.out.println(apple.toString());
```

Strings and Arrays

- Container classes: overview

