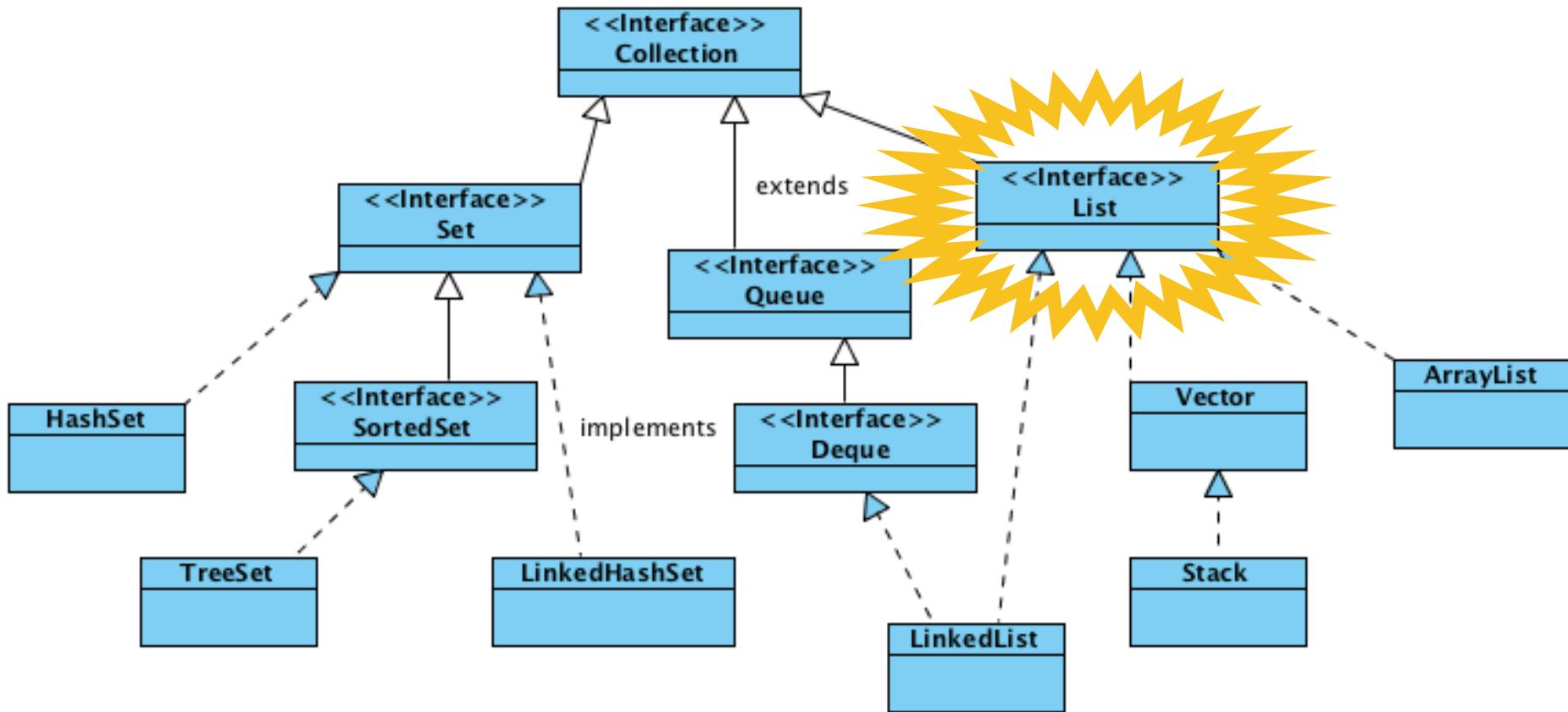




Lists

Arrays reloaded

Collection Family Tree



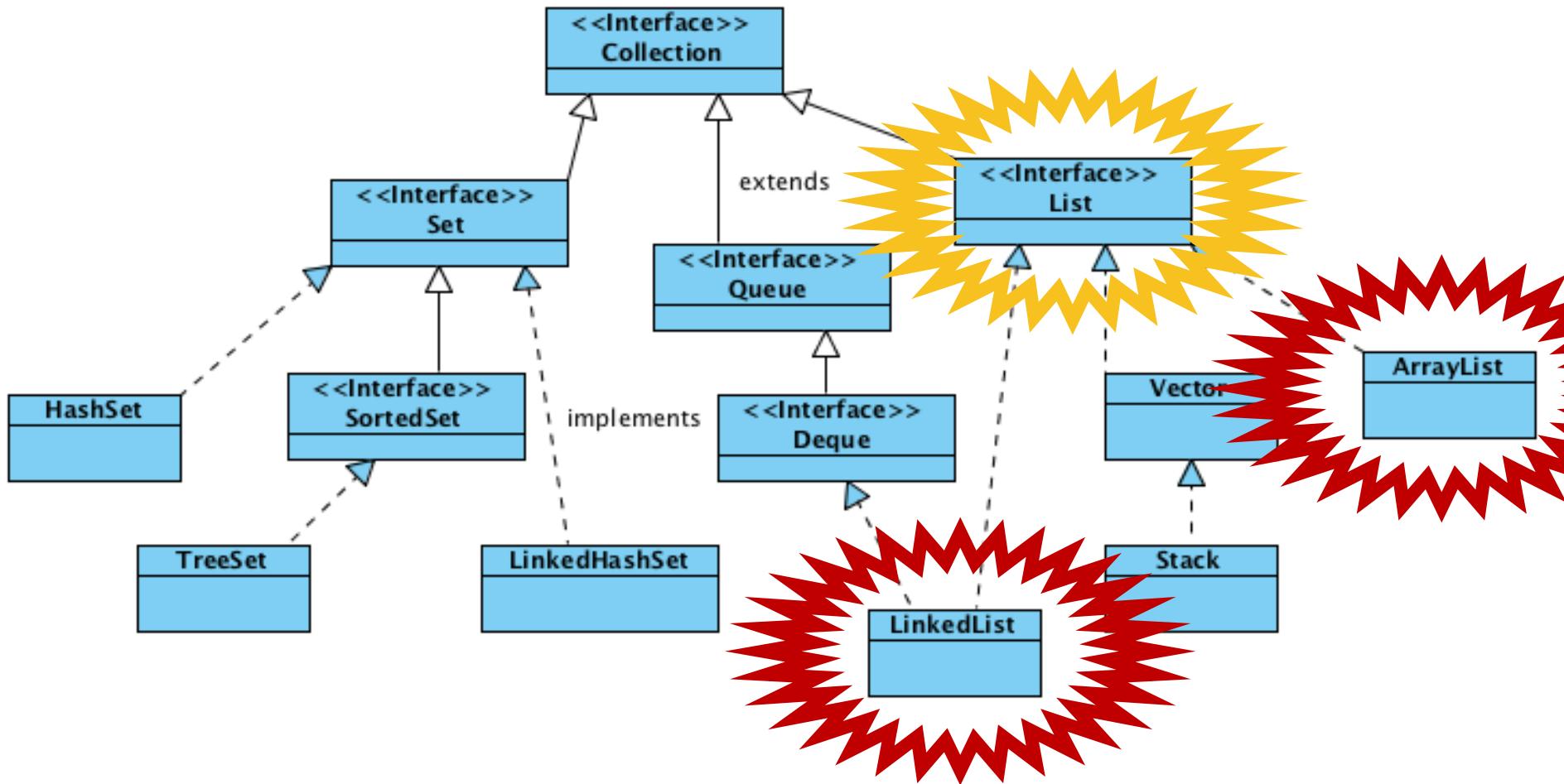
Lists == Arrays “Reloaded”

- ▶ Lists are (probably) the most widely used Java collections
- ▶ Like arrays
 - ▶ full visibility and control over the ordering of its elements
 - ▶ may contain duplicates
- ▶ Unlike arrays
 - ▶ resize smoothly

List interface

- ▶ Add/remove elements
 - ▶ boolean **add(element)**
 - ▶ boolean **remove(object)**
- ▶ Positional Access
 - ▶ element **get(index)**
 - ▶ element **set(index, element)**
 - ▶ void **add(index, element)**
 - ▶ element **remove(index)**
- ▶ Search
 - ▶ boolean **contains(object)**
 - ▶ int **indexOf(object)**

Collection Family Tree



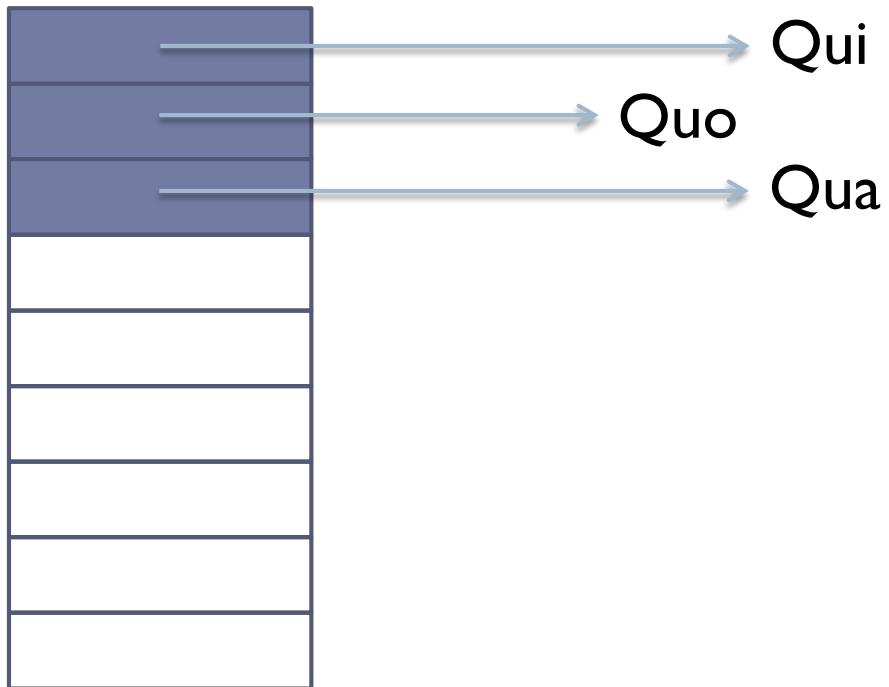


Data and constructor

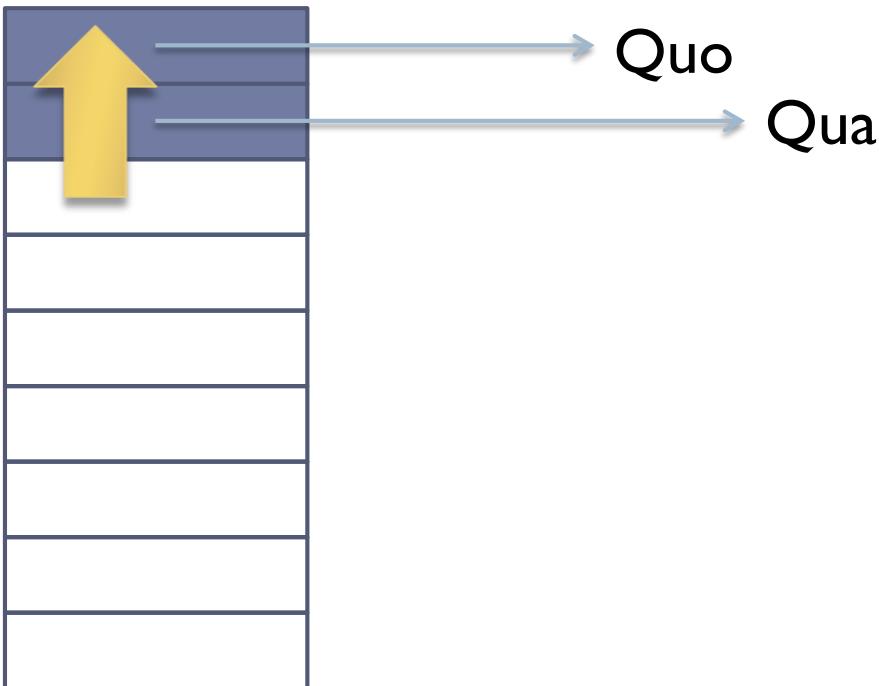
▶ ArrayList

```
List<String> words;  
  
public WordSet() {  
    words = new ArrayList<String>();  
}
```

ArrayList



ArrayList – Delete



`myList.remove(0) ;`



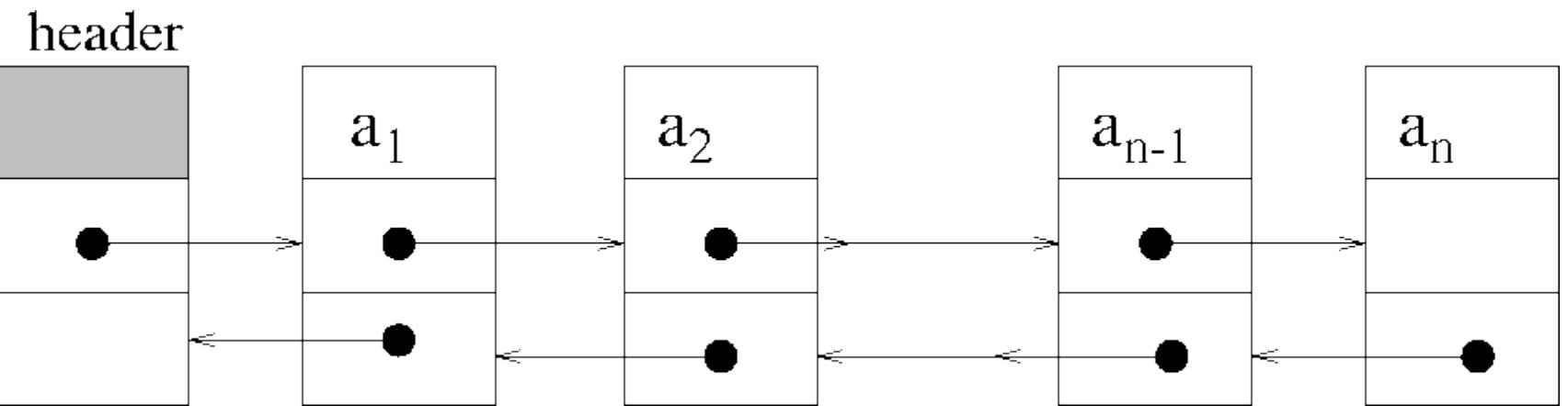


Data and constructor

▶ **LinkedList**

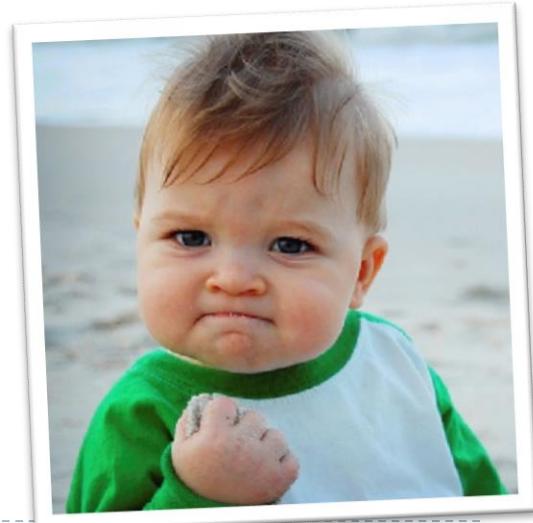
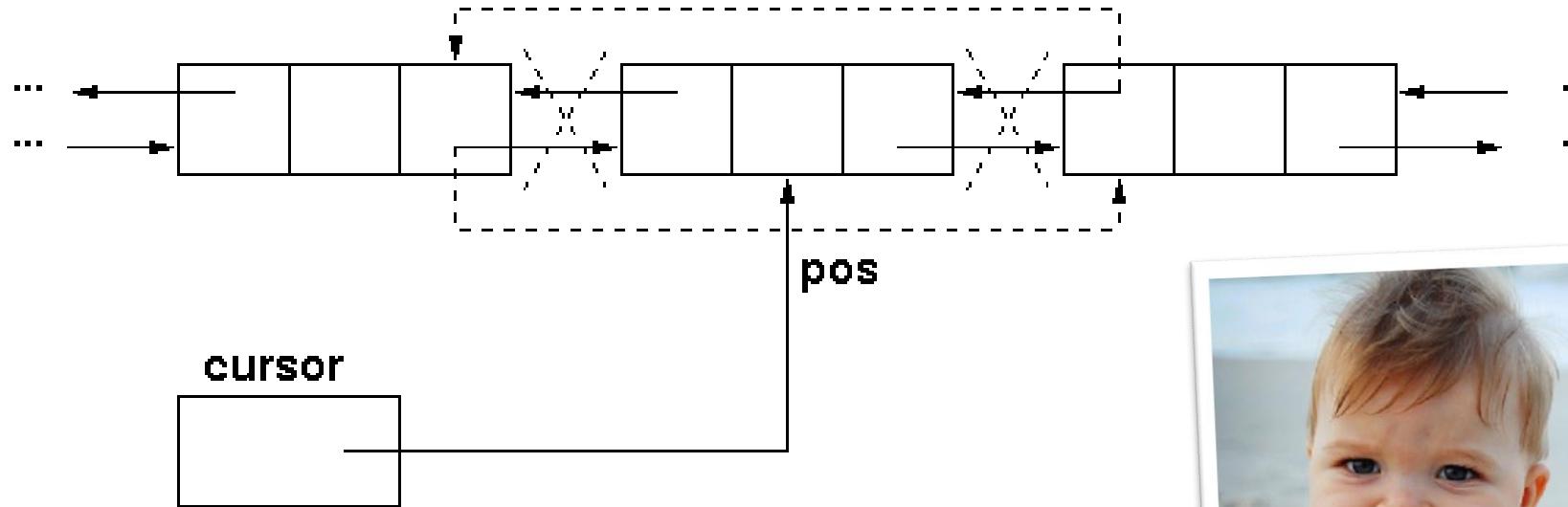
```
List<String> words;  
  
public WordSet() {  
    words = new LinkedList<String>();  
}
```

LinkedList



LinkedList – Delete

Removal of an element of a doubly-linked list



ArrayList vs. LinkedList

	ArrayList	LinkedList
add(element)		
remove(object)		
get(index)		
set(index, element)		
add(index, element)		
remove(index)		
contains(object)		
indexOf(object)		

ArrayList vs. LinkedList

	ArrayList	LinkedList
add(element)	IMMEDIATE	IMMEDIATE
remove(object)		
get(index)		
set(index, element)		
add(index, element)		
remove(index)		
contains(object)		
indexOf(object)		

ArrayList vs. LinkedList

	ArrayList	LinkedList
<code>add(element)</code>	IMMEDIATE	IMMEDIATE
<code>remove(object)</code>	SLUGGISH	LESS SLUGGISH
<code>get(index)</code>		
<code>set(index, element)</code>		
<code>add(index, element)</code>		
<code>remove(index)</code>		
<code>contains(object)</code>		
<code>indexOf(object)</code>		

ArrayList vs. LinkedList

	ArrayList	LinkedList
<code>add(element)</code>	IMMEDIATE	IMMEDIATE
<code>remove(object)</code>	SLUGGISH	LESS SLUGGISH
<code>get(index)</code>	IMMEDIATE	SLUGGISH
<code>set(index, element)</code>	IMMEDIATE	SLUGGISH
<code>add(index, element)</code>		
<code>remove(index)</code>		
<code>contains(object)</code>		
<code>indexOf(object)</code>		

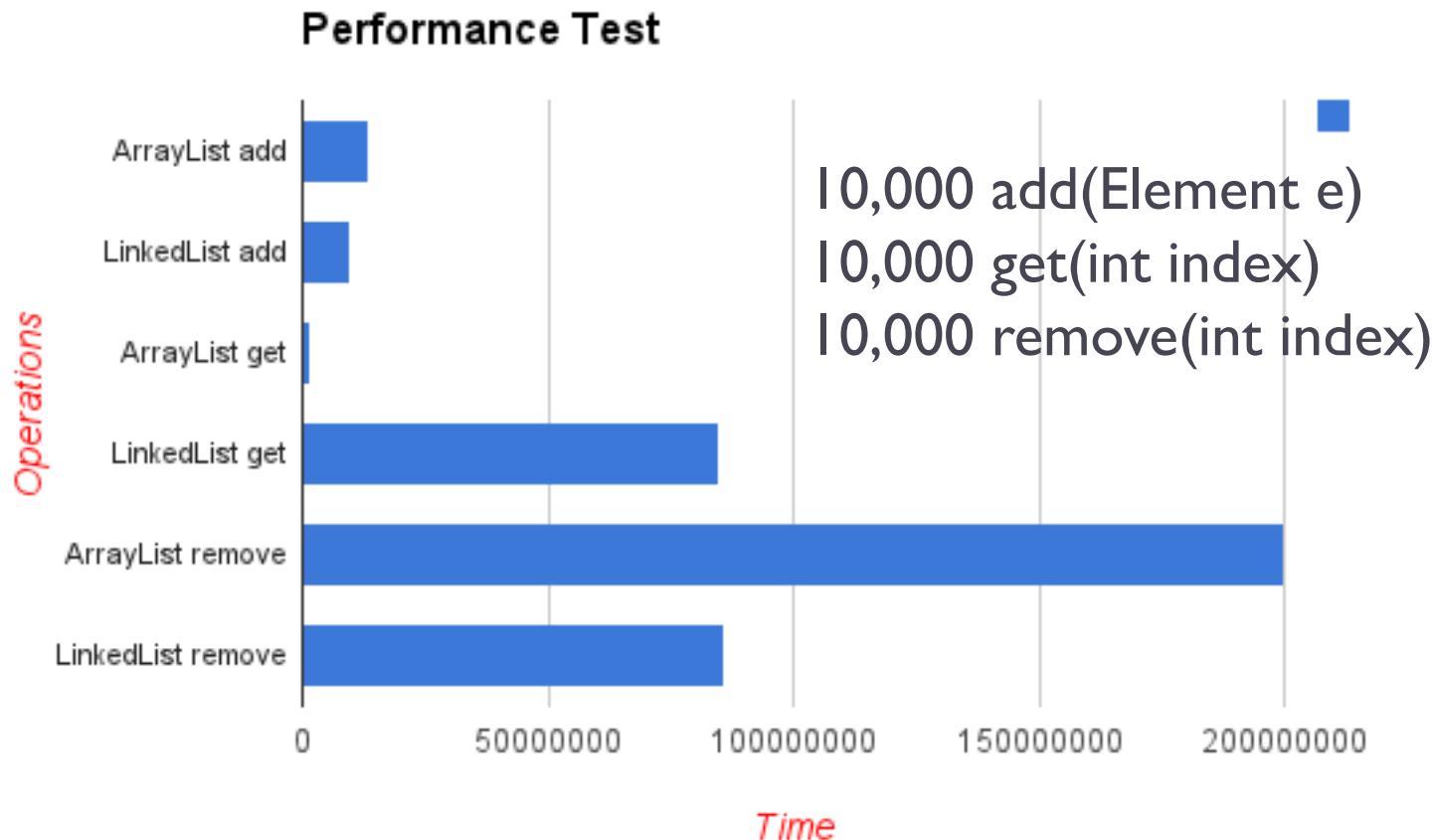
ArrayList vs. LinkedList

	ArrayList	LinkedList
<code>add(element)</code>	IMMEDIATE	IMMEDIATE
<code>remove(object)</code>	SLUGGISH	LESS SLUGGISH
<code>get(index)</code>	IMMEDIATE	SLUGGISH
<code>set(index, element)</code>	IMMEDIATE	SLUGGISH
<code>add(index, element)</code>	SLUGGISH	SLUGGISH
<code>remove(index)</code>	SLUGGISH	SLUGGISH
<code>contains(object)</code>		
<code>indexOf(object)</code>		

ArrayList vs. LinkedList

	ArrayList	LinkedList
<code>add(element)</code>	IMMEDIATE	IMMEDIATE
<code>remove(object)</code>	SLUGGISH	LESS SLUGGISH
<code>get(index)</code>	IMMEDIATE	SLUGGISH
<code>set(index, element)</code>	IMMEDIATE	SLUGGISH
<code>add(index, element)</code>	SLUGGISH	SLUGGISH
<code>remove(index)</code>	SLUGGISH	SLUGGISH
<code>contains(object)</code>	SLUGGISH	SLUGGISH
<code>indexOf(object)</code>	SLUGGISH	SLUGGISH

ArrayList vs. LinkedList



*source: <http://www.programcreek.com/2013/03/arraylist-vs-linkedlist-vs-vector/>



Big O notation

- ▶ **O(n)**
 - ▶ Used to compare different implementation of a Collection
 - ▶ **O(n)** is used to note that the time required for the execution of an algorithm rises like n
 - ▶ n is usually intended as the dimension of the data.

- ▶ Examples
 - ▶ **O(n^2)** takes a time that is quadratic-dependent by n
 - ▶ **O(n)** takes a time that is linear-dependent by n
 - ▶ **O(log n)** takes a time that is dependent from the log n
 - ▶ **O(C)** or **O(1)** is a constant-time operation

ArrayList vs. LinkedList

	ArrayList	LinkedList
<code>add(element)</code>	$O(1)$	$O(1)$
<code>remove(object)</code>	$O(n) + O(n)$	$O(n) + O(1)$
<code>get(index)</code>	$O(1)$	$O(n)$
<code>set(index, elem)</code>	$O(1)$	$O(n) + O(1)$
<code>add(index, elem)</code>	$O(1) + O(n)$	$O(n) + O(1)$
<code>remove(index)</code>	$O(n)$	$O(n) + O(1)$
<code>contains(object)</code>	$O(n)$	$O(n)$
<code>indexOf(object)</code>	$O(n)$	$O(n)$
<code>it.add()</code>	$O(n)$	$O(1)$
<code>it.remove()</code>	$O(n)$	$O(1)$



ArrayList vs. LinkedList

▶ ArrayList

- ▶ **get(index)** and **set(index, element)** are **O(1)**
- ▶ **adding or removing** an element in last position are **O(1)**
- ▶ **add(element)** with resize could cost **O(n)**

▶ LinkedList

- ▶ `iterator.remove()` and `listIterator.add()` are **O(1)**
- ▶ **adding or removing** an element in first position are **O(1)**

▶ Memory footprint

- ▶ **LinkedList** uses more memory than an **ArrayList**

Licenza d'uso



- ▶ Queste diapositive sono distribuite con licenza Creative Commons “Attribuzione - Non commerciale - Condividi allo stesso modo (CC BY-NC-SA)”
- ▶ Sei libero:
 - ▶ di riprodurre, distribuire, comunicare al pubblico, esporre in pubblico, rappresentare, eseguire e recitare quest'opera
 - ▶ di modificare quest'opera
- ▶ Alle seguenti condizioni:
 - ▶ **Attribuzione** — Devi attribuire la paternità dell'opera agli autori originali e in modo tale da non suggerire che essi avallino te o il modo in cui tu usi l'opera.
 - ▶ **Non commerciale** — Non puoi usare quest'opera per fini commerciali.
 - ▶ **Condividi allo stesso modo** — Se alteri o trasformi quest'opera, o se la usi per crearne un'altra, puoi distribuire l'opera risultante solo con una licenza identica o equivalente a questa.
- ▶ <http://creativecommons.org/licenses/by-nc-sa/3.0/>