

# Programming in Java: lecture 9

- Eksamen
- Searching and Sorting
  - Linear and binary search
  - Insertion Sort, Selection Sort
- Multi-dimensional Arrays
  - Two dimensional arrays
- Example

Slides made for use with "Introduction to Programming Using Java, Version 5.0" by David J. Eck  
Some figures are taken from "Introduction to Programming Using Java, Version 5.0" by David J. Eck  
Lecture 9 covers Section 7.4 to 7.5

# Eksamen

- 48 timers hjemmeopgave, individuel
- Sidste års hjemmeopgave (en uge opgave) på hjemmesiden
- 18. juni kl 12 til 20. juni kl 12

Bestået	Ikke bestået	Syg	Ikke mødt	Antal
65	3	0	13	81

# Searching

- Finding a particular element
- Linear search
- Association List
  - (key,value) pairs

```
class PhoneEntry {  
    String name;  
    String phoneNum;  
}
```

# Linear Search

```
* Searches the array A for the integer N.  If N is not in the array,  
* then -1 is returned.  If N is in the array, then return value is  
* the first integer i that satisfies A[i] == N.
```

```
*/
```

```
static int find(int[] A, int N) {  
  
    for (int index = 0; index < A.length; index++) {  
        if ( A[index] == N )  
            return index; // N has been found at this index!  
    }  
  
    // If we get this far, then N has not been found  
    // anywhere in the array.  Return a value of -1.  
  
    return -1;  
  
}
```

# Binary Search

- Why?
- Linear search
  - 1000 items, max 1000 comparisons
  - 1000000 items, max 1000000 comparisons
- Binary search
  - 1000 items, 10 comparisons
  - 1000000 items, 20 comparisons
  - Data must be sorted

```

* Searches the array A for the integer N.
* Precondition: A must be sorted into increasing order.
* Postcondition: If N is in the array, then the return value, i,
*   satisfies A[i] == N. If N is not in the array, then the
*   return value is -1.
*/
static int binarySearch(int[] A, int N) {

    int lowestPossibleLoc = 0;
    int highestPossibleLoc = A.length - 1;

    while (highestPossibleLoc >= lowestPossibleLoc) {
        int middle = (lowestPossibleLoc + highestPossibleLoc) / 2;
        if (A[middle] == N) {
            // N has been found at this index!
            return middle;
        }
        else if (A[middle] > N) {
            // eliminate locations >= middle
            highestPossibleLoc = middle - 1;
        }
        else {
            // eliminate locations <= middle
            lowestPossibleLoc = middle + 1;
        }
    }

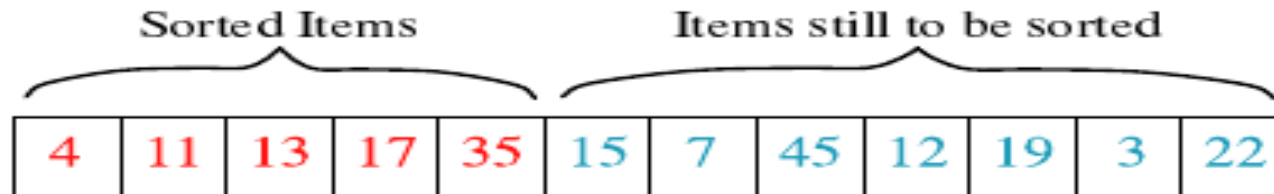
    // At this point, highestPossibleLoc < LowestPossibleLoc,
    // which means that N is known to be not in the array. Return
    // a -1 to indicate that N could not be found in the array.

    return -1;
}

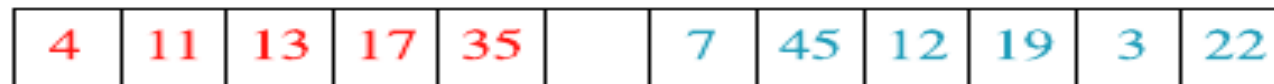
```

# Insertion Sort

Start with a partially sorted list of items:



Temp: 15 Copy next unsorted item into Temp, leaving a "hole" in the array.



Move items in sorted part of array to make room for Temp.

Temp: 15



Now, the sorted part of the list has increased in size by one item.

# Insertion Sort

```
static void insertionSort(int[] A) {
    // Sort the array A into increasing order.

    int itemsSorted; // Number of items that have been sorted so far.

    for (itemsSorted = 1; itemsSorted < A.length; itemsSorted++) {
        // Assume that items A[0], A[1], ... A[itemsSorted-1]
        // have already been sorted. Insert A[itemsSorted]
        // into the sorted part of the list.

        int temp = A[itemsSorted]; // The item to be inserted.
        int loc = itemsSorted - 1; // Start at end of list.

        while (loc >= 0 && A[loc] > temp) {
            A[loc + 1] = A[loc]; // Bump item from A[loc] up to loc+1.
            loc = loc - 1;      // Go on to next location.
        }

        A[loc + 1] = temp; // Put temp in last vacated space.
    }
}
```



# Selection Sort

```
static void selectionSort(int[] A) {
    // Sort A into increasing order, using selection sort

    for (int lastPlace = A.length-1; lastPlace > 0; lastPlace--) {
        // Find the largest item among A[0], A[1], ...,
        // A[lastPlace], and move it into position lastPlace
        // by swapping it with the number that is currently
        // in position lastPlace.

        int maxLoc = 0; // Location of largest item seen so far.

        for (int j = 1; j <= lastPlace; j++) {
            if (A[j] > A[maxLoc]) {
                // Since A[j] is bigger than the maximum we've seen
                // so far, j is the new location of the maximum value
                // we've seen so far.
                maxLoc = j;
            }
        }

        int temp = A[maxLoc]; // Swap largest item with A[lastPlace].
        A[maxLoc] = A[lastPlace];
        A[lastPlace] = temp;
    } // end of for loop
}
```

# Sorting

- Comparing is not always simple

```
if ( c1.getSuit() < c.getSuit() ||
```

- ```
    (c1.getSuit() == c.getSuit() && c1.getValue() < c.getValue()) ) {
```

- implemented on classes

- ```
    str1.compareTo(str2)
```

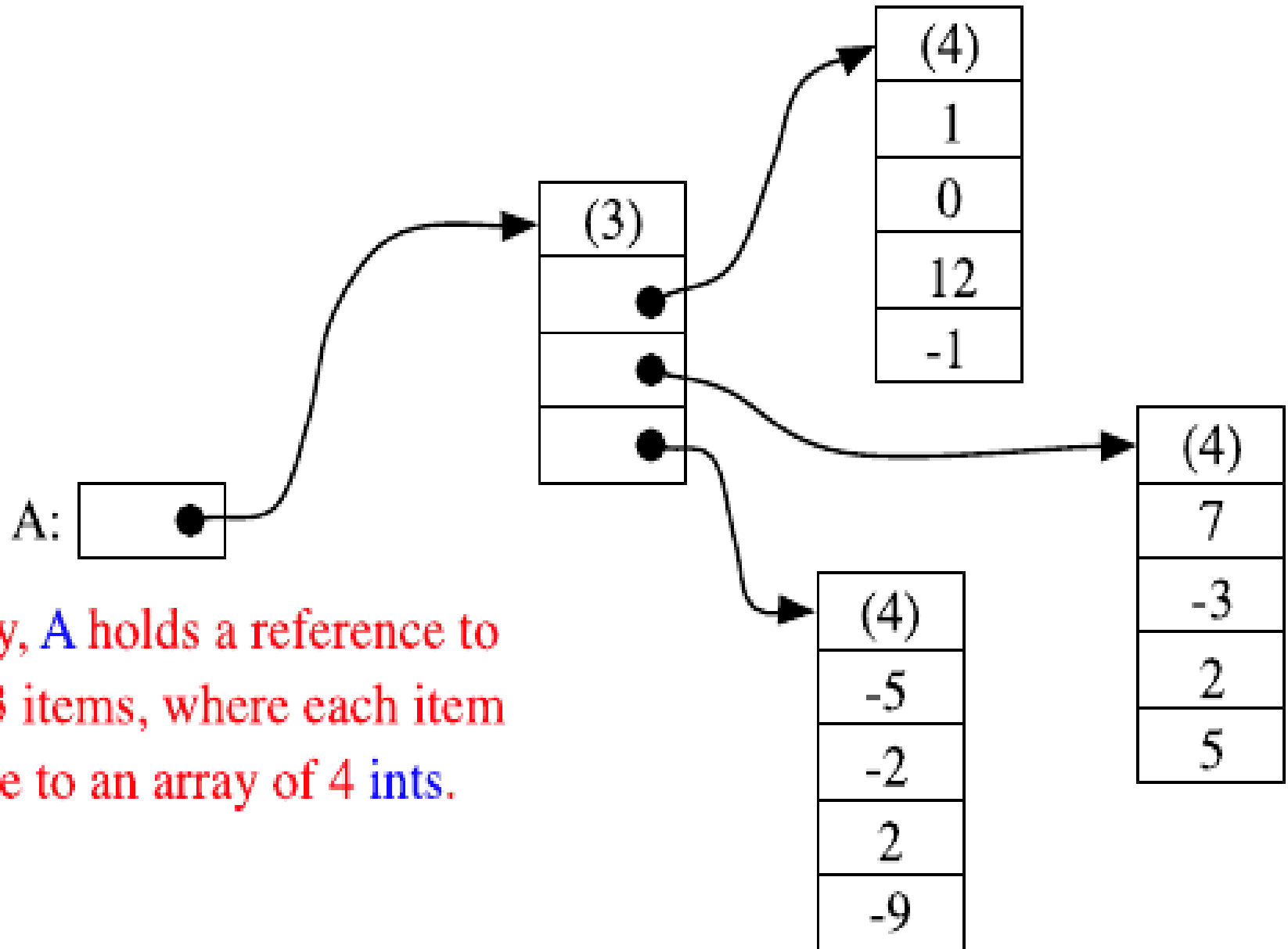
- A lot already implemented in Java
- `java.util.Arrays.binarySearch()`

# Multi-dimensional Arrays

- `int[][] A;`
- `A = new int[3][4];`
- `int[][] A = new int[3][4];`

```
int [] [] A = { { 1, 0, 12, -1 },  
                { 7, -3, 2, 5 },  
                { -5, -2, 2, -9 }  
              };
```

# Example



But in reality, **A** holds a reference to an array of 3 items, where each item is a reference to an array of 4 ints.

# Example

A:

1	0	12	-1
7	-3	2	5
-5	-2	2	-9

A [0] [0]

A [0] [1]

A [0] [2]

A [0] [3]

A [1] [0]

A [1] [1]

A [1] [2]

A [1] [3]

A [2] [0]

A [2] [1]

A [2] [2]

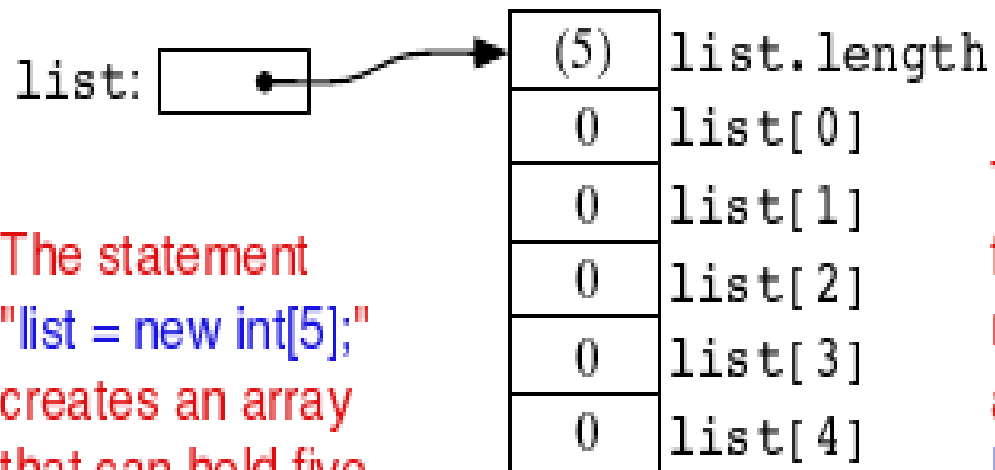
A [2] [3]

# Example

- Team programming

# Arrays are Objects

- `int[] list; // declares the reference`
- `list = new int[5]; // creates an Array of size five`
- `list[0] = 44; // puts 44 in the first position of list`



The statement  
`"list = new int[5];"`  
creates an array  
that can hold five  
ints, and sets `list`  
to refer to it.

The array object contains  
five integers, which are  
referred to as `list[0]`, `list[1]`,  
and so on. It also contains  
`list.length`, which gives the  
number of items in the array.  
`list.length` can't be changed.

# Initialization

```
<array-variable> [ <integer-expression> ]
```

- `Shape[] shapes = new Shape[10];`
  - has null values
- `double[] doubles = new double[100];`
  - has 0 values
- `boolean[] b = new boolean[30];`
  - has default of false



# Arrays Initializers

```
int[] list = { 1, 4, 9, 16, 25, 36, 49 };
```

```
Color[] palette = {  
    Color.BLACK,  
    Color.RED,  
    Color.PINK,  
    new Color(0,180,0), // dark green  
    Color.GREEN,  
    Color.BLUE,  
    new Color(180,180,255), // light blue  
    Color.WHITE  
};
```

# Array Initializers

```
list = new int[] { 1, 8, 27, 64, 125, 216, 343 };
```

- ```
new <base-type> [ ] { <list-of-values> }
```

- In place array creation

```
makeButtons( new String[] { "Stop", "Go", "Next", "Previous" } );
```

# Using Arrays

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

- **ArrayIndexOutOfBoundsException**

```
int count = 0;  
for (int i = 0; i < A.length - 1; i++) {  
    if (A[i] == A[i+1])  
        count++;  
}
```

# Array Copy

```
double[] B = A;
```

```
double[] B = new double[A.length]; // Make a new array object,
                                     // the same size as A.
for (int i = 0; i < A.length; i++)
    B[i] = A[i]; // Copy each item from A to B.
```

```
public static void arraycopy(Object sourceArray, int sourceStartIndex,
                             Object destArray, int destStartIndex, int count)
```

```
double B = new double[A.length];
System.arraycopy( A, 0, B, 0, A.length );
```

# Arrays in for-each loops

```
for ( BaseType item : anArray ) {  
    .  
    . // process the item  
    .  
}
```

- same as

```
for ( int index = 0; index < anArray.length; index++ ) {  
    BaseType item;  
    item = anArray[index]; // Get one of the values from the array  
    .  
    . // process the item  
    .  
}
```

# for each loops

```
int sum = 0;    // This will be the sum of all the positive numbers in A
for ( int item : A ) {
    if ( item > 0 )
        sum = sum + item;
}
```

```
int[] intList = new int[10];
for ( int item : intList ) {    // INCORRECT! DOES NOT MODIFY THE ARRAY!
    item = 17;
}
```

# Random Access

- You can go directly to any data value
- Other data structures where this is not the case
  - linked lists
- Inserting and removing is expensive
- Access is cheap
- Best for static size

# Variable Arity Methods

```
public static double average( double... numbers ) {  
    double sum;        // The sum of all the actual parameters.  
    double average;   // The average of all the actual parameters.  
    sum = 0;  
    for (int i = 0; i < numbers.length; i++) {  
        sum = sum + numbers[i]; // Add one of the actual parameters to the sum.  
    }  
    average = sum / numbers.length;  
    return average;  
}
```