## Three Useful Things

As you come in:

- Get into a group of two or three with at least one laptop.
- Snarf FemtoFacebook
- Read through the Person class
- (and read and run SmallSocialNetwork)
- Are these one-way or two-way friends?

Multiple laptops in your group? Pick just one to use for today's coding. Huddle!

#### The Plan:

Learn some built-in Java that will be needed for Hangman. Practice with Objects. Write some code!



### What if I do this?

Step I: Take one minute with your group (and without your laptop) to form a hypothesis.

Step 2: Try it out by adding it to SmallSocialNetwork just before the printing.

Step 3: Form a hypothesis about what happened (and how to fix it).



### What if I do this?

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```
for (int i = 0; i < 25; ++i) {
   d.addFriend("" + i);
}

Trick to make a String
   from an int, like "15"</pre>
```



## Live debugging!



## Dead Debugging

```
Console & Snarfer Site Browser

<terminated > SmallSocialNetwork [Java Application] / System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Sep 3, 2012 9:00:54 PM)

Exception in thread "main" java.lang.ArrayIndexOutOfBoundsException: 10

at Person.addFriend(Person.java:31)

at SmallSocialNetwork.main(SmallSocialNetwork.java:40)
```

That's called a stack trace.

The 10 after java.lang.... means that 10 was the illegal index.

Person.java:31 means the error occurred in Person.java on line 31.

SmallSocialNetwork.java:40 is where the method that broke was called.



### So what do we do?



# 1/3: ArrayList

Array means that an array is used behind the scenes. Like the Terminator, we'll be back to this fact.

A list is something that's easy to add elements to.

```
// new, empty, ArrayList.
ArrayList<String> l = new ArrayList<String>();
l.get(5); // Get fifth element. Note that we must specify the type!
l.set(5, "R2D2"); // Set 5th element.
l.add("C3PO"); // Add an element to the list (at the end).
l.size(); // Return the size.
```



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```

Replace array-based friends with ArrayList-based friends! Hint: you'll need to change two methods, and do something with the data too.

Try adding 25 friends. How about 50? 500? 5000? 500,000?

More? ← Watch out that you don't crash your laptop!

This distinction between interface (what it does) and implementation (how it does it) is going to reappear. Many times.

### Are we done?

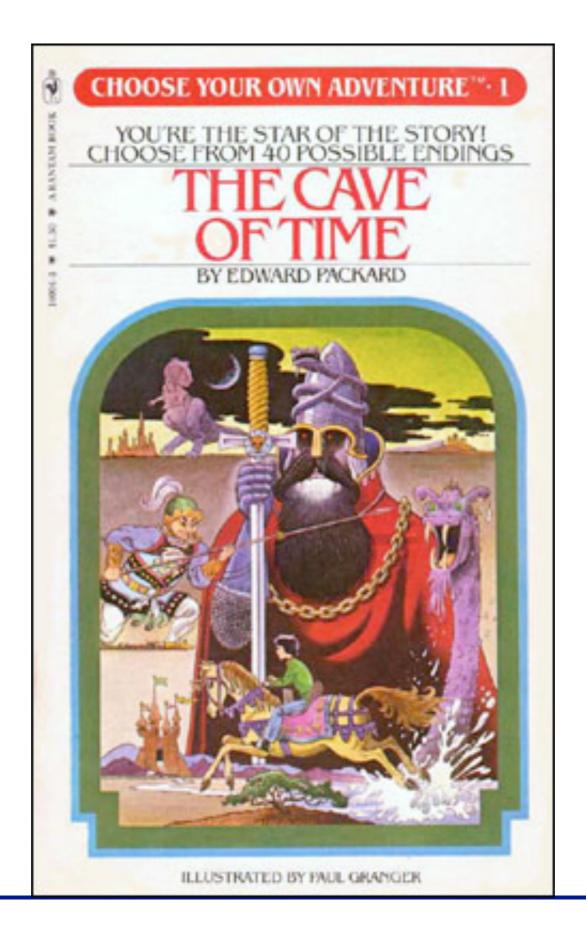


### Are we done?

```
for (int i = 0; i < 250; ++i) {
   d.addFriend("James Bond");
}</pre>
```



## So what do we do?





# 2/3: HashSet

Hash means that it uses a technique called "hashing". More on this later!

A set enforces uniqueness

```
// new, empty, HashSet.
HashSet<String> s = new HashSet<String>();
s.contains("R2D2"); // boolean "Is this in the set?"
// No more "set" function. (Pun omitted. Thank me later.)
s.add("C3P0"); // Add an element to the set.
s.size(); // Return the size.
```

Replace ArrayList-based friends with HashSet-based friends!

Hint: Read SetExample.java!

Try adding 5000 friends ten times each. How many friends do you have?

### Are we done?



## Popularity Contest

"Who has been friended the most?"

not

"Who has the most friends?"

Have

Person => friends

Want
Name in => friended-count out



# Examples of Real-Life Maps

Sometimes called "dictionaries."

Phone books

Tables of contents

Encyclopedias

Color-coding



## Examples of Real-Life Maps

Sometimes called "dictionaries."

#### Phone books

Names => Phone numbers (String => String?)

Tables of contents

Encyclopedias

Color-coding



## Examples of Real-Life Maps

Sometimes called "dictionaries."

#### Phone books

Names => Phone numbers (String => String?)

#### Tables of contents

Topics => Page Numbers (String => Integer)

#### Encyclopedias

Names => Articles (String => String)

Color-coding

Colors => Properties

Color => ...?



# 3/3: HashMap

Hash means that it uses a technique called "hashing". More on this later!

A map turns keys into values.

```
// new, empty, HashMap from Strings to ints.
HashMap<String, Integer> m = new HashMap<String, Integer>();
```

Key type. Each key has a (specific) associated value.

Value type. Note that both the Key and Value types must be classes, not primitives; hence Integer, not int.



## 3/3: HashMap

```
// new, empty, HashMap from Strings to ints.
HashMap<String, Integer> m = new HashMap<String, Integer>();
```

Finish PopularityContest. Who is the most popular person? The least popular?

Compare to getName()

Hint I: Person is going to need a getFriends method. Start by implementing that. What's the return type?

Hint II: Read MapExample.java all the way through...

Turn this in by Friday. It's group work, so everybody must contribute. Put everybody's NetID in every file (but only submit it once).

"Who has been friended the most?"

not

"Who has the most friends?"