Generic Types, printf, and Miscellaneous Java Utilities

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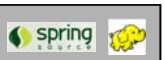
Topics in This Section

- **Supporting generic types in your own code**
  - Idea
  - Methods
  - Classes or interfaces
- **printf**
- **varargs**
- **String vs. StringBuilder**





Building Generic Methods and Classes: Overview

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Using Existing Generic Methods and Classes

- **Basic capability**
  - Even beginning Java programmers need to know how to *use* classes that support generics
  - You cannot properly use Lists, Maps, Sets, etc. without this
  - Covered in earlier section

```
List<Employee> workers = ...;
workers.add(new Employee(...)); // Type checked @ compile time
Employee e = workers.get(someIndex); // Return is Employee

Map<String,Employee> workerTable = ...;
workerTable.put(someId, someEmployee);
Employee employeeWithId = workerTable.get(someId);
```


Creating Your Own Generic Methods and Classes

- **Intermediate capability**
  - Intermediate Java developers should also to be able to *define* classes or methods that support generics
  - In Java 7 and earlier, being able to do this was mostly reserved for advanced developers, but it is done much more commonly in Java 8
    - Because lambda functions and generic types work together for same goal: to make code more reusable

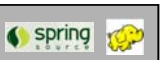
```
public interface Map<K,V> { ... }
public static <T> T lastElement(List<T> elements) { ... }
```

Generic Classes and Methods: Syntax Overview

- **Using <TypeVariable>**
  - If you put variables in angle brackets in the class or method definition, it tells Java that uses of those variables refer to types, not to values
  - It is conventional to use short names in upper case, such as T, R (input type, result type) or T1, T2 (type1, type2), or E (element type)
- **Examples**

```
public class ArrayList<E> ... {
  ...
}

public static <T> T randomElement(T[] array) {
  ...
}
```



Generic Methods

Generic Classes and Methods: Syntax Details

- **Declaring methods that support generics**

```
public static <T> T best(List<T> entries, ...) { ... }
```

  - This says that the best method takes a List of T's and returns a T. The <T> at the beginning means T is not a real type, but a type that Java will figure out from the method call.

- **Java will figure out the type of T by looking at parameters to the method call**

```
List<Person> people = ...;
Person bestPerson = Utils.best(people, ...);
List<Car> cars = ...;
Car bestCar = Utils.best(cars, ...);
```


Partial Example: randomElement

```
public class RandomUtils {
  ...

  public static <T> T randomElement(T[] array) {
    return(array[randomIndex(array)]);
  }
}
```

- In rest of method, T refers to a type.
- Java will figure out what type T is by looking at the parameters of the method call.
- Even if there is an existing class actually called T, it is irrelevant here.

This says that the method takes in an array of T's and returns a T. For example, if you pass in an array of Strings, you get out a String; if you pass in an array of Employees, you get out an Employee. No typecasts required in any of the cases.

Complete Example: randomElement

```
public class RandomUtils {
  private static Random r = new Random();

  public static int randomInt(int range) {
    return(r.nextInt(range));
  }

  public static int randomIndex(Object[] array) {
    return(randomInt(array.length));
  }

  public static <T> T randomElement(T[] array) {
    return(array[randomIndex(array)]);
  }
}
```


Using RandomUtils

- **Examples**

```
String[] names = { "Joe", "John", "Jane" };
String name = RandomUtils.randomElement(names);
Color[] colors = { Color.RED, Color.GREEN, Color.BLUE };
Color color = RandomUtils.randomElement(colors);
Person[] people =
  { new Person("Larry", "Page"), new Person("Larry", "Ellison"),
    new Person("Larry", "Bird"), new Person("Larry", "King") };
Person person = RandomUtils.randomElement(people);
Integer[] nums = { 1, 2, 3, 4 };    // Integer[], not int[]
int num = RandomUtils.randomElement(nums);
```

- **Points**
  - No typecast required to convert to String, Color, Person, Integer
  - Autoboxing lets you assign entry from Integer[] to an int, but array passed to randomElement must be Integer[] not int[], since generics work only with Object types, not primitive types





Generic Classes or Interfaces

Generic Classes and Methods: Syntax Details

- **Declaring classes or interfaces that support generics**

```
public class SomeClass<T> { ... }
```

- **Methods in the class can now refer to T both for arguments and for return values**

```
public T getSomeValue(int index) { ... }
```

- **Java will figure out the type of T by your declaration**

```
SomeClass<Person> blah = new SomeClass<>();
```

Example: Generic Class (Simplified)

```
public class ArrayList<E> {

  public E get(int index) { ... }

  public boolean add(E element) { ... }

  ...
}
```

In rest of class, E does not refer to an existing type. Instead, it refers to whatever type was defined when you created the list. E.g., if you did ArrayList<String> words = ...; then E refers to String.

This says that get returns an E. So, if you created ArrayList<Employee>, get returns an Employee. No typecast required in the code that calls get.

This says that add takes an E as a parameter. So, if you created ArrayList<Circle>, add can take only a Circle.

This is a highly simplified version of the real java.util.ArrayList class. That class implements multiple interfaces, and the generic support comes from the interfaces.







printf – Formatted Output

printf: Quick Overview

- **Values replace %s placeholders (%n means end-of-line)**

```
String name = "Jane";
double num = 1234.567;
System.out.printf("%s's number is %s.%n", name, num);
```

```
Jane's number is 1234.567.
```

- **Use %*n*s to control spacing**

```
Name (8 chars): '    Jane'.
```

```
System.out.printf("Name (8 chars): '%8s'.%n", name);
```

- **For numbers, use %f to control decimal places and more**

```
Num (rounded to 2 places): 1234.57.
```

```
System.out.printf("Num (rounded to 2 places): %.2f.%n", num);
```


printf: A Few Details

- **Takes a variable number of arguments**

```
System.out.printf("Formatting String", arg1, arg2, ...);
```

  - First a string, then one extra arg for each %_ placeholder (not counting %n)

- **The formatting string has %_ placeholders**
  - %s for anything to be treated as string, %f for floating point numbers, %d for whole numbers, %t for times, etc.

```
System.out.printf("Value1: %s, value2: %s%n", val1, val2);
```

- **%n means newline**
  - Both printouts on same line

```
System.out.printf("blah");
System.out.printf("blah");
```

  - Two printouts on different lines

```
System.out.printf("blah%n");
System.out.printf("blah%n");
```

Motivation

- **Advantages**
  - Lets you insert values into output, without much clumsier String concatenation
  - Lets you control the width of results, so things line up
  - Lets you control the number of digits after the decimal point in numbers, for consistent-looking output
  - Applies to any PrintWriter or PrintStream, not just to System.out
    - In File IO and Networking sections, we will make our own PrintWriter, then use ourWriter.printf

Java printf vs. C++ printf

- **They are very similar**
  - If you know printf in C/C++, you can probably use Java's printf immediately without reading any documentation
- **Key differences in Java version**
  - %s can be used for any type, even numbers. You only need number-specific placeholders like %f and %d when you are doing number-specific formatting like controlling digits after decimal point, inserting commas, etc.
  - You use %n for newlines. You can also use \n as in C++, but %n is slightly better
    - It inserts the newline of the current OS (e.g., LF on Unix, CR/LF pair on Windows)
  - There are a few new options for times and locales
    - But these are not important to learn at the beginning

Simple Example: printf vs. println

- **Example**

```
public static void printSomeStrings() {
  String firstName = "John";
  String lastName = "Doe";
  int numPets = 7;
  String petType = "chickens";
  System.out.printf("%s %s has %s %s.%n",
                    firstName, lastName, numPets, petType);
  System.out.println(firstName + " " + lastName +
                     " has " + numPets + " " + petType + ".");
}
```

- **Result:**

```
John Doe has 7 chickens.
John Doe has 7 chickens.
```


Controlling Formatting

- **Different flags**
  - %s for strings, %f for floats/doubles, %t for dates, etc.
    - Unlike in C/C++, you can use %s for *any* type (even numbers)
- **Various extra entries can be inserted**
  - To control width, number of digits, commas, justification, type of date format, and more
- **Details**
  - printf uses mini-language
    - Complete coverage would take an entire lecture
    - However, basic usage is straightforward
  - For complete coverage, see
    http://docs.oracle.com/javase/8/docs/api/java/util/Formatter.html#syntax

printf Formatting Options

	Stands For	Options	Example
%s	String. Can output any data type. If arg is Object, toString is called.	*%width*s Gives min num of chars. Spaces added to left if needed.	printf("%8s", "Hi") outputs " Hi"
%d	Decimal. Outputs whole number in base 10. Also %x and %o for hex and octal.	*%width*d %,*width*d Gives min width; inserts commas.	printf("%,9d", 1234) outputs " 1,234"
%f	Floating point. Lets you line up decimal point and control precision.	*%width.precision*f %,*width.precision*f width includes comma and decimal point.	printf("%6.2f", Math.PI) outputs " 3.14"
%t*x*	Time (or date). %tA for day name, %td for day number, %tB for month, %tY for year, and many more.	Date now = new Date(); System.out.printf("%tA, %tB %td, %tY", now, now, now, now); outputs "Tuesday, April 12, 2016"	
%n	OS-specific end of line (linefeed on Linux, CR/LF pair on Windows)		

Most Common Flag: %s

- **Overview**
  - Treat entry as a String
  - Any type is legal, not just Strings
- **Usage and options**
  - **%s** – prints the same way as System.out.print would: for doubles prints all the digits, and for objects prints the exact result of toString
    - `System.out.printf("%s", valueOfAnyType);`
  - **%*n*s** – prints the value the same as above, but if the output is less than *n* characters long, pads with spaces on the left so that total output is exactly *n* characters
    - `System.out.printf("%15f", valueOfAnyType);`
- **Reminder: printf does not add carriage return automatically**
  - Use %n to add carriage return
    - `System.out.printf("%s", valueOfAnyType);  // Same as print`
    - `System.out.printf("%s%n", valueOfAnyType); // Same as println`

Second Most Common Flag: %f

- **Overview**
  - For printing floating point numbers. Lets you control number of decimal points, total spacing, and commas in the main part of the number.
    - Often used to line up rows of numbers on the decimal point
- **Usage and options**
  - **%f** – prints all digits and with 0 at the end
    - `System.out.printf("%f", someDouble);`
  - **%.*d*f** – prints exactly *d* digits after the decimal point; the final digit is rounded
    - `System.out.printf("%.2f", someDouble);`
  - **%*n*.*d*f** – prints exactly *d* digits after the decimal point as above, and if the total output is less than *n* characters, pads with spaces on the left
    - `System.out.printf("%7.2f", someDouble);`
  - **%,*n*.*d*f** – Same as above, but adds commas every 3 digits in main part of number
    - `System.out.printf("%,7.2f", someDouble);`

Printf Example: Using %s and %f

```
double num = 1234.56722;
System.out.printf("num is '%s' (using %%s)%n", num);
System.out.printf("num is '%12s' (using %%12s)%n", num);
System.out.printf("num is '%f' (using %%f)%n", num);
System.out.printf("num is '%.2f' (using %%.2f)%n", num);
System.out.printf("num is '%4.2f' (using %%4.2f)%n", num);
System.out.printf("num is '%3.2f' (using %%3.2f)%n", num);
System.out.printf("num is '%10.3f' (using %%10.3f)%n", num);
System.out.printf("num is '%,10.3f' (using %%,10.3f)%n", num);
```

```
num is '1234.56722' (using %s)
num is '  1234.56722' (using %12s)
num is '1234.567220' (using %f)
num is '1234.57' (using %.2f)
num is ' 1234.57' (using %8.2f)
num is '1234.57' (using %6.2f)
num is '  1234.567' (using %10.3f)
num is ' 1,234.567' (using %,10.3f)
```

Printf Example: Controlling Width and Precision

```
CEO[] softwareCEOs = { new CEO("Steve Jobs", 3.1234),
                       new CEO("Scott McNealy", 45.5678),
                       new CEO("Jeff Bezos", 567.982323),
                       new CEO("Larry Ellison", 6789.0),
                       new CEO("Bill Gates", 78901234567890.12) };
System.out.println("SALARIES:");
for(CEO ceo: softwareCEOs) {
  System.out.printf("%15s: $%,8.2f%n", ceo.getName(), ceo.getSalary());
}
```

```
SALARIES:
     Steve Jobs: $    3.12
  Scott McNealy: $   45.57
     Jeff Bezos: $  567.98
  Larry Ellison: $6,789.00
     Bill Gates: $78,901,234,567,890.12
```

printf never throws away significant digits, so the salary of Bill Gates is not lined up properly. Conclusion: you must know something about the range of possible values if you want to line things up on the decimal points.

Printf Example: Controlling Width and Precision

```
public class CEO {
  private String name;
  private double salary; // In billions

  public CEO(String name, double salary) {
    this.name = name;
    this.salary = salary;
  }

  public String getName() { return(name); }

  public double getSalary() { return(salary); }
}
```

printf vs. String.format

- **printf**
  - *Outputs* a formatted String
- **String.format**
  - *Returns* a formatted String
- **Equivalent code**

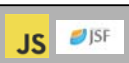
```
System.out.printf("Blah %s", 7);

String s = String.format("Blah %s", 7);
System.out.print(s);
```

- **Note**
  - For consistency with String.format, System.out.format is synonymous with System.out.printf

Common printf Errors

- **Forgetting %s can be used for any type**
  - In Java, %s can be used for strings, objects, numbers, etc.
    - You only need number-specific placeholders like %f and %d when you are doing number-specific formatting like controlling decimal points, inserting commas, etc.
  - In C++, %s can be used only for strings
- **Using + instead of , between arguments**
  - printf uses varargs
  - println uses a single String
- **Forgetting to use %n**
  - printf does not add a newline automatically
  - println does
- **Forgetting how to insert a literal %**
  - You use %%
  - You do not use \%






Varargs

Variable-Length Arguments

- **printf takes any number of arguments**
  - You could use overloading to define a few versions of printf with different argument lengths, but printf takes *any* number of arguments
- **To do this yourself, use "*type*... *variable*"**
  - variable becomes an array of given type
  - Only legal for *final* argument of method
  - Examples

```
public void printf(String format, Object... arguments)
public int max(int... numbers)
```

    - Can call max(1, 2, 3, 4, 5, 6) or max(someArrayOfInts)
- **Use sparingly**
  - You usually know how many arguments are possible

Varargs: Example

```
public class MathUtils {
  public static int min(int... numbers) {
    int minimum = Integer.MAX_VALUE;
    for(int number: numbers) {
      if (number < minimum) {
        minimum = number;
      }
    }
    return(minimum);
  }

  public static void main(String[] args) {
    System.out.printf("Min of 2 nums: %d.%n", min(2,1));
    System.out.printf("Min of 7 nums: %d.%n", min(2,4,6,8,1,2,3));
  }
}
```


Rare But Tricky Problem: Primitive Arrays with Varargs

- **Problem**
  - If you pass ints one at a time to a method that uses Object..., each one is converted to Integer, and things work as you expect
  - If you group the same numbers into an Integer[], you get the same result, as expected
  - But, if you pass an array of primitives to the same method, the entire array is considered a single element
- **This comes up later with Streams**
  - Passing ints one at time to Stream.of results in a Stream<Integer> containing each number separately
  - Passing an Integer[] to Stream.of also results in a Stream<Integer> containing each number separately
  - Passing an int[] to Stream.of results in a one-element stream, where the one element is the int[]

Object... Method

```
public class PrintUtilities {
  public static void printAll(Object... entries) {
    for(Object o: entries) {
      System.out.println(o);
    }
  }
}
```


Test Code

```
public class VarArgsTest {
  public static void main(String[] args) {
    PrintUtilities.printAll(1, 2, 3);
    Integer[] nums1 = { 1, 2, 3 };
    PrintUtilities.printAll(nums1);
    int[] nums2 = { 1, 2, 3 };
    PrintUtilities.printAll(nums2);
  }
}
```

```
1
2
3
1
2
3
[I@2a139a55
```





StringBuilder

Overview

- **Strings are immutable**
  - Once a String object is allocated, it cannot be modified.
  - However, a variable that refers to a String can be changed to refer to a new String that was derived from old one
- **String concatenation**
  - Results in copying the String that is before the "+"
- **Performance implications**
  - For a few fixed concatenations: no problem
  - For repeated concatenation in a loop: could be a problem
- **StringBuilder**
  - Alternative that can be directly modified
  - Also supports useful reverse method

Strings are Mutable?

```
public class StringsAppearMutable {
  public static void main(String[] args) {
    String s = "Hello";
    s = s + ", World";
    System.out.println(s);
  }
}
```

The string was modified here, right?

You actually cannot tell from this test. Maybe the original String object was changed, or maybe a new String object was created, and the original one was copied. You need a better test.

```
Hello, World
```


Strings are Immutable

```
public class StringsAreImmutable {
  public static void main(String[] args) {
    String s1 = "Hello";
    String s2 = s1;
    s1 = s1 + ", World";
    System.out.println(s1);
    System.out.println(s2);
  }
}
```

Since s2 is still “Hello”, this shows that the line that did concatenation really copied s1, allocated a new String object, and assigned that new object to s1.

```
Hello, World
Hello
```

String vs. StringBuilder

- **Strings are immutable (unmodifiable)**
  - Thus what appears to be String concatenation really involves copying the string on the left (oldString below)
    ```
    String newString = oldString + "some extra stuff";
    ```
  - Never do String concatenation inside a loop that could be very long (i.e., more than about 100)
- **StringBuilder is mutable**
  - Build a StringBuilder from a String by passing the String to the constructor
    ```
    StringBuilder b = new StringBuilder(someString);
    ```
  - Call append to append data to the end
    ```
    b.append("more");
    ```
  - Call toString to turn back into a string
    ```
    String s = b.toString();
    ```
  - Other methods: insert, replace, substring, indexOf, reverse

Performance Comparison: Using String

- **Code**

```
public static String padChars1(int n, String orig) {
  String result = "";
  for(int i=0; i<n; i++) {
    result = result + orig;
  }
  return(result);
}
```

- **Usage**
  - padChars(5, "x") returns "xxxxx" for this, and also for the upcoming StringBuilder version
- **Performance**
  - $O(N^2)$. Why?

Performance Comparison: Using StringBuilder

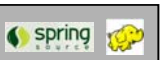
- **Code**

```
public static String padChars2(int n, String orig) {
  StringBuilder result = new StringBuilder("");
  for(int i=0; i<n; i++) {
    result = result.append(orig);
  }
  return(result.toString());
}
```

- **Performance**
  - O(N)





Wrap-Up

Summary

- **Generic types in your code**
  - `public class MyClass<E> { ... }`
  - `public interface MyInterface<E1,E2> { ... }`
  - `public static <T> T someMethod(T[] entries) { ... }`
- **printf**

```
System.out.printf("%s, %s, and %s.%n", v1, v2, v3);
```

- **Varargs**

```
public static int min(int... nums) { ... }
```

  - You can call min(int1, int2, int3) or min(intArray)
  - nums above is int[]
- **StringBuilder**
  - Better performance than String if many repeated concatenations
  - Some convenient methods like reverse and insert