

# Searching

October 15, 2007

ComS 207: Programming I (in Java)  
Iowa State University, FALL 2007  
Instructor: Alexander Stoytchev

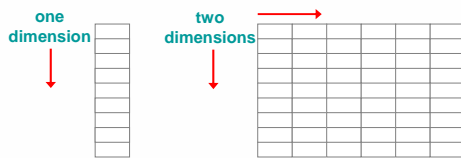
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## Quick review of last lecture

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## Two-Dimensional Arrays

- A *one-dimensional array* stores a list of elements
- A *two-dimensional array* can be thought of as a table of elements, with rows and columns



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## Two-Dimensional Arrays

- To be precise, in Java a two-dimensional array is an array of arrays
- A two-dimensional array is declared by specifying the size of each dimension separately:

```
int[][] scores = new int[12][50];
```

- A array element is referenced using two index values:

```
value = scores[3][6]
```

- The array stored in one row can be specified using one index

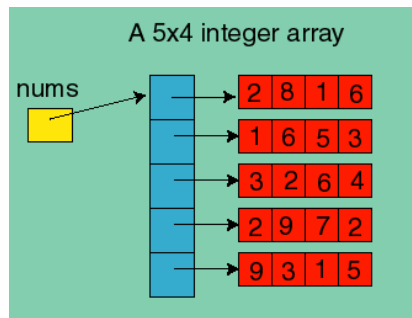
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## Arrays in Java

- Java represents 2D arrays as an array of arrays!
- In other words, a 2D integer array is really a 1D array of references to 1D integer arrays.
- The concept generalizes to N-dimensions

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## Anatomy of a 2D Array



[<http://www.willamette.edu/~gorr/classes/cs231/lectures/chapter9/arrays2d.htm>]

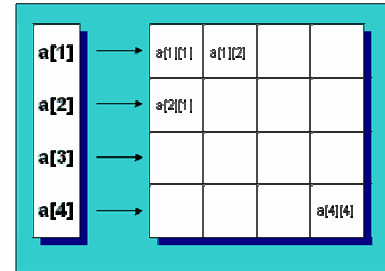
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## Two-Dimensional Arrays

Expression	Type	Description
<code>table</code>	<code>int[][]</code>	2D array of integers, or array of integer arrays
<code>table[5]</code>	<code>int[]</code>	array of integers
<code>table[5][12]</code>	<code>int</code>	integer

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## Example of a regular 2D array



Note: In Java the first index should be 0 not 1!

[[http://livedocs.macromedia.com/coldfusion/5.0/Developing\\_ColdFusion\\_Applications/arrayStruct2.htm](http://livedocs.macromedia.com/coldfusion/5.0/Developing_ColdFusion_Applications/arrayStruct2.htm)]

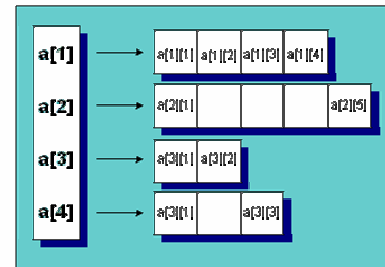
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## Multidimensional Arrays

- An array can have many dimensions – if it has more than one dimension, it is called a *multidimensional array*
- Each dimension subdivides the previous one into the specified number of elements
- Each dimension has its own length constant
- Because each dimension is an array of array references, the arrays within one dimension can be of different lengths
  - these are sometimes called *ragged arrays*

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## Example of a Ragged Array



Note: In Java the first index should be 0 not 1!

[[http://livedocs.macromedia.com/coldfusion/5.0/Developing\\_ColdFusion\\_Applications/arrayStruct2.htm](http://livedocs.macromedia.com/coldfusion/5.0/Developing_ColdFusion_Applications/arrayStruct2.htm)]

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## Two-Dimensional Arrays

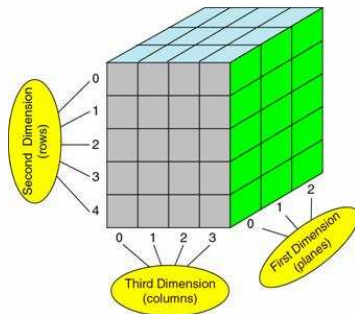
Expression	Type	Description
<code>table</code>	<code>int[][]</code>	2D array of integers, or array of integer arrays
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<code>table[5][12]</code>	<code>int</code>	integer

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## 3D Array Example

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## 3D Arrays



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[<http://web.ics.purdue.edu/~cs154/lectures/lecture017.htm>]

## Other Stuff

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## Arrays as Parameters

- An entire array can be passed as a parameter to a method
- Like any other object, the reference to the array is passed, making the formal and actual parameters aliases of each other
- Therefore, changing an array element within the method changes the original
- An individual array element can be passed to a method as well, in which case the type of the formal parameter is the same as the element type

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## Java Example: Printing an Array

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## ArrayList Class

(Take a look at Section 7.7)  
(We will come back to it later)

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## The ArrayList Class

- The `ArrayList` class is part of the `java.util` package
- Like an array, it can store a list of values and reference each one using a numeric index
- However, you cannot use the bracket syntax with an `ArrayList` object
- Furthermore, an `ArrayList` object grows and shrinks as needed, adjusting its capacity as necessary

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## The ArrayList Class

- Elements can be inserted or removed with a single method invocation
- When an element is inserted, the other elements "move aside" to make room
- Likewise, when an element is removed, the list "collapses" to close the gap
- The indexes of the elements adjust accordingly

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## The ArrayList Class

- An `ArrayList` stores references to the `Object` class, which allows it to store any kind of object
- See [Beatles.java](#) (page 405)
- We can also define an `ArrayList` object to accept a particular type of object
- The following declaration creates an `ArrayList` object that only stores `Family` objects

```
ArrayList<Family> reunion = new ArrayList<Family>
```

- This is an example of *generics*, which are discussed further in Chapter 12

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Example: [Beatles.java](#) (page 405)

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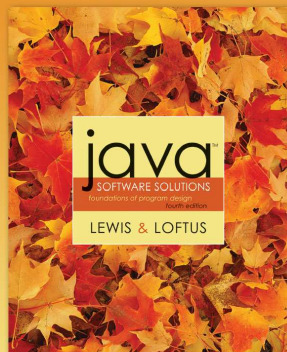
## ArrayList Efficiency

- The `ArrayList` class is implemented using an underlying array
- The array is manipulated so that indexes remain continuous as elements are added or removed
- If elements are added to and removed from the end of the list, this processing is fairly efficient
- But as elements are inserted and removed from the front or middle of the list, the remaining elements are shifted

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Searching

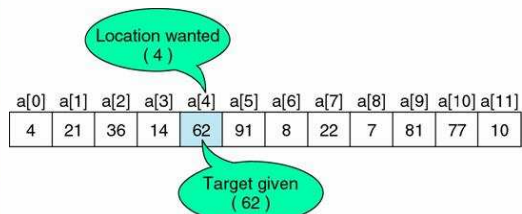
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## Search



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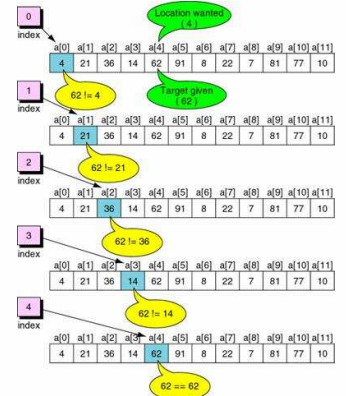
[<http://web.ics.purdue.edu/~cs154/lectures/lecture011.htm>]

## Linear Search

- The most basic
- Very easy to implement
- The array DOESN'T have to be sorted
- All array elements must be visited if the search fails
- Could be very slow

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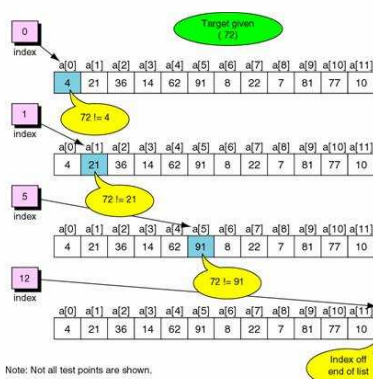
## Example: Successful Linear Search



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<http://web.ics.purdue.edu/~cs154/lectures/lecture011.htm>

## Example: Failed Linear Search



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<http://web.ics.purdue.edu/~cs154/lectures/lecture011.htm>

## Java Example: Linear Search

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## Java Example: Finding the minimum number in an array of unsorted integers

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THE END

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