

**CS 535 Object-Oriented Programming & Design**  
**Fall Semester, 2001**  
**Doc 10 More Collections**  
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## Arrays

Similar to arrays in other languages

Once created can not grow

### Some Array Operations

a := #( 1 3 5 7 6 4 2 ).

b := Array with: 2 with: 9.

secondElement := a at: 2.

firstElement := a first.

a

at: 1

put: 12.

jointList := a , b. "Comma concatenates collections"

sublist := a

copyFrom: 2

to: 4.

copyList := a copyUpTo: 6.

copyWithout := jointList copyWithout: 2.

fiveIndex := a indexOf: 5.

location := a

indexOfSubCollection: #( 6 4)

startingAt: 2

ifAbsent: [-1].

a

replaceAll: 3

with: 12.

numberOfElements := a size.

even := jointList select: [:each | each even].

## OrderedCollections

A growable array

When add elements, OrderedCollection object grows if needed

Like Java's Vector or ArrayList

Use more than arrays

### Some OrderedCollection Operations

```
a := #( 1 3 5 7 6 4 2 ) asOrderedCollection.
```

```
b := OrderedCollection new.
```

```
b
```

```
  add: 2;
```

```
  add: 5.
```

```
secondElement := a at: 2.
```

```
firstElement := a first.
```

```
a
```

```
  at: 1
```

```
  put: 12.
```

```
jointList := a , b.
```

```
sublist := a
```

```
  copyFrom: 2
```

```
  to: 4.
```

```
copyList := a copyUpTo: 6.
```

```
copyWithout := jointList copyWithout: 2.
```

```
fiveIndex := a indexOf: 5.
```

```
location := a
```

```
  indexOfSubCollection: #( 6 4)
```

```
  startingAt: 2
```

```
  ifAbsent: [-1].
```

```
a
```

```
  replaceAll: 3
```

```
  with: 12.
```

```
numberOfElements := a size.
```

```
evenElements := jointList select: [:each | each even].
```

```
a remove: 5
```

## Dictionary

A hash table, like Java's Hashtable or HashMap

In arrays and ordered collections indexes are integers

In hash tables indexes can be any object

```
| phoneNumbers |
```

```
phoneNumbers := Dictionary new.
```

```
phoneNumbers
```

```
  at: 'whitney'
```

```
  put: '594-3535'.
```

```
phoneNumbers
```

```
  at: 'beck'
```

```
  put: '594-6807'.
```

```
phoneNumbers
```

```
  at: 'donald'
```

```
  put: '594-7248'.
```

```
phoneNumbers at: 'donald'
```

```
"Returns '594-7248' "
```

```
phoneNumbers
```

```
  at: 'sam'
```

```
  ifAbsent: ['Not found'].
```

```
phoneNumbers do:
```

```
  [:value |
```

```
    Transcript
```

```
      show: value;
```

```
      cr].
```

**"Continued from previous slide"**

keyphoneNumbers keysDo:

[:key |

Transcript

show: key;

cr].

phoneNumbers keysAndValuesDo:

[:key :value |

Transcript

show: key;

tab;

show: value;

cr].

## Strings & Symbols

A String is an array of characters

```
'The cat in the hat'
```

Characters can be any Unicode character

Symbols are strings that are represented uniquely

Examples of symbols

```
#ASymbol  
#'CanUseSingleQuotes'  
#cat
```

There is only one copy of a symbol with a given sequence of characters in the image

```
'cat' = 'cat'      "true"  
'cat' == 'cat'    "false"
```

```
#cat = #cat       "true"  
#cat == #cat      "true"
```

## Identity Problem

```
| phoneNumbers |  
phoneNumbers := Dictionary new.  
phoneNumbers  
  at: 'whitney'  
  put: '594-3535'.  
phoneNumbers  
  at: 'beck'  
  put: '594-6807'.  
phoneNumbers  
  at: 'donald'  
  put: '594-7248'.
```

```
phoneNumbers          "Returns 'Not Found' "  
  keyAtValue: '594-3535'  
  ifAbsent: ['Not found']
```

keyAtValue:ifAbsent: compares values using ==

## Using Symbols

```
| phoneNumbers |  
phoneNumbers := Dictionary new.  
phoneNumbers  
  at: 'whitney'  
  put: '594-3535' asSymbol.  
phoneNumbers  
  at: 'beck'  
  put: '594-6807' asSymbol.  
phoneNumbers  
  at: 'donald'  
  put: '594-7248' asSymbol.
```

"This works"

```
phoneNumbers keyAtValue: '594-3535' asSymbol
```



## Blocks and Returns

When a block evaluates a return (^) it exits the method the block was defined in

### Example

```
Smalltalk.CS535 defineClass: #BlockExample
  superclass: #{Core.Object}
  etc
```

```
doExample
  Transcript
    show: 'Start doExample';
    cr.
  self start.
  Transcript
    show: 'End doExample';
    cr.!
```

```
evaluate: aBlock
  Transcript
    show: 'Start evaluate';
    cr.
  aBlock value.
  Transcript
    show: 'End evaluate';
    cr.!
```

```
start
  Transcript
    show: 'Start start';
    cr.
  self evaluate: [^nil].
  Transcript
    show: 'End start';
    cr.!!
```

## Running the Example

Evaluate:

BlockExample new doExample

The output in the Transcript is:

Start doExample

Start start

Start evaluate

End doExample