


Lecture 14:
Comparable + Comparator
and Ordered Structures

+ Today



- Reading
 - JS Ch. 11 (Ordered Structures)
- Objectives
 - Sorting with the Comparable Interface
 - Comparator Interface

+ Last Time

- Stacks and Queues (and Steques)
- These are *linear structures*
 - values are removed based upon the order in which they are added
- Inheritance simplifies implementation



+ Ordered Structures

- Structures that store data in *sorted* order
 - Make searching and sorting easier
 - Can't control the location of a data item that is added

3	5	11	13
---	---	----	----

add(7)

3	5	7	11	13
---	---	---	----	----

+ Sorting and comparison

```

void sort(int[] array) {
  ... if (array[i] < array[j]) ...
}

void sort(String[] array) {
  ... if (array[i].compareTo(array[j]) < 0) ...
}

void sort(Student[] array) {
  ...
  if (array[i].getLastName().compareTo(array[j].getLastName()) < 0)
  ...
}

```

+ Ordering objects

- Could we write just one sort method...?
- Generalize to any class with ordering operator

```

interface Comparable<T> {
  int compareTo(T other);
}

```

$$x.compareTo(y) = \begin{cases} <0 & \text{if } x < y \\ 0 & \text{if } x = y \\ >0 & \text{if } x > y \end{cases}$$

+ Comparable Students

```
public class Student implements Comparable<Student> {
    protected String lastName;
    protected String firstName;
    ...
    // Order by "Last, First"
    public int compareTo(Student other)
        int lastComp = lastName.compareTo(other.lastName);
        if (lastComp != 0) {
            return lastComp;
        } else {
            return firstName.compareTo(other.firstName);
        }
    }
}
```

String implements
Comparable<String>

+ Sorting Comparable objects

```
public static <T extends Comparable<T>>
void sort(List<T> list) {
    ...
    if (list.get(i).compareTo(list.get(j)) < 0)
    ...
}
```

- Works for list of **any** class T of objects that implements Comparable<T>.

+ Ordered Association

- Earlier talked about:

```
public class Association<K,V> {
    protected K theKey;    // key of the key-value pair
    protected V theValue; // value of key-value pair
}
```

- Now we want Associations where we can order by key

+ ComparableAssociation

```
public class ComparableAssociation<K extends Comparable<K>,V>
    extends Association<K,V>
    implements Comparable<ComparableAssociation<K,V>>{

    public ComparableAssociation(K key, V value) {
        super(key,value);
    }

    public int compareTo(ComparableAssociation<K,V> that) {
        return this.getKey().compareTo(that.getKey());
    }
    ...
}
```

Now we can use in sort!

+ Can we make Objects Comparable by default?

```
public class Object implements Comparable<Object> {
    public int compareTo(Object other) {
        if (this == other) {
            return 0;
        } else {
            ???
        }
    }
}

x.compareTo(y) = {
    <0 if x < y
    0 if x = y
    >0 if x > y
}
```

no "natural" order of Objects

+ What if we want to sort the same objects in different orders?

```
interface Comparable2<T> {
    int compareTo2(T other);
}

...
public static void sort2(List<T> list) {
    ...
}
```

+ Design with Comparable

Representation
of Things
with ordering

Implementation of sorting,
ordered structures of Things

+ Design with Comparat*ors*

Representation
of Things

Ordering
of Things

Implementation of sorting,
ordered structures of Things

+ java.util.Comparator

```
public interface Comparator<T> {  
    int compare(T x, T y);  
}
```

$$\text{compare}(x, y) = \begin{cases} <0 & \text{if } x < y \\ 0 & \text{if } x = y \\ >0 & \text{if } x > y \end{cases}$$

+ Way of Comparing Strings

```
public class TrimComparator implements Comparator<String>  
{  
    // pre: x and y are Strings  
    // post: returns negative, zero, or positive  
    //       depending on relation  
    //       between trimmed parameters.  
    public int compare(String x, String y) {  
        String xTrim = x.trim();  
        String yTrim = y.trim();  
        return xTrim.compareTo(yTrim);  
    }  
}
```


+ Using Comparators

- Classes supporting sort or other operations using comparisons generally have two versions:
 - From Collections class:
 - static <T extends [Comparable](#)<T>> void [sort](#)([List](#)<T> list)
 - static <T> void [sort](#)([List](#)<T> list, [Comparator](#)<T> c)
 - *Actual types a bit more general (and complex).*

+ Sort Students...

- by id number, in ascending order
- by “Last Name, First Name” in reverse alphabetical order
- by class year, and by “Last Name, First Name” within class year

```
public class Student {
    protected String lastName;
    protected String firstName;
    protected int id;
    protected int classYear;

    public String getLastName() { return lastName; }
    public String getFirstName() { return firstName; }
    public int getID() { return id; }
    public int getClassYear() { return classYear; }
}
```

+ Composing Comparators

```
public class TieBreakerComparator<T> implements Comparator<T> {
    protected Comparator<T> comp;
    protected Comparator<T> tieBreaker;

    public TieBreakerComparator(Comparator<T> c, Comparator<T> t) {
        this.comp = c;
        this.tieBreaker = t;
    }

    public int compare(T x, T y) {
        int result = comp.compare(x,y);
        if (result != 0) {
            return result;
        } else {
            return tieBreaker.compare(x,y);
        }
    }
}
```

+ Ordered Structures

- See `OrderedArrayList`
 - esp. `locate` method which does binary search
- See text for discussion of operations on ordered structures
 - e.g., `contains`, `add`, `remove`, etc.
- Why shouldn't `OrderedArrayList` extend `ArrayList`?