

Java Utility Classes

- Java utilities
 - ◆ most core to Java, not extras
 - ◆ java.util package
- Type wrappers
 - ◆ java.lang package
 - ☞ automatically imported
 - ◆ lets the primitive types be treated like objects
 - ☞ int -> Integer
 - ☞ boolean -> Boolean
 - ☞ double -> Double
 - ☞ etc.

Java Utility Classes

◆ constructors

☞ Integer ({int, String})

◆ some methods

☞ double doubleValue ()

☞ equals

☞ static int parseInt (String {, int})

☞ valueOf (String {, int})

☞ hashCode

- most classes should provide this method
- used when storing class into a HashTable

Java Utility Classes

■ Vector

◆ dynamic array of *Objects*

- ☞ grows & shrinks as required
- ☞ essential for dealing with users...

◆ essentially a type wrapper for arrays

- ☞ provides extended functionality
 - e.g. enumerations

◆ type **unsafe**

- ☞ can add T1 and retrieve as T99...
 - can lead to runtime abort
- ☞ creating T1Vector (extends Vector) solves problem

Java Utility Classes

```
class T1Vector extends Vector
{
    public void set (T1 item, int n)
    {
        setElementAt (item, n);
    }

    public T1 get (int n)
    {
        return ((T1) elementAt (n));
    }
}
```

asserts that the dynamic type
retrieved is a T1, not a generic
Object (the static type)

Java Utility Classes

◆ constructors

- ➡ Vector (int {, int})

◆ some methods

- ➡ int capacity ()

- ➡ void {set, insert}ElementAt (Object, int)

- ➡ void removeElementAt (int)

- ➡ int indexOf (Object)

- ➡ Object elementAt (int)

- ➡ void trimToSize ()

- ➡ Enumeration elements ()

- allows all elements to be accessed in some (arbitrary) order

Java Utility Classes

■ Enumeration

◆ interface

☞ 2 methods

- boolean hasMoreElements ()
- Object nextElement ()

◆ traverse data structure

☞ no need to make implementation public

◆ only go 'forward', not 'backward'

☞ but order not defined

◆ can't be reset

```
Vector v = ...;  
Enumeration e = v.elements ();  
while (e.hasMoreElements ())  
{  
    AnObj a = (AnObj) e.nextElement ();  
    ... use a  
}
```

Java Utility Classes

■ HashTable

- ◆ associative array; extends java.util.Dictionary abstract class
- ◆ some methods
 - ☞ Object put (Object, Object)
 - associate key with value
 - ☞ Object get (Object)
 - retrieve value given key
 - ☞ remove ()
 - ☞ keys (), elements ()
 - allow enumeration of the table
 - ☞ isEmpty ()
 - ☞ containskey (Object)

Java Utility Classes

■ Properties

◆ extends Hashtable

☞ allows I/O of key/value pairs

◆ useful for specifying configuration info.

☞ user programs

```
Properties defaults = new Properties ();
defaults.put ("FONT", "Courier"); defaults.put ("SIZE", "10");

defaults.save (defaultsFileOutputStream, "application defaults");

# application defaults
# Sat May 03 20:05:33 1997
FONT=Courier
SIZE=10
```

☞ System.getProperties ()

Java Utility Classes

■ Date

- ◆ mostly deprecated; now use Calendar

- ☞ *“Unfortunately, the API for these functions was not amenable to internationalization.”*

- ◆ Date ()

- ☞ constructor—current time&date

- ☞ several others available

- ◆ getYear ()

- ☞ years since 1900

- ◆ parse ()

- ☞ flexible: accepts many formats

- ☞ millisecs since January 1, 1970, 00:00:00 GMT

Java Utility Classes

■ Calendar

◆ slightly more complex than expected

☞ accounts for locale/timezone/calendar differences

◆ abstract, so can't be instantiated

☞ many static constants/members

☞ getInstance ()

- 'factory' method

☞ get () / set () methods

- HOUR, DAY_OF_WEEK, AM, WEEK_OF_MONTH, etc.
- UNDECIMBER

— lunar calendar's 13th month

☞ date arithmetic

- before (), after (), add (), etc.

Java Utility Classes

- ◆ output handled by `java.text.SimpleDateFormat`

```
// prints 1996.07.10 AD at 15:08:56 PDT
SimpleDateFormat formatter =
    new SimpleDateFormat ("yyyy.MM.dd G 'at' hh:mm:ss z");
System.out.println (formatter.format(new Date ()));
```

- ◆ input handled by `parse ()` method
 - 👉 converts String
- ◆ various different calendars potentially catered for
 - 👉 `GregorianCalendar` extends `Calendar`
 - `isLeapYear ()`
 - `getGregorianChange ()`
 - 15th August 1582

Java Utility Classes

- Some other utilities
 - ◆ Random
 - ◆ Stack
 - ◆ Bitset
 - ◆ Observable class & Observer interface
 - ☞ implements Model, View, Controller concept
 - used heavily by 'swing'
 - ☞ observable objects notify observers (via their update method) when they change state
 - ☞ {add, delete}Observer (Observer)

Java Utility Classes

