

# Implementing ArrayLists

In Lab 2 you will implement the following class:

```
public class MyArrayList<E> extends AbstractList<E> {  
    private E[ ] data;  
    private int size;  
    ....  
}
```

This represents a list structure that stores its data in an array.

Question: After you create the class

```
public class MyArrayList<E>
```

how will you **declare** and **construct** a new MyArrayList of Strings?

- A. `L = new MyArrayList<String>;`
- B. `MyArrayList L = new MyArrayList(String);`
- C. `MyArrayList L = new MyArrayList<String>();`
- D. `MyArrayList<String> L = new MyArrayList<String>();`

Answer:

```
D. MyArrayList<String> L = new MyArrayList<String>();
```

Of course, arrays are fixed-size and lists aren't, so an essential part of your implementation is a method

```
private void resize( )
```

that makes a new array A twice as long as the current data array, copies the elements of data into it, and then makes the data variable be this array with the assignment

```
data = A
```

Any method that adds data into your `MyArrayList` structure needs to check that there is room for the new data, and if there isn't to make room for it by calling `resize( )`.

You need to implement the abstract methods in the `AbstractList` abstract class. These are

- **constructors** `new MyArrayList( int initialSize )` and `new MyArrayList( )` which uses initial size 2.
- `int size( )` which returns the number of elements currently in the list
- `void add(E element)` which adds the new element to the end of the list.
- `void add(int i, E element)` which adds the new element at position `i`, shifting everything from there on back one slot to make room for the new element.

- `E get(int i)` which returns the *i*th element of the list.
- `E set(int i, E element)` which changes the data stored at position *i* to the new element. It returns the value previously stored at position *i*.
- `E remove(int i)` which removes the *i*th element from the list and then returns it. Remember to decrement the size. Also, shift everything above index *i* down 1 entry.
- `boolean isEmpty( )` which just says if the size of the list is 0.
- `void clear( )` which empties out the list. This needs to allow for garbage collection, so set all of the entries of data to null. Remember to ensure that `size=0`.



Many of these methods are supposed to throw exceptions, so your code needs to do that. For example, `get(i)` throws an `IndexOutOfBoundsException` unless `i` is between 0 and `size() - 1`.