

Data Collections

AP Computer Science A ▀ Unit 4

AP Computer Science A

4	8	2	9
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Data Collections

What we will cover

- 1
- Ethics of collecting data
- 2
- Arrays
- 3
- ArrayList
- 4
- 2D arrays (grids)
- 5
- Searching & sorting
- 6
- Recursion

4	8	2	9	5
0	1	2	3	4

1

Ethics

Data Collections

└─ Ethics

The ethics of collecting data

Programs that collect and process personal data carry real responsibility.

Collect only what you need, protect **privacy** 隐私, be honest about how data is used, and guard against **bias** 偏差 in what you gather. Legal is not always ethical.



Data centre

Data Collections

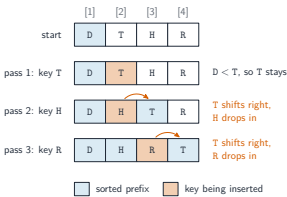
└─ Ethics

An insertion sort

Data Collections

└─ Ethics

Making and Reading an Array



An insertion sort, shifting each key into place pass by pass

An **array** 数组 is a fixed-size, ordered collection of same-type values.

Indices run from 0 to length - 1:

Making and Reading an Array, in detail

index	1	2	3	4	5
scores	90	75	60	88	50

scores[2] is 75

A one-dimensional array (a list) with its indices and bounds

The five standard array algorithms

sum or average	an accumulator declared outside the loop; divide by length at the end
max or min	start from arr[0], not from zero – an array of negatives has no element above zero
count matching	a counter, incremented only when the element passes the test
check for a duplicate	a <i>nested</i> loop, with the inner one starting at i+1 so no pair is checked twice
reverse or copy	build into a <i>new</i> array, or swap ends inward for an in-place reverse

Every one of these is a traversal plus a small body. Recognising which one a question wants is most of the work.

Visiting Every Element of an Array

Traverse 遍历 an array with a `for` loop (gives the index) or an **enhanced for / for-each** loop (gives each value, read-only):

Wrapping a Number in an Object

An `ArrayList` stores **objects**, not primitives, so a primitive is **wrapped** in an object: `Integer` wraps `int`, `Double` wraps `double`.

Java does this with **autoboxing 自动装箱** (`int` to `Integer`) and **unboxing** (back again) automatically.

2 Arrays

Arrays

4	8	2	9	5	7
0	1	2	3	4	5

An **array 数组** stores a fixed number of same-type values, reached by **index 索引** (from **0**). Visit every element with a loop:

```
for (int i = 0; i < a.length; i++) ...
```

Standard algorithms: find the **max/min**, **sum/average**, or count matches by traversing once.



Filing cabinet

Why a data structure at all

the problem	a single variable holds one value; real problems need many related values – a class roster, pixels, sensor readings
a data structure 数据结构	holds many values under one name, reached by index
an array	fixed length, set when it is created, and <code>arr.length</code> is a field, not a method
the bounds	valid indices run 0 to <code>length-1</code> ; anything outside throws an <code>ArrayIndexOutOfBoundsException</code>
the run-time cost	reaching any element takes the same time whatever the index – that is the point of an array

Off-by-one at the top end is the classic array bug: `i <= arr.length` throws, `i < arr.length` does not.

3 ArrayList

The ArrayList toolbox

An **ArrayList** 动态数组 grows and shrinks, unlike a fixed array. It stores objects, so numbers are **wrapped** 包装 (`Integer`, `Double`).

add(x) append	get(i) read	set(i,x) replace	remove(i) delete
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Traverse it with a `for` or an enhanced `for-each` loop: `for (int x : list).`

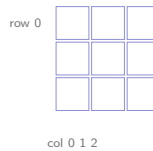
Removing from a list while looping over it

the problem	<code>remove(i)</code> shifts every later element down, so the element after the removed one is skipped
fix one	loop backwards, from <code>size()-1</code> down to 0 – later shifts cannot affect indices you have passed
fix two	do not increment <code>i</code> after a removal, so the next pass re-examines the same index
never	remove inside an enhanced <code>for</code> loop – it throws a <code>ConcurrentModificationException</code>
the rest	the array algorithms carry over unchanged, plus insertion and deletion , which arrays cannot do easily

This is the single most-tested ArrayList point. If a question removes items in a loop, it is testing exactly this.

4 2D arrays

2D arrays (grids)

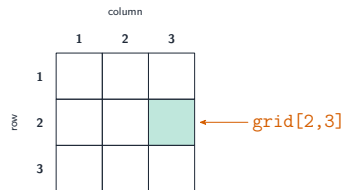


A **2D array** 二维数组 is a grid of rows & columns: `grid[r][c]`.

Walk it with **nested loops** – outer over rows, inner over columns:

```
for r ...  
  for c ...  
    grid[r][c]
```

Grids: Two-Dimensional Arrays



A two-dimensional array (a table) with row and column indices

Walking Through a Grid

Visit every cell with **nested loops** – the outer over rows, the inner over columns (**row-major order** 行主序):

The standard grid algorithms

sum a row fix r , loop c across `grid[r].length`

sum a column fix c , loop r down `grid.length`

max in the grid nested loops, initialised to `grid[0][0]`

count matching cells nested loops with a counter and a test

sum a diagonal one loop, using the cells where $r == c$

Every grid task is a nested traversal with a small body – and `grid.length` is the number of rows, `grid[0].length` the number of columns.

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Search & sort

Searching & sorting

Linear search 线性查找
checks every element; **binary search** 二分查找
halves a **sorted** array

Selection 选择排序 & **insertion sort** 插入排序 order a list;
merge sort 归并排序 is faster

Binary search needs **sorted** data and does $\sim \log_2 n$ comparisons, far fewer than linear search's n .

Selection sort and insertion sort

selection sort 选择排序 repeatedly find the **smallest remaining** element and swap it into place

insertion sort 插入排序 take the next element and slide it **back** into its position among the already-sorted front

both $O(n^2)$ comparisons in the worst case – fine for small arrays, hopeless for large ones

the difference insertion sort is much faster on **nearly-sorted** data; selection sort takes the same time whatever the input

the exam skill be able to state the array's contents **after k passes** of either

Trace, do not memorise. The questions ask what the array looks like partway through, which only tracing answers.

Data Collections
└ Search & sort

Recursion

A **recursive** 递归 method calls itself on a smaller input, stopping at a **base case** 基本情形.

Factorial
 $\text{factorial}(n) = n * \text{factorial}(n-1)$, with $\text{factorial}(0) = 1$.
Each call shrinks n until the base case, then the results multiply back up. **Merge sort** 归并排序 uses the same divide-and-conquer idea.

Data Collections
└ Search & sort

Reading a file, and the two exceptions it can throw

the importFile and IOException live in java.io, so a file-reading program needs `import java.io.*;`

why it can failthe file might not exist, so Java forces you to **handle or declare** the exception

the two wayswrap the call in `try/catch`, or add `throws IOException` to the method header

typed tokens`nextInt()`, `nextDouble()` and `nextBoolean()` throw an `InputMismatchException` if the next token is the **wrong type**

the usual causea line of text where a number was expected, or a stray blank line

File input is the one place a beginner's program meets the outside world, which is exactly why the language insists you say what happens when it goes wrong.

Data Collections
└ Search & sort

Key points

Arrays are fixed; **ArrayLists** grow & hold objects

A **2D array** is a grid, walked with nested loops

Binary search & merge sort beat the simple versions

Recursion solves a problem via a smaller copy

Data Collections
└ Search & sort

Worked example – tracing recursion

Trace factorial(4)
Each call **defers** to a smaller one:
 $4 \cdot f(3) = 4 \cdot 3 \cdot f(2) = 4 \cdot 3 \cdot 2 \cdot f(1)$
factorial(1) hits the **base case** and returns 1, so the calls **unwind inward**: $2 \cdot 1 = 2$, then $3 \cdot 2 = 6$, then $4 \cdot 6 = 24$.

Writing each call **above** its returned value is the reliable way to trace recursion – and the base case is what stops it.

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└ Search & sort

Merge sort splits the array to single elements

merge sort: $O(n \log n)$ time · needs extra $O(n)$ space

Merge sort splits the array to single elements, then merges sorted halves back up

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└ Search & sort

Binary search halves the range at each step – one

step 1

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

lowmidhigh

$M < W$, go right

step 2

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

lowmidhigh

$T < W$, go right

step 3

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

lowmidhigh

$W = W$, **found**

Binary search halves the range at each step

Binary search halves the range at each step

Binary search halves the range at each step – two

search for 5: check each item in turn (left to right)

4	9	2	7	5	1	8	3
≠ 5	≠ 5	≠ 5	≠ 5	= 5 found			

Linear search checks every element in turn until the target is found

Linear search checks every element in turn until the target is found

Exam tips

- Weigh both benefits and harms of collecting data – this unit is tested through short written justification, not code.
- Protect **personally identifiable information (PII)** and explain privacy and security risks in context.
- Name real harms: data breaches, surveillance, and algorithmic **bias** from unrepresentative data.
- Respect intellectual property and licensing when you reuse code or data.
- Give a specific, reasoned answer – a vague "it could be bad" earns no marks.

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Recap

Unit 4 – key takeaways

1 Both sides

benefits and harms of collecting data

2 PII

privacy and security risks in context

3 Harms

breaches, surveillance, algorithmic bias

4 IP

respect licensing; a vague 'it could be bad' scores zero

Check yourself

- 1 `factorial(4)` returns what?
- 2 What happens to recursion with no base case?
- 3 Binary search needs the array to be ...?
- 4 Array or ArrayList: which resizes itself?

Answers 1. 24 2. it never stops – a `StackOverflowError` 3. sorted 4. ArrayList