

## The ArrayList Class

- Similar to an array, an `ArrayList` allows object storage
- Unlike an array, an `ArrayList` object:
  - Automatically expands when a new item is added
  - Automatically shrinks when items are removed
- Requires:

```
import java.util.ArrayList;
```

## Creating an ArrayList

```
ArrayList<String> nameList = new ArrayList<String>();
```



Notice the word `String` written inside angled brackets ◊

If we try to store any other type of object in this `ArrayList`, an error will occur.

## Using an `ArrayList`

- To populate the `ArrayList`, use the `add` method
  - `nameList.add("James");`
  - `nameList.add("Catherine");`
- To get the current size, call the `size` method
  - `nameList.size(); // returns 2`
- To access items in an `ArrayList`, use the `get` method

```
nameList.get(1);
```

## Using an `ArrayList`

- The `ArrayList` class's `toString` method returns a string representing all `ArrayList`  
`System.out.println(nameList);`  
This statement yields :  
[ James, Catherine ]
- The `ArrayList` class's `remove` method removes designated item from

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## ArrayList

```
nameList.remove(1);
```

This statement removes the second item.

## Using an ArrayList

- The `ArrayList` class's `add` method with one argument adds new items end of the `ArrayList`
- To insert items at a location of choice, use the `add` method with two arguments

```
nameList.add(1, "Mary");
```

This statement inserts the `String` "Mary" at index 1

To replace an existing item, use the `set` method:

```
nameList.set(1, "Becky");
```

This statement replaces "Mary" with "Becky"

## Using an ArrayList

- An `ArrayList` has a capacity, which is the number of items it can hold. You can increase its size.
- The default capacity of an `ArrayList` is 10 items.
- To designate a different capacity, use a parameterized constructor:

```
ArrayList<String> list = new ArrayList<String>(100);
```

