

Ordering Objects

- We need to know HOW to order them?
- What are the rules?
- What does greater than/less than mean for a specific class?

ASCII table for comparing char

Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
0	00	Null	32	20	Space	64	40	@	96	60	`
1	01	Start of heading	33	21	!	65	41	A	97	61	a
2	02	Start of text	34	22	"	66	42	B	98	62	b
3	03	End of text	35	23	#	67	43	C	99	63	c
4	04	End of transmit	36	24	\$	68	44	D	100	64	d
5	05	Enquiry	37	25	%	69	45	E	101	65	e
6	06	Acknowledge	38	26	&	70	46	F	102	66	f
7	07	Audible bell	39	27	'	71	47	G	103	67	g
8	08	Backspace	40	28	(72	48	H	104	68	h
9	09	Horizontal tab	41	29)	73	49	I	105	69	i
10	0A	Line feed	42	2A	*	74	4A	J	106	6A	j
11	0B	Vertical tab	43	2B	+	75	4B	K	107	6B	k
12	0C	Form feed	44	2C	,	76	4C	L	108	6C	l
13	0D	Carriage return	45	2D	-	77	4D	M	109	6D	m
14	0E	Shift out	46	2E	.	78	4E	N	110	6E	n
15	0F	Shift in	47	2F	/	79	4F	O	111	6F	o
16	10	Data link escape	48	30	0	80	50	P	112	70	p
17	11	Device control 1	49	31	1	81	51	Q	113	71	q
18	12	Device control 2	50	32	2	82	52	R	114	72	r
19	13	Device control 3	51	33	3	83	53	S	115	73	s
20	14	Device control 4	52	34	4	84	54	T	116	74	t
21	15	Neg. acknowledge	53	35	5	85	55	U	117	75	u
22	16	Synchronous idle	54	36	6	86	56	V	118	76	v
23	17	End trans. block	55	37	7	87	57	W	119	77	w
24	18	Cancel	56	38	8	88	58	X	120	78	x
25	19	End of medium	57	39	9	89	59	Y	121	79	y
26	1A	Substitution	58	3A	:	90	5A	Z	122	7A	z
27	1B	Escape	59	3B	;	91	5B	[123	7B	{
28	1C	File separator	60	3C	<	92	5C	\	124	7C	
29	1D	Group separator	61	3D	=	93	5D]	125	7D	}
30	1E	Record separator	62	3E	>	94	5E	^	126	7E	~
31	1F	Unit separator	63	3F	?	95	5F	_	127	7F	□

Implement Comparable

- Define a *compareTo* method to order objects
- *String* class defines *compareTo*
- For example if *str* and *other* are Strings, *str.compareTo(other)* returns
 - **Negative** if *str* comes **before** *other*
 - *str* <- “Virginia” *other* <- “Wyoming”
 - **Zero** if *str* and *other* are **equal**
 - *str* <- “Virginia” *other* <- “Virginia”
 - **Positive** if *str* comes **after** *other*
 - *str* <- “Virginia” *other* <- “Alabama”

Comparable Interface Documentation

<https://docs.oracle.com/javase/8/docs/api/java/lang/Comparable.html>

CS2-ExInterfaceMeasurable in Eclipse

```
53 public int compareTo(Circle other)
54 {
55     int result;
56     if (this.equals(other))
57         result = 0;
58     else if (radius < other.radius)
59         result = -1;
60     else
61         result = 1;
62
63     return result;
64
65 } // compareTo
```

Could also consider returning $(\text{radius} - \text{other.radius})$

Distinguishing compareTo() and equals()

In the previous code example, the compareTo method used the equals method to determine equality.

- This helps maintain consistency
- It is up to the programmer to ensure that a class' compareTo method returns 0 under the same cases that its equals method returns true
- The compiler does not know this logic, you must code and test for it