Chapter 1 : Thinking in Java, 3rd ed. Revision 9: Holding Your Objects

I would like to store a collection of objects in an associative array with a key object pair. The goal is to to be able to later on lookup the object with the key.

Anonymous My boyfriend of 3 yrs always has something in his hands. He is 25 yrs old and is manic depressive times 2. Jan 22, Lighter by: Carter I always seem to have a lighter in my hand and even fall a sleep with one. This has been since he was a young child. The sword broke and he would still hold it or have it near him. Than the sword broke a third time and instead of holding what was left he started holding pencils. Feb 22, holding small objects by: Dec 17, Hugs by: May 30, Holding things by: Mar 27, Hold something by: Elizabeth I have had times where I will hold something for days. First time was a quartz crystal in the 5th grade. I held it for acouple of weeks. When I was older maybe 20, I held a small plastic toy orange for a couple weeks. If I find something that feels good and fits into my hand "perfectly" I want to hold it for a long time. Makes me feel better to have it when I sleep and still be holding it when I wake up. I know I have sensory issues and have been told I have aspergers. Idk Jul 05, Holding a towel by: Anonymous My toddler has 6yrs she loves to hold towel when she sleep and even if she is watching tv she hold the towel, i want to know what it means. Feb 24, Holding a toy by: Anonymous My 6 year old daughter was given a soft toy to hold in class to help her concentrate. What does this mean? Nov 20, holding objects by: I always have a habit on holding anything that fits in the palm of my hand that feels cold, still do it I like to put tight things on my fingers.. I would like to have some idea Kirk i am 31 and still hold something- all the time. I mostly hold 2 pens these days, plenty of spares nearby, or if I am out somewhere I will hold my debit card and my I. Jul 02, i need to know why my son holds unto a particular toy all day by: Mar 05, Need Sensory Diet for object holding by: Adrienne My son has always held something in his hand. He has gone from a train to tooth brush to straws. I have looked through many of the activities for a sensory diet, but, I have not Found anything to help this need to have something touching his hand. Please give me a professional idea. Feb 21, Trying to help my nephew by: Anonymous I have a nephew who is 4 and he is really behind in development. He does not speak in sentences or hold conversations. He becomes very violent to people for little reason, often hitting anyone he can even total strangers. A normal task he will not even attempt to do, for example, he will not bring a toy to you or any object for that matter. He also does not play well with other kids and he must at all time have a little toy in his hand. When going into a store his parent have given up and just let him take it with him. They would try to take it from him but he would throw a fit till he got it back. He also barley eats anything only certain things and never tries anything new. He can not walk up or down stairs without becoming afraid and has to be carried he is very afraid of animals such as cats and dogs. I worry that he has some severe issues. He recently failed a preschool screening because he refused to do the tasks asked. I feel like he may have autism or some sensory issues. Do any of the thing i described fit into autism? Dec 26, Dad keeps by: Anonymous At the age of 81, our dad is constantly holding a rag or napkin in his hand. Its been going on for many years, and he gets very angry if we suggest he let go of it, even for a moment. What is that about, since he does not exhibit any of the other symptoms described in SPD? Sep 21, Why do ASD children hold objects in one hand by: Lizzie I have observed children holding things in one hand many years. Sometimes if the hand holding the object was put under a table they became unaware of it being held. Most of these children are diagnosed somewhere - usually to the more able - end of the autistic spectrum. I wonder if holding an object allows the opposite hemisphere to concentrate better on other tasks. I also wonder if anyone has studied if these children do more with their left rather than their right hand? May 24, holding something by: Sandee My son is 10yo and he has been holding something for 8 years, it varies in weight and what he thinks he needs to hold.

Chapter 2 : How to Train Your Older Dog to Hold an Object

Holding objects is the focus of this chapter, and an array is just one way to hold objects. But there are a number of other ways to hold objects, so what makes an array special? There are two issues that distinguish arrays from other types of containers: efficiency and type.

Lifting heavy objects can cause muscle spasms, strains and tears to the muscles and ligaments that lead to significant back pain. Lifting heavy objects correctly can reduce your risk for painful spasms, strains and tears. Lifting Heavy Objects Correctly Examine the object for potential problems Look for holes, tears, rips, dangling pieces or contents that may shift as you lift the object. Determine if the object is slippery or difficult to grasp. Assess the weight of the object Push the object lightly with your hands or feet to see how easily it moves. Remember â€" a small package is not always lightweight. If it weighs more than you can safely lift by yourself, do not attempt it. Break down the object into smaller pieces and make several trips, if possible, or ask someone to help you. Think through the task before you begin Decide ahead of time where you will put the object and how you will get it there. Map out a safe route and remove any obstacles that may trip you. Beware of puddles, uneven floors and unsecured rugs that may slip out from under you. Determine if you will need a ladder, dolly, hand truck, gloves or other special equipment. Enlist the help of a partner A partner can help you lift especially heavy objects, move obstacles that unexpectedly fall into your path, or act as a spotter who alerts you to trouble when the object you are carrying obscures your view. Discuss your plan in detail with your partner before you begin so that you work together as a team. Start in a safe position If the object is on the floor, lift it from a kneeling position rather than bending over. Stand as close to the object as possible and put one knee on the floor. Rest the object on your knee as you prepare to stand. Maintain the natural curve of your back as you stand Keep the core muscles in your abdomen tight as you stand. Look straight ahead and keep your head back to maintain proper alignment in your neck and back. Use the muscles in your legs, not the muscles in your back, to lift the item. Avoid twisting at the waist as you lift, as this can wrench the muscles in your back. If you need to turn, step to the side. Lift from the squat position instead of kneeling Do you have trouble kneeling or rising from a kneeling position? You can safely lift higher objects, like those on a table, without kneeling. Start by spreading your feet shoulder-width apart to give your body a wide base of support. You may find that putting one foot slightly in front of the other increases stability. Stand as close as possible to the object then bend at your knees, not at your waist, as needed to pick up the object. Position the object so you can get a good grip on it You might find it easier to tilt the object onto its side to ensure a firm hold. Let your legs do the work Use the muscles in your legs, not your back, to slowly lift the object. Maintain the natural curve of your back as you lift and keep your core muscles tight. Hold the object close to your body as you lift Hold it at belly button level, if you can. Holding a heavy object away from your body puts extra stress on the muscles of your back and this strain could lead to injury. Do not hold your breath Breathe as normally as possible when you lift a heavy object. Breathing normally also delivers oxygen to your muscles. Put the object down and rest if you feel out of breath. Move in a slow, deliberate fashion Walk slowly and deliberately while carrying heavy objects. Rushing increases the risk for falling. Change direction with your feet Use your feet to change direction rather than twisting at your waist to avoid injuring your lower back. Take small steps as you change direction. Lead with your hips and keep your shoulders aligned with your hips as you move. Bend at the knees and hips to set the object down Squat down using the same proper body mechanics as when you picked up the object â€" keep your back straight, look at the wall and tighten your core muscles. Weight alone does not determine the risk for back injury. Other risk factors for back injury include: How often you lift heavy items Whether you bend or twist while lifting How high you lift an object The original height of the item â€" objects resting below the level of your knuckles present greater risk for back injuries The distance from your body at which you hold an object The length of time it takes to lift an object and the amount of time you hold it For more information on lifting heavy objects the right way and reducing back pain, make an appointment with the sports fitness and physical therapy professionals at Revere Health. Contact Revere Health today by calling

Chapter 3 : These electrostatic VR gloves make your brain think you are holding objects - TechSpot

Holding objects is the focus of this chapter, and an array is just one way to hold objects. But there are a number of other ways to hold objects, so what makes an array special? There are two issues that distinguish arrays from other types of collections: efficiency and type.

You are ready to check out, but you need to write a check and your hands are full of items that you are trying very hard not to drop. Now imagine being able to hand your purse to your dog, for him to hold, while you pay and gather up your things. Having your older dog trained to hold something is very useful. You can use it to make your friends laugh by having your dog hold funny items for you. You can use it while duck hunting, to keep your dog from dropping his bird on his way back to you. You can train your dog to do service work, and have your dog assist you with grasping items and carrying things. Defining Tasks Training your older dog to hold an object is very similar to teaching your younger dog to hold an object. You will need to consider a couple of additional things though. First, you need to consider whether or not your older dog can hold an item without the item causing him pain. Older dogs are more likely to have dental problems, so take care to ensure that your dog does not seem in pain while doing this. Secondly, you need to consider whether or not your older dog can hear and see well. If your older dog cannot hear or see well, you will need to modify the training a bit. For a hearing-impaired dog, you will need to replace the "Hold" command with a visual hand signal, and for a vision-impaired dog, you will need to allow extra time for your dog to sniff the objects and tools that you are using. Almost all dogs can succeed at this if they are given enough time and opportunity to practice. Dogs that naturally carry things in their mouths, such as Golden Retrievers and Labradors, are likely to learn this more quickly than other breeds. Expect this to take between one and three weeks, with practice every day. Objects such as retrieval bumpers, stuffed dog toys, or rubber chew toys work well. Choose a calm location to train this at, such as inside your home or a fenced yard. You can practice having your dog hold objects in more distracting locations once your dog has mastered the calmer locations. Keep things fun, and if you find yourself getting frustrated, end the training session on a successful note and come back to it later, when you are feeling better. The Chin Cup Method.

Chapter 4 : Holding objects in your hands constantly

Holding objects is the focus of this chapter, and an array is just one way to hold objects. But there are a number of other ways to hold objects, so what makes an array special? [Add Comment].

In general, your programs will always be creating new objects based on some criteria that will be known only at the time the program is running. To solve the general programming problem, you need to be able to create any number of objects, anytime, anywhere. Comment To solve this rather essential problem, Java has several ways to hold objects or rather, references to objects. The built-in type is the array, which has been discussed before. Containers provide sophisticated ways to hold and even manipulate your objects. Comment Arrays Most of the necessary introduction to arrays is in the last section of Chapter 4, which showed how you define and initialize an array. Holding objects is the focus of this chapter, and an array is just one way to hold objects. But there are a number of other ways to hold objects, so what makes an array special? Comment There are two issues that distinguish arrays from other types of containers: The array is the most efficient way that Java provides to store and randomly access a sequence of objects actually, object references. The array is a simple linear sequence, which makes element access fast, but you pay for this speed: You might suggest creating an array of a particular size and then, if you run out of space, creating a new one and moving all the references from the old one to the new one. This is the behavior of the ArrayList class, which will be studied later in this chapter. However, because of the overhead of this size flexibility, an ArrayList is measurably less efficient than an array. Comment The other generic container classes that will be studied in this chapter, List, Set, and Map, all deal with objects as if they had no specific type. That is, they treat them as type Object, the root class of all classes in Java. This works fine from one standpoint: This is the second place where an array is superior to the generic containers: Of course, Java will prevent you from sending an inappropriate message to an object, either at compile-time or at run-time. After looking at arrays, the rest of this chapter will be devoted to the container classes provided by Java. This is the object that holds the references to the other objects, and it can be created either implicitly, as part of the array initialization syntax, or explicitly with a new expression. Part of the array object in fact, the only field or method you can access is the read-only length member that tells you how many elements can be stored in that array object. Comment The following example shows the various ways that an array can be initialized, and how the array references can be assigned to different array objects. It also shows that arrays of objects and arrays of primitives are almost identical in their use. The only difference is that arrays of objects hold references, while arrays of primitives hold the primitive values directly. The array b is initialized to point to an array of Weeble references, but no actual Weeble objects are ever placed in that array. However, you can still ask what the size of the array is, since b is pointing to a legitimate object. This brings up a slight drawback: Similarly, an array of primitives is automatically initialized to zero for numeric types, char 0 for char, and false for boolean. Comment Array c shows the creation of the array object followed by the assignment of Weeble objects to all the slots in the array. You could call it by saying: Now both a and d are pointing to the same array object on the heap. Comment The second part of ArraySize. Comment Containers of primitives Container classes can hold only references to objects. An array, however, can be created to hold primitives directly, as well as references to objects. Some sort of templatizing mechanism might someday provide a better way for Java to handle this problem. This introduces problems because it becomes messy to control the lifetime of the array, which easily leads to memory leaks. Comment As an example, consider returning an array of String: The size of this array is n, determined by the argument you pass into the method. Then it proceeds to choose flavors randomly from the array flav and place them into results, which it finally returns. Of course, a String comparison could also have been performed to see if the random choice was already in the results array, but String comparisons are inefficient. Comment The Arrays class In java. There are four basic functions: All of these methods are overloaded for all the primitive types and Objects. Comment While useful, the Arrays class stops short of being fully functional. For example, it would be nice to be able to easily print the elements of an array without having to code a for loop by hand every time. Comment Thus it makes sense to supplement the Arrays class

with some additional utilities, which will be placed in the package com. These will print an array of any type, and fill an array with values or objects that are created by an object called a generator that you can define. You can simply print an array, you can add a message before the array is printed, or you can print a range of elements within an array. Now you can create any generator by implementing the appropriate interface, and use your generator with fill. Comment Random data generators are useful for testing, so a set of inner classes is created to implement all the primitive generator interfaces, as well as a String generator to represent Object. The size of the array is determined by the constructor argument. RandStringGenerator 7 ; Arrays2. But since you can only provide a single value to use for filling using Arrays. Comment Copying an array The Java standard library provides a static method, System. Naturally, any violation of the array boundaries will cause an exception. Comment The example shows that both primitive arrays and object arrays can be copied. This is called a shallow copy see Appendix A. Again, these are overloaded for all the primitives, and for Object. However, array equality is based on contents via Object. This was a rather confusing situation to someone expecting an adequate standard library. Fortunately, Java 2 remedies the situation, at least for the sorting problem. Comment A problem with writing generic sorting code is that sorting must perform comparisons based on the actual type of the object. Of course, one approach is to write a different sorting method for every different type, but you should be able to recognize that this does not produce code that is easily reused for new types. So instead of hard-wiring the comparison code into many different sort routines, the technique of the callback is used. That way you can make different objects to express different ways of comparison and feed them to the same sorting code. Comment In Java 2, there are two ways to provide comparison functionality. The first is with the natural comparison method that is imparted to a class by implementing the java. This is a very simple interface with a single method, compareTo. This method takes another Object as an argument, and produces a negative value if the current object is less than the argument, zero if the argument is equal, and a positive value if the current object is greater than the argument. Here, only the i values are used in the comparison, and the j values are ignored. This builds CompType objects by initializing them with random values. To do this, you use the second approach for comparing objects, by creating a separate class that implements an interface called Comparator. This can easily be applied to the CompType: Comment As a second example, the following Comparator compares CompType objects based on their j values rather than their i values: Comment Sorting an array With the built-in sorting methods, you can sort any array of primitives, and any array of objects that either implements Comparable or has an associated Comparator. RandStringGenerator 5 ; Arrays2. Telephone books are typically sorted this way. You may also want to group the words together regardless of case, and you can do this by defining a Comparator class, thereby overriding the default String Comparable behavior. Comment Searching a sorted array Once an array is sorted, you can perform a fast search for a particular item using Arrays. The following example uses a RandIntGenerator to fill an array, then to produces values to search for: RandIntGenerator ; Arrays2. Otherwise, it produces a negative value representing the place that the element should be inserted if you are maintaining the sorted array by hand. The value produced is - insertion point - 1 The insertion point is the index of the first element greater than the key, or a. Comment If the array contains duplicate elements, there is no guarantee which one will be found. The algorithm is thus not really designed to support duplicate elements, as much as tolerate them. If you need a sorted list of nonduplicated elements, however, use a TreeSet, which will be introduced later in this chapter. This takes care of all the details for you automatically. Only in cases of performance bottlenecks should you replace the TreeSet with a hand-maintained array. For example, the AlphabeticSorting. In the above example, success is guaranteed because the search item is plucked out of the array itself. Java provides a library of container classes to solve this problem, the basic types of which are List, Set, and Map. You can solve a surprising number of problems using these tools. Comment Introduction to containers To me, container classes are one of the most powerful tools for raw development because they significantly increase your programming muscle. The Java 2 containers represent a thorough redesign [48] of the rather poor showings in Java 1. Some of the redesign makes things tighter and more sensible. Comment The design of a containers library is difficult true of most library design problems. The Java 2 container library strikes a balance: The result can seem a bit odd in places.

Chapter 5 : Holding your objects in Matlab - Stack Overflow

9: Holding Your Objects. It's a fairly simple program that has only a fixed quantity of objects with known lifetimes. In general, your programs will always be creating new objects based on some criteria that will be known only at the time the program is running.

In general, your programs will always be creating new objects based on some criteria that will be known only at the time the program is running. To solve the general programming problem, you need to be able to create any number of objects, anytime, anywhere. To solve this rather essential problem, Java has several ways to hold objects or rather, references to objects. The built-in type is the array, which has been discussed before. Containers provide sophisticated ways to hold and even manipulate your objects. Arrays Most of the necessary introduction to arrays is in the last section of Chapter 4, which showed how you define and initialize an array. Holding objects is the focus of this chapter, and an array is just one way to hold objects. But there are a number of other ways to hold objects, so what makes an array special? There are two issues that distinguish arrays from other types of containers: The array is the most efficient way that Java provides to store and randomly access a sequence of objects actually, object references. The array is a simple linear sequence, which makes element access fast, but you pay for this speed: You might suggest creating an array of a particular size and then, if you run out of space, creating a new one and moving all the references from the old one to the new one. This is the behavior of the ArrayList class, which will be studied later in this chapter. However, because of the overhead of this size flexibility, an ArrayList is measurably less efficient than an array. The other generic container classes that will be studied in this chapter, List, Set, and Map, all deal with objects as if they had no specific type. That is, they treat them as type Object, the root class of all classes in Java. This works fine from one standpoint: Except for primitivesâ€"these can be placed in containers as constants using the Java primitive wrapper classes, or as changeable values by wrapping in your own class. This is the second place where an array is superior to the generic containers: Of course, Java will prevent you from sending an inappropriate message to an object, either at compile-time or at run-time. After looking at arrays, the rest of this chapter will be devoted to the container classes provided by Java. This is the object that holds the references to the other objects, and it can be created either implicitly, as part of the array initialization syntax, or explicitly with a new expression. Part of the array object in fact, the only field or method you can access is the read-only length member that tells you how many elements can be stored in that array object. The following example shows the various ways that an array can be initialized, and how the array references can be assigned to different array objects. It also shows that arrays of objects and arrays of primitives are almost identical in their use. The only difference is that arrays of objects hold references, while arrays of primitives hold the primitive values directly. The array b is initialized to point to an array of Weeble references, but no actual Weeble objects are ever placed in that array. However, you can still ask what the size of the array is, since b is pointing to a legitimate object. This brings up a slight drawback: Similarly, an array of primitives is automatically initialized to zero for numeric types, char 0 for char, and false for boolean. Array c shows the creation of the array object followed by the assignment of Weeble objects to all the slots in the array. You could call it by saying: Now both a and d are pointing to the same array object on the heap. The second part of ArraySize. Containers of primitives Container classes can hold only references to objects. An array, however, can be created to hold primitives directly, as well as references to objects. Some sort of templatizing mechanism might someday provide a better way for Java to handle this problem. This introduces problems because it becomes messy to control the lifetime of the array, which easily leads to memory leaks. As an example, consider returning an array of String: The size of this array is n, determined by the argument you pass into the method. Then it proceeds to choose flavors randomly from the array flav and place them into results, which it finally returns. Of course, a String comparison could also have been performed to see if the random choice was already in the results array, but String comparisons are inefficient. The Arrays class In java. There are four basic functions: All of these methods are overloaded for all the primitive types and Objects. While useful, the Arrays class stops short of being fully functional. For example, it would be nice to

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Otherwise, it produces a negative value representing the place that the element should be inserted if you are maintaining the sorted array by hand. The value produced is - insertion point - 1 The insertion point is the index of the first element greater than the key, or a. If the array contains duplicate elements, there is no guarantee which one will be found. The algorithm is thus not really designed to support duplicate elements, as much as tolerate them. If you need a sorted list of nonduplicated elements, however, use a TreeSet, which will be introduced later in this chapter. This takes care of all the details for you automatically. Only in cases of performance bottlenecks should you replace the TreeSet with a hand-maintained array. For example, the AlphabeticSorting. In the above example, success is guaranteed because the search item is plucked out of the array itself. Java provides a library of container classes to solve this problem, the basic types of which are List, Set, and Map. You can solve a surprising number of problems using these tools. Among their other characteristicsâ€"Set, for example, holds only one object of each value, and Map is an associative array that lets you associate any object with any other objectâ€"the Java container classes will automatically resize themselves. Introduction to containers To me, container classes are one of the most powerful tools for raw development because they significantly increase your programming muscle. The Java 2 containers represent a

thorough redesign [47] of the rather poor showings in Java 1. Some of the redesign makes things tighter and more sensible.

Chapter 6 : 3d man holding your object stock illustration. Illustration of human -

holding small objects by: Anonymous yes my son has ISSUES OF HOLDING SMALL OBJECTS IN THE PALM OF HIS HAND HE STATES ITS A NEED IT MAKES HIM COMFORTABLE OR CONVENIENCE ON WHAT HE IS DOING AT THAT TIME.

Psychometry Psychometry is also known as psychometrics or token-object reading. It was named for the science invented by American physician and professor of physiology, Joseph Rhodes Buchanan in the s. During a psychometry reading, one or all of the following psychic abilities are used â€" clairvoyance , clairsentience or clairaudience. A psychic is able to pick up impressions, visions, thoughts or events relating to someone just by holding an object, piece of jewelry, photograph or letter belonging to that person. These objects hold imprints of emotions, sounds, scents, tastes or images. Recently, more documentaries are being produced about how law-enforcement agencies engage psychics who have this ability to assist in crime solving. By handling objects belonging to missing persons, psychics have been able to depict crime scenes, locate missing persons, experience afterlife communications and sense the feelings of the individuals involved. The practice of psychometry is not limited to retrieving information from humans. Many animal psychics and communicators apply this gift to reveal information about pets. The use of images, toys, collars and leashes can divulge information for help in finding lost animals or gaining information about rescued pets. A psychometric exercise is given below that can be done to help you discover your ability with this psychic power. In this exercise, you will try to discover the past of someone through an object. It is important to begin by meditating to clear your mind of uninvited chatter and to align your chakras. Have a friend bring you a ring, key or piece of small jewelry that had belonged to someone else. Place it on a table or in a basket for a moment, in order to release any body heat or energies it may be holding from your friend. After a few seconds, pick it up, and hold it in your hand. Let go of any preconceived thoughts about it that you may have in your head. Hold it with your hand open or closed. Start to become aware of any feelings you sense or visions you see in your head. Concentrate for a while. Tune into what you are getting. Are you feeling happiness or sadness? Do you sense this object belonged to a relative of your friend? Was this person lost at one time? If the scenarios seem foreign, did this person travel a lot for pleasure or work? Now ask your friend some questions about this new information. You may be accurate about some of it. Keep practicing with different objects. You will be surprised at what you begin to know. Another way to practice psychometry is with a photograph. Do the same thing as you would do with an object, by focusing on the person in the picture. If there is more than one individual in the picture, it is possible you may receive information about more than one person, rather than just the focus individual. Remember that all objects and pictures hold energies from the past. The more you practice, the more proficient you will become. If you decide to practice this psychic ability with people you do not know personally, make sure that you know if the object brought to you was owned by someone else or if they purchased it themselves. This is important so that you do not confuse the feelings or images you are getting with the wrong person. For more information on developing psychic abilities visit the Learning Room. For more information on meditation visit the Meditation Room.

Chapter 7 : How to Teach Your Dog to Hold an Object (with Pictures) - wikiHow

Hold the object close to your body as you lift Hold it at belly button level, if you can. Holding a heavy object away from your body puts extra stress on the muscles of your back and this strain could lead to injury.

Chapter 8 : How to Lift a Heavy Object Safely: 6 Steps (with Pictures)

Training your older dog to hold an object is very similar to teaching your younger dog to hold an object. You will need to consider a couple of additional things though. First, you need to consider whether or not your older dog can hold an item without the item causing him pain.

Chapter 9 : 9: Holding Your Objects

Hands Holding Objects Drawing. Here presented 59+ Hands Holding Objects Drawing images for free to download, print or share. Learn how to draw Hands Holding Objects pictures using these outlines or print just for coloring.