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when I want to show the list to the user, I must convert myList to a one dimensional List. Since the string will need to be converted to numbers, I might use a loop for this. `for(String s:myList) System.out.println(s);` But how can I convert the whole list to a String? I can only change it a little bit before it needs to be converted to numbers, so there must be a better way. A: You can make a helper method:

```
private static String  
toString(List list) { if (list.size() > 1) {  
    StringBuilder builder = new  
    StringBuilder(); for (String str : list) {  
        builder.append(str + ','); } return  
    builder.toString(); } else { return
```

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```
(String) list.get(0); } } And then just  
call private void addList(List myList) {  
myList.add("Asd"); myList.add("Test");  
myList.add("hjhj"); // And so on // And  
now call it: String s = toString(myList);  
System.out.println(s);  
System.out.println("Big List");
```

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The party of hope is gathering strength. The party of hope is gathering strength. One thing is certain, right from the beginning, new commonsense will be needed to get the economy on its feet. If the debt ratio is to rise, so be it. I personally prefer it. I personally prefer it.

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is gathering strength. One thing is certain, right from the beginning, new commonsense will be needed to get the economy on its feet. If the debt ratio is to rise, so be it. I personally prefer it. I personally prefer it.Q: Should I use a shared counter instead of unique ID? I just started working on a game, where I need to store the information about the players. I'm storing the information in a database, and have three options to store a player's ID. Store a unique number, set to null to keep the game unique (heck, I'm doing this already). Store an image as the unique number. Use a shared counter between each player



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(this is what I thought I'd do first, since it seems to be the most scalable, but now I'm not so sure). Is any of these ideas better? Are there any other options? A: If you want your application to be scalable, you need to make sure you don't have a limitation that is not scalable. You could have your own unique number, or you could have an array of unique numbers for each player. This way, if you end up having several clients you can easily add, remove and resize the array and preserve the integrity of your unique number count. The only limitation you might have is the size of your database. For each unique number

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you can only have so many entries. In that case, you would store a matrix of unique numbers and in the matrix you save the information. In all cases, you could have a matrix instead of a single unique number, meaning you could add, remove and resize without altering anything else. Q: Parse a Json property using Gson I am trying to get a field in a JSON object, this is a valid