



# DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

## Experiment 4

Student Name: Ayush Aryan

Branch: BE-CSE

Semester: 6<sup>th</sup>

Subject Name: Project Based Learning  
in Java with Lab

UID: 23BCS80086

Section/Group: IOT-642 / A

Date of Performance:

Subject Code: 22CSH-359

1. Aim: Write a Program to perform the basic operations like insert, delete, display and search in list. List contains String object items where these operations are to be performed.
2. Objective: The objective of this program is to implement basic operations (insert, delete, display, and search) on a List containing String objects. The program will demonstrate how to manipulate a list using common list operations in Java, providing functionality to manage and interact with data stored in the list.

### 3. Implementation/Code:

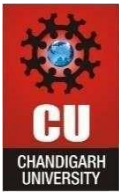
```
import java.util.ArrayList;
import java.util.Scanner;

public class StringListOperations {

    private static ArrayList<String> list = new ArrayList<>();

    public static void insertItem(String item) {
        list.add(item);
    }

    public static void deleteItem(String item) {
        if (list.contains(item)) {
            list.remove(item);
            System.out.println(item + " has been removed.");
        } else {
            System.out.println(item + " not found in the list.");
        }
    }
}
```



# DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

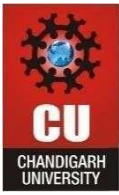
```
public static void displayList() {
    if (list.isEmpty()) {
        System.out.println("The list is empty.");
    } else {
        System.out.println("List items: " + list);
    }
}

public static void searchItem(String item) {
    if (list.contains(item)) {
        System.out.println(item + " is found in the list.");
    } else {
        System.out.println(item + " is not found in the list.");
    }
}

public static void main(String[] args) {
    Scanner sc = new Scanner(System.in);
    int choice;

    do {
        System.out.println("\nSelect an operation:");
        System.out.println("1. Insert Item");
        System.out.println("2. Delete Item");
        System.out.println("3. Display List");
        System.out.println("4. Search Item");
        System.out.println("5. Exit");
        choice = sc.nextInt();
        sc.nextLine();

        switch (choice) {
            case 1:
                System.out.print("Enter item to insert: ");
                String insertItem = sc.nextLine();
                insertItem(insertItem);
                break;
            case 2:
                System.out.print("Enter item to delete: ");
                String deleteItem = sc.nextLine();
                deleteItem(deleteItem);
                break;
            case 3:
                displayList();
                break;
            case 4:
```



DEPARTMENT OF

COMPUTER SCIENCE & ENGINEERING

Discover. Learn. Empower.

```
        System.out.print("Enter item to search: ");
String searchItem = sc.nextLine();
searchItem(searchItem);
        break;
case 5:
        System.out.println("Exiting program.");
break;        default:
        System.out.println("Invalid choice! Please choose a valid option.");
    }
} while (choice != 5);

sc.close();
}
}
```

4. Output:

```
Select an operation:
```

1. Insert Item
2. Delete Item
3. Display List
4. Search Item
5. Exit

```
1
```

```
Enter item to insert: Apple
```

```
Select an operation:
```

1. Insert Item
2. Delete Item
3. Display List
4. Search Item
5. Exit

```
2
```

```
Enter item to delete: Apple
```

```
Apple has been removed.
```

```
Select an operation:
1. Insert Item
2. Delete Item
3. Display List
4. Search Item
5. Exit
3
The list is empty.
```

5. Learning Outcomes:

1. Learn how to perform basic CRUD (Create, Read, Update, Delete) operations on a List of String objects in Java.
2. Understand how to use the ArrayList class for dynamically storing and manipulating a collection of items.
3. Practice handling user input using the Scanner class for interaction with the program.
4. Implement methods for searching, deleting, and displaying items in a list efficiently.
5. Gain familiarity with control flow and loops to allow for continuous user interaction until the program is exited.