

(day-16 assignment, below 3 questions)

1. Write a program to take an integer array from the user and give the user a choice to sort using bubble sort (or) selection sort. Sort the array elements according to the selected algorithm of the user and display the sorted array.

CODE:

```
package sba4;

import java.util.Scanner;
public class Q1 {
    void bubbleSort(int arr[])
    {
        int n = arr.length; //n=6
        for (int i = 0; i < n-1; i++)
            for (int j = 0; j < n-i-1; j++)
            {
                if (arr[j] > arr[j+1])
                {
                    // swap arr[j+1] and arr[j]
                    int temp = arr[j];
                    arr[j] = arr[j+1];
                    arr[j+1] = temp;
                }
            }
    }
    void printArray(int arr[])
    {
        int n = arr.length;
        for (int i=0; i<n; ++i)
            System.out.print(arr[i] + " ");
        System.out.println();
    }
    void sort(int arr[])
    {
        //1,2,3,4,6,9
        int n = arr.length; //6

        // One by one move boundary of unsorted subarray
        for (int i = 0; i < n-1; i++)
        {
            // Find the minimum element in unsorted array
            int min_idx = i;
            for (int j = i+1; j < n; j++)
            {
                if (arr[min_idx] > arr[j])
                    min_idx = j;
            }
            // Swap the found minimum element with the first
```

```

        int temp = arr[min_idx];
        arr[min_idx] = arr[i];
        arr[i] = temp;
    }

    public static void main(String[] args) {
        System.out.println("Enter the number of integers we want
to enter ");
        Scanner sc = new Scanner(System.in);
        int n = sc.nextInt();
        int[] arr = new int[n];
        System.out.println("Enter the number of elements");
        for (int i = 0; i < n; i++) {
            arr[i] = sc.nextInt();
        }
        System.out.println("The array elements are");
        for (int i = 0; i < n; i++) {
            System.out.print(arr[i] + ",");
        }
        System.out.println(" ");
        System.out.println("Enter the preferred sorting:");
        System.out.println("1.BubbleSort,2.SelectionSort");
        int a=sc.nextInt();
        switch(a) {
            case 1:
                Q1 ob = new Q1();
                ob.bubbleSort(arr);
                System.out.println("Sorted array");
                ob.printArray(arr);
                break;
            case 2:
                Q1 obj = new Q1();

                obj.sort(arr);
                System.out.println("Sorted array");
                obj.printArray(arr);
                break;
        }
    }
}

```

OUTPUT:

<terminated> Q1 (7) [Java Application] C:\Users\HP\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_1

Enter the number of integers we want to enter

4

Enter the number of elements

34

3

22

10

The array elements are

34,3,22,10,

Enter the preferred sorting:

1.BubbleSort,2.SelectionSort

1

Sorted array

3 10 22 34

2. Write a program to implement insertion sort.

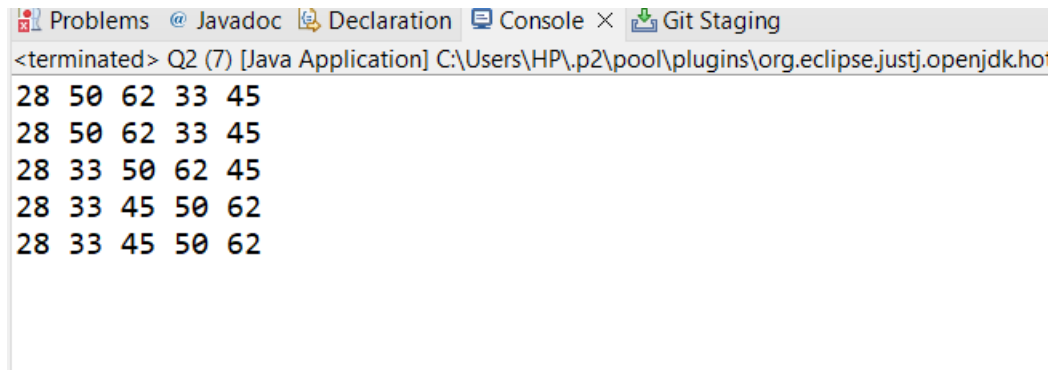
CODE:

```
package sba4;
```

```
public class Q2 {
    public static void main(String[] args) {
        int a[] = {50, 28, 62, 33, 45};
        int temp, j;
        for (int i = 1; i < a.length; i++)
        {
            temp = a[i];
            j = i;
            while (j > 0 && a[j - 1] > temp)
            {
                a[j] = a[j - 1];
                j = j - 1;
            }
            a[j] = temp;
            for (int k = 0; k < a.length; ++k)
            {
                System.out.print(a[k] + " ");
            }
            System.out.println();
        }
        for (int i = 0; i < a.length; i++)
        {
            System.out.print(a[i] + " ");
        }
    }
}
```

```
}
```

OUTPUT:



```
<terminated> Q2 (7) [Java Application] C:\Users\HP\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full\jre\bin\java.exe
28 50 62 33 45
28 50 62 33 45
28 33 50 62 45
28 33 45 50 62
28 33 45 50 62
```

3. Write a program to implement Hashtable and add atleast 4 values into it, implement the putIfAbsent() method.

CODE:

```
package sba4;

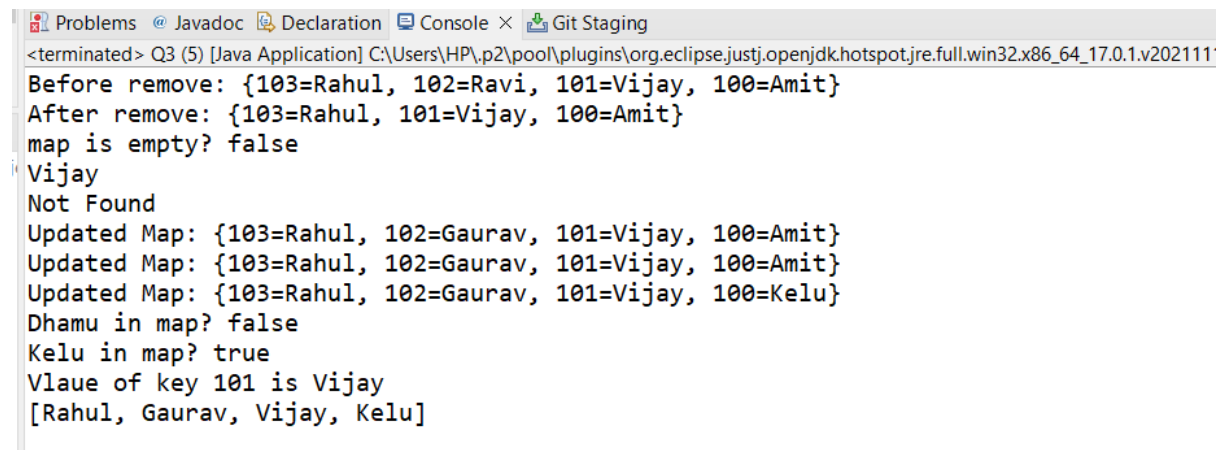
import java.util.Hashtable;
public class Q3 {
    public static void main(String[] args) {
        Hashtable<Integer,String> map=new
        Hashtable<Integer,String>();
        map.put(100,"Amit");
        map.put(102,"Ravi");
        map.put(101,"Vijay");
        map.put(103,"Rahul");
        System.out.println("Before remove: "+ map);
        // Remove value for key 102
        map.remove(102);
        System.out.println("After remove: "+ map);
        //checking empty or not
        System.out.println("map is empty? "+map.isEmpty());
        //Here, we specify the if and else statement as arguments
of the method
        System.out.println(map.getDefault(101, "Not Found"));
        System.out.println(map.getDefault(105, "Not Found"));
        //Inserts, as the specified pair is unique
        map.putIfAbsent(102,"Gaurav");
        System.out.println("Updated Map: "+map);
    }
}
```

```

        //Returns the current value, as the specified pair already
        exist
        map.putIfAbsent(101,"Dhamu");
        System.out.println("Updated Map: "+map);
        //Replace the value at key 100
        map.replace(100,"Kelu");
        System.out.println("Updated Map: "+map);
        //Checking values in map
        System.out.println("Dhamu in map?
"+map.containsKey("Dhamu"));
        System.out.println("Kelu in map? "+map.containsKey("Kelu"));
        //Checking key in map and getting the value
        if(map.containsKey(101)==true) {
            System.out.println("Vlaue of key 101 is "+map.get(101));
        }
        //printing all values in map
        System.out.println(map.values());
        if(map.replace(103,"rahul","Raju")==true) {
            System.out.println("Replaced Rahul...");
            System.out.println("Updated Map: "+map);
        }
    }
}

```

OUTPUT:



```

<terminated> Q3 (5) [Java Application] C:\Users\HP\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.1.v202111
Before remove: {103=Rahul, 102=Ravi, 101=Vijay, 100=Amit}
After remove: {103=Rahul, 101=Vijay, 100=Amit}
map is empty? false
Vijay
Not Found
Updated Map: {103=Rahul, 102=Gaurav, 101=Vijay, 100=Amit}
Updated Map: {103=Rahul, 102=Gaurav, 101=Vijay, 100=Amit}
Updated Map: {103=Rahul, 102=Gaurav, 101=Vijay, 100=Kelu}
Dhamu in map? false
Kelu in map? true
Vlaue of key 101 is Vijay
[Rahul, Gaurav, Vijay, Kelu]

```

4.Create a class of Books with attributes:

- a)id
- b)name
- c)author
- d)publisher
- e)quantity sold.

Implement a Hashtable to implement the objects of Books type. Print all the details of books by traversing through the Hashtable.

CODE:

```
package sba4;

import java.util.Hashtable;
import java.util.Map;

class Book {
    int id;
    String name,author,publisher;
    int quantity;
    public Book(int id, String name, String author, String
publisher, int quantity) {
        this.id = id;
        this.name = name;
        this.author = author;
        this.publisher = publisher;
        this.quantity = quantity;
    }
}

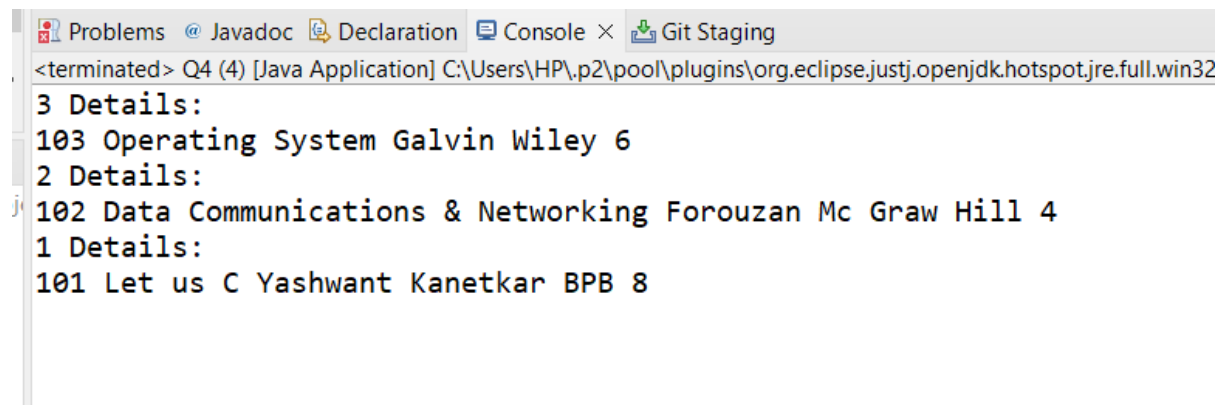
public class Q4 {
    public static void main(String[] args) {
        //Creating map of Books
        Hashtable<Integer,Book> map=new
Hashtable<Integer,Book>();
        //Creating Books
        Book b1=new Book(101,"Let us C","Yashwant
Kanetkar","BPB",8);
        Book b2=new Book(102,"Data Communications &
Networking","Forouzan","Mc Graw Hill",4);
        Book b3=new Book(103,"Operating
System","Galvin","Wiley",6);
        //Adding Books to map
        map.put(1,b1);
        map.put(2,b2);
        map.put(3,b3);
        //Traversing map
        for(Map.Entry<Integer, Book> z:map.entrySet()){
            int key=z.getKey(); //key=3
```

```

        Book b=z.getValue(); //b=b3
        System.out.println(key+" Details:");
        System.out.println(b.id+" "+b.name+"
"+b.author+" "+b.publisher+" "+b.quantity);
    }
}
}

```

OUTPUT:



The screenshot shows the Eclipse IDE interface with the 'Console' tab selected. The output text is as follows:

```

<terminated> Q4 (4) [Java Application] C:\Users\HP\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32
3 Details:
103 Operating System Galvin Wiley 6
2 Details:
102 Data Communications & Networking Forouzan Mc Graw Hill 4
1 Details:
101 Let us C Yashwant Kanetkar BPB 8

```