



Experiment 4

Student Name: Harshpal

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Subject Name: Project Based Learning
in Java with Lab

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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;

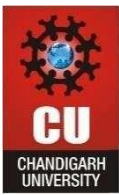
public class StringListOperations {

    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.");
        }
    }

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



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```
        }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:
                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.