

Experiment-4

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Subject Name: Project Based Learning in Java with Lab **Subject Code:** 22CSH-359

1. Aim:

- a) Write a Java program to implement an ArrayList that stores employee details (ID, Name, and Salary). Allow users to add, update, remove, and search employees.
- **b)** Create a program to collect and store all the cards to assist the users in finding all the cards in a given symbol using Collection interface.
- c) Develop a ticket booking system with synchronized threads to ensure no double booking of seats. Use thread priorities to simulate VIP bookings being processed first.

2. Objective:

- a) For the Employee Management System: To implement an ArrayList for storing and managing employee details dynamically.
- **b)** For the Card Collection System: To use the Collection interface for organizing and retrieving cards based on symbols.
- c) For the Ticket Booking System: To develop a synchronized, thread-safe ticket booking system with VIP priority handling.

3. Procedure:

a) For the Employee Management System:

- Take user input for employee details and store them in an ArrayList.
- Provide options to add, update, remove, and search employees.
- Implement a menu-driven system for user interaction.
- Use loops and conditions to manage and modify employee records. □ Display appropriate messages for successful or failed operations.

b) For the Card Collection System:

- Create a collection to store different types of cards.
- Allow users to add and retrieve cards based on their symbols.
- Implement search functionality to filter cards by symbol.
- Use Java's Collection framework for efficient data handling.
- Display matching cards or an appropriate message if none are found.

c) For the Ticket Booking System:

- Initialize seat booking with synchronized threads to prevent double booking.
- Assign higher priority to VIP bookings for faster processing.
- Allow multiple users to attempt bookings concurrently.
- Ensure only one thread can book a seat at a time using synchronization.
- Display booking status after each transaction.

4. Code:

a) Employee Management System:

```
import java.util.ArrayList; import
java.util.Scanner;
class Employee {
  int id;
  String name;
  double salary;
  // Constructor
  Employee(int id, String name, double salary)
     { this.id = id; this.name = name;
     this.salary = salary;
  }
  // Return a string representation
  public String toString() {
     return id + ": " + name + " ($" + salary + ")";
  }
}
public class EmployeeApp { public
  static void main(String[] args) {
     ArrayList<Employee> employees = new ArrayList<>();
     Scanner sc = new Scanner(System.in);
     while (true) {
           System.out.println("\nMenu: 1. Add 2. Update 3. Remove 4. Search 5. List 6. Exit");
       System.out.print("Enter choice:
        "); int choice = sc.nextInt(); if
       (choice == 6) break; switch
       (choice) {
          case 1:
            System.out.print("Enter id, name, and salary:
            "); int id = sc.nextInt(); String name = sc.next();
            double salary = sc.nextDouble();
            employees.add(new Employee(id, name, salary));
            break;
          case 2:
            System.out.print("Enter id to update:
             "); id = sc.nextInt(); boolean updated =
            false; for (Employee e : employees) {
               if (e.id == id) {
                  System.out.print("New name: ");
                  e.name = sc.next();
                  System.out.print("New salary: ");
```

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```
e.salary =
            sc.nextDouble(); updated
            = true; break;
          }
       }
       if (!updated) System.out.println("Employee not found!");
       break;
     case 3:
       System.out.print("Enter id to remove: ");
       id = sc.nextInt(); boolean removed =
       false; for (int i = 0; i < employees.size();
       i++) {
          if (employees.get(i).id == id) {
            employees.remove(i);
            removed = true;
            break;
          }
       if (!removed) System.out.println("Employee not found!");
       break;
     case 4:
       System.out.print("Enter id to search:
       "); id = sc.nextInt(); boolean found =
       false; for (Employee e : employees) {
          if (e.id == id) {
            System.out.println(e);
            found = true;
          }
       if (!found) System.out.println("Employee not found!");
       break;
    case 5:
       System.out.println("Employee List:");
       for (Employee e : employees) {
          System.out.println(e);
       }
       break;
     default:
       System.out.println("Invalid choice!");
  }
sc.close();
```

```
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b) Card Collection Using a Collection:
   import java.util.*; public class
   CardCollection { public static void
   main(String[] args) {
        // Map where the key is a card symbol and the value is a list of card names.
        Map<String, List<String>> cards = new HashMap<>();
        Scanner sc = new Scanner(System.in);
        while (true) {
           System.out.println("\nMenu: 1. Add Card 2. Find Cards by Symbol 3. Exit");
           System.out.print("Choice: "); int
           choice = sc.nextInt();
           sc.nextLine(); // consume
           newline if (choice == 3) break;
          if (choice == 1) {
             System.out.print("Enter card symbol: ");
             String symbol = sc.nextLine();
             System.out.print("Enter card name: ");
             String cardName = sc.nextLine(); // Create a
             new list if symbol doesn't exist
             cards.putIfAbsent(symbol, new ArrayList<>());
             cards.get(symbol).add(cardName);
             System.out.println("Card added!");
           } else if (choice == 2) {
             System.out.print("Enter card symbol to search: ");
             String symbol = sc.nextLine();
             List<String> list = cards.get(symbol);
             if (list == null || list.isEmpty()) {
                System.out.println("No cards found for symbol: " + symbol);
             } else {
                System.out.println("Cards with symbol " + symbol + ": " + list);
           } else {
             System.out.println("Invalid choice!");
           }
        sc.close();
```

c) Ticket Booking System with Synchronized Threads:

class TicketBookingSystem { int availableSeats = 5;

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```
// Synchronized method to ensure one thread at a time can book a
  seat. public synchronized void bookSeat(String passenger) { if
  (availableSeats > 0) {
       System.out.println(passenger + " booked seat number " + availableSeats); availableSeats--
    } else {
       System.out.println(passenger + " found no seats available.");
  }
class BookingThread extends Thread {
  TicketBookingSystem system;
  BookingThread(TicketBookingSystem system, String name, int priority) {
    super(name);
    this.system = system;
    setPriority(priority);
  public void run() {
    system.bookSeat(getName());
public class TicketBooking { public
  static void main(String[] args) {
    TicketBookingSystem system = new TicketBookingSystem();
    BookingThread t1 = new BookingThread(system, "VIP 1", Thread.MAX PRIORITY);
    BookingThread t2 = new BookingThread(system, "VIP 2", Thread.MAX PRIORITY);
    BookingThread t3 = new BookingThread(system, "Normal 1", Thread.NORM PRIORITY);
    BookingThread t4 = new BookingThread(system, "Normal 2", Thread.NORM PRIORITY);
    BookingThread t5 = new BookingThread(system, "Normal 3", Thread.NORM PRIORITY);
    BookingThread t6 = new BookingThread(system, "Normal 4", Thread.NORM PRIORITY);
    t1.start(); t2.start(); t3.start(); t4.start(); t5.start(); t6.start();
```

- 5. Outputs:
- a) Output for Employee Management System: -

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```
PS D:\6th Sem Content\Java Lab\Java codes> cd "d:\6th Sem Content\
mployeeApp }
Menu: 1. Add 2. Update 3. Remove 4. Search 5. List 6. Exit Enter choice: 1
Enter id, name, and salary: 17253 Mohan 201200
Menu: 1. Add 2. Update 3. Remove 4. Search 5. List 6. Exit Enter choice: 1
Enter id, name, and salary: 15845 Mohit 500000
Menu: 1. Add 2. Update 3. Remove 4. Search 5. List 6. Exit
Enter choice: 2
Enter id to update: 17253
New name: Manoj
New salary: 200000
Menu: 1. Add 2. Update 3. Remove 4. Search 5. List 6. Exit
Enter choice: 4
Enter id to search: 17253
17253: Manoj ($200000.0)
Menu: 1. Add 2. Update 3. Remove 4. Search 5. List 6. Exit Enter choice: 5
Employee List:
17253: Manoj ($200000.0)
15845: Mohit ($500000.0)
Menu: 1. Add 2. Update 3. Remove 4. Search 5. List 6. Exit Enter choice: 6
PS D:\6th Sem Content\Java Lab\Java codes\Experiment 4>
```

b) Output for Card Collection Using a Collection: -

```
PS D:\6th Sem Content\Java Lab\Java codes> cd "d:\6th S
 dCollection }
Menu: 1. Add Card 2. Find Cards by Symbol 3. Exit
 Choice: 1
 Enter card symbol: )(
 Enter card name: Parenthesis
 Card added!
Menu: 1. Add Card 2. Find Cards by Symbol 3. Exit
Choice: 1
 Enter card symbol: !
 Enter card name: Exclamation
Card added!
Menu: 1. Add Card 2. Find Cards by Symbol 3. Exit
 Choice: 2
 Enter card symbol to search: )(
Cards with symbol )(: [Parenthesis]
Menu: 1. Add Card 2. Find Cards by Symbol 3. Exit
Choice: 2
Enter card symbol to search: !
Cards with symbol !: [Exclamation]
Menu: 1. Add Card 2. Find Cards by Symbol 3. Exit
Choice: 3
PS D:\6th Sem Content\Java Lab\Java codes\Exp 4.2>
```

c) Output for Ticket Booking System with Synchronized Threads: -

```
PROBLEMS 2 OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS D:\6th Sem Content\Java Lab\Java codes> cd "d:\6th Sem Content\Jav
) { java TicketBooking }

VIP 1 booked seat number 5

Normal 2 booked seat number 4

Normal 3 booked seat number 3

Normal 1 booked seat number 2

VIP 2 booked seat number 1

Normal 4 found no seats available.

PS D:\6th Sem Content\Java Lab\Java codes\Experiment 4\Exp 4.3>
```

6. Learning Outcomes:

- Understand and implement Java Collections for efficient data storage and retrieval.
- Develop user-friendly programs with menu-driven interactions for dynamic data management.
- Apply exception handling to ensure robustness and prevent runtime errors.
- Utilize multithreading and synchronization to manage concurrent processes safely.
- Enhance problem-solving skills by designing real-world applications with Java.