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Experiment 5.1

Student Name: Mayank

UID:22BCS16224

Branch: CSE

Section:640-A

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Subject: PBLJ

Subject Code:22CSH-359

Aim: Write a Java program to calculate the sum of a list of integers using autoboxing and unboxing. Include methods to parse strings into their respective wrapper classes (e.g., Integer.parseInt()).

Objective: Demonstrate **autoboxing** and **unboxing** in Java by converting string numbers into Integer objects, storing them in a list, and computing their sum.

Algorithm:

Step 1: Initialize the Program

1. Start the program.
2. Import ArrayList and List classes.
3. Define the AutoboxingExample class.

Step 2: Convert String Array to Integer List

1. Define the method parseStringArrayToIntegers(String[] strings).
2. Create an empty ArrayList<Integer>.
3. Iterate through the string array:
 - Convert each string to an Integer using Integer.parseInt(str).
 - Add the integer to the list (**autoboxing** happens here).
4. Return the list of integers.

Step 3: Calculate the Sum of Integers

1. Define the method calculateSum(List<Integer> numbers).
2. Initialize a variable sum to 0.
3. Iterate through the list:
 - Extract each integer (**unboxing** happens here).
 - Add it to sum.
4. Return the total sum.

Step 4: Execute Main Function

1. Define main(String[] args).
2. Create a string array with numeric values.
3. Call parseStringArrayToIntegers() to convert it into a list of integers.
4. Call calculateSum() to compute the sum.
5. Print the result.



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Step 5: Terminate the Program 1.

End the execution.

Code:

```
import java.util.ArrayList;
import java.util.List;

public class AutoboxingExample {
    public static void main(String[] args) {
        String[] numberStrings = {"10", "20", "30", "40", "50"};

        List<Integer> numbers = parseStringArrayToIntegers(numberStrings);

        int sum = calculateSum(numbers);

        System.out.println("The sum of the numbers is: " + sum);
    }

    public static List<Integer> parseStringArrayToIntegers(String[] strings)
    {
        List<Integer> integerList = new ArrayList<>();
        for (String str : strings) {
            integerList.add(Integer.parseInt(str));
        }
        return integerList;
    }

    public static int calculateSum(List<Integer> numbers) {
        int sum = 0;
        for (Integer num : numbers) {
            sum += num;
        }
        return sum;
    }
}
```

Output:

```
The sum of the numbers is: 150  
  
...Program finished with exit code 0  
Press ENTER to exit console.
```

Learning Outcomes:

- Understand the concept of **autoboxing and unboxing** in Java and how primitive types are automatically converted to their wrapper classes and vice versa.
- Learn how to **convert string values into Integer objects** using Integer.parseInt() and store them in a list.
- Gain experience in **working with ArrayLists** to store and manipulate a collection of numbers dynamically.
- Develop proficiency in **iterating through collections** and performing arithmetic operations like summation.

Experiment 5.2

1.Aim: Create a Java program to serialize and deserialize a Student object. The program should:

- Serialize a Student object (containing id, name, and GPA) and save it to a file.
- Deserialize the object from the file and display the student details.
- Handle FileNotFoundException, IOException, and ClassNotFoundException using exception handling.

2.Objective: The objective is to serialize and deserialize a Student object, store and retrieve its id, name, and GPA from a file, and handle exceptions like FileNotFoundException, IOException, and ClassNotFoundException.

3.Algorithm:

Step 1: Initialize the Program

1. Start the program.
2. Import the necessary classes (java.io.*).
3. Define a Student class implementing Serializable.
4. Declare attributes:
 - id (int) ○ name (String) ○ gpa (double)



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5. Define a constructor to initialize Student objects.

6. Override toString() to display student details.

Step 2: Define the Serialization Method

3. Create serializeStudent(Student student).

4. Use a try-with-resources block to create an ObjectOutputStream:

- Open a FileOutputStream to write to student.ser.
- Write the Student object to the file using writeObject().

5. Handle exceptions:

- FileNotFoundException → Print error message.
- IOException → Print error message.

6. Print a success message if serialization is successful.

Step 3: Define the Deserialization Method

1. Create deserializeStudent().

2. Use a try-with-resources block to create an ObjectInputStream:

- Open a FileInputStream to read student.ser.
- Read the Student object using readObject().

3. Handle exceptions:

- FileNotFoundException → Print error message.
- IOException → Print error message.
- ClassNotFoundException → Print error message.

4. Print the deserialized student details.

Step 4: Execute Main Function

1. Define main(String[] args).

2. Create a Student object with sample data.

3. Call serializeStudent() to save the object.

4. Call deserializeStudent() to read and display the object.

Step 5: Terminate the Program

1. End execution.

4. Implementation Code: import

java.io.*;

```
class Student implements Serializable {    private
static final long serialVersionUID = 1L;    private
int id;    private String name;    private double
gpa;
```

```
    public Student(int id, String name, double gpa)
{        this.id = id;        this.name = name;
this.gpa = gpa;
}
```

```
    @Override    public String toString() {        return "Student{id=" + id
+ ", name=" + name + ", gpa=" + gpa + "}";
```



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```
}  
}  
  
public class StudentSerialization {    private static final  
String FILE_NAME = "student.ser";  
  
    public static void main(String[] args) {  
        Student student = new Student(1, "Anwar", 7.8);  
        serializeStudent(student);        deserializeStudent();  
    }  
  
    public static void serializeStudent(Student student) {        try  
(ObjectOutputStream oos = new ObjectOutputStream(new  
FileOutputStream(FILE_NAME))) {  
        oos.writeObject(student);  
        System.out.println("Student object serialized successfully.");  
    } catch (FileNotFoundException e) {  
        System.err.println("File not found: " + e.getMessage());  
    } catch (IOException e) {  
        System.err.println("IOException occurred: " + e.getMessage());  
    }  
}  
  
    public static void deserializeStudent() {  
        try (ObjectInputStream ois = new ObjectInputStream(new FileInputStream(FILE_NAME)))  
        {  
            Student student = (Student) ois.readObject();  
            System.out.println("Deserialized Student: " + student);  
        } catch (FileNotFoundException e) {  
            System.err.println("File not found: " + e.getMessage());  
        } catch (IOException e) {  
            System.err.println("IOException occurred: " + e.getMessage());  
        } catch (ClassNotFoundException e) {  
            System.err.println("Class not found: " + e.getMessage());  
        }  
    }  
}
```

5.Output



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```
Student object serialized successfully.  
Deserialized Student: Student{id=1, name='Anwar', gpa=7.8}  
  
...Program finished with exit code 0  
Press ENTER to exit console.□
```

6.Learning Outcomes:

- Understand object serialization and deserialization in Java.
- Learn how to use ObjectOutputStream and ObjectInputStream for file operations.
- Implement exception handling for FileNotFoundException, IOException, and ClassNotFoundException.
- Gain hands-on experience in storing and retrieving objects from a file. • Develop skills in data persistence and file management using Java.

Experiment 5.3

1. **Aim:** Create a menu-based Java application with the following options.

1.Add an Employee

2. Display All



3. Exit If option 1 is selected, the application should gather details of the employee like employee name, employee id, designation and salary and store it in a file. If option 2 is selected, the application should display all the employee details. If option 3 is selected the application should exit.
2. **Objective:** The objective is to develop a menu-based Java application that allows users to **add employee details, store them in a file, and display all stored employee records**, with an option to exit the program.

3. Algorithm:

Step 1: Initialize the Program

1. Start the program.
2. Import `java.util.*` and `java.util.concurrent.*` for thread handling.
3. Define a class `TicketBookingSystem` with:
 - A `List<Boolean>` representing seat availability (true for available, false for booked).
 - A synchronized method `bookSeat(int seatNumber, String passengerName)` to ensure thread safety.

Step 2: Implement Seat Booking Logic

1. Define `bookSeat(int seatNumber, String passengerName)`:
 - If the seat is available (true), mark it as booked (false). ○ Print confirmation: "Seat X booked successfully by Y".
 - If already booked, print: "Seat X is already booked."

Step 3: Define Booking Threads

1. Create a class `PassengerThread` extending `Thread`:
 - Store passenger name, seat number, and booking system reference.
 - Implement `run()` method to call `bookSeat()`.

Step 4: Assign Thread Priorities

1. Create VIP and Regular passenger threads.
2. Set higher priority for VIP passengers using `setPriority(Thread.MAX_PRIORITY)`.
3. Set default priority for regular passengers.

Step 5: Handle User Input & Simulate Booking

1. In `main()`, create an instance of `TicketBookingSystem`.
2. Accept number of seats and bookings from the user.
3. Create multiple `PassengerThread` instances for VIP and regular passengers.
4. Start all threads using `start()`.

Step 6: Synchronization & Preventing Double Booking

1. Use the synchronized keyword in `bookSeat()` to ensure only one thread accesses it at a time.
2. Ensure thread execution order by assigning higher priority to VIP threads.

Step 7: Display Final Booking Status

1. After all threads finish execution, display the list of booked seats.
2. End the program with a message: "All bookings completed successfully."



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4.Implementation Code: i

```
import java.io.*; import  
java.util.*;
```

```
class Employee implements Serializable { private  
    static final long serialVersionUID = 1L;  
    private int id; private  
    String name; private  
    String designation;  
private double salary;
```

```
    public Employee(int id, String name, String designation, double salary) {  
        this.id = id;  
        this.name = name;  
        this.designation = designation;  
        this.salary = salary;  
    }
```

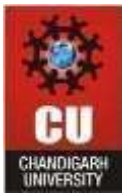
@Override

```
    public String toString() { return "Employee ID: " + id + ", Name: " + name + ",  
    Designation: " + designation + ", Salary: " + salary;  
    }  
}
```

```
public class EmployeeManagementSystem { private static final  
    String FILE_NAME = "employees.ser"; private static  
    List<Employee> employees = new ArrayList<>();
```

```
    public static void addEmployee() {  
        Scanner scanner = new Scanner(System.in);  
        System.out.print("Enter Employee ID: ");  
        int id = scanner.nextInt();  
        scanner.nextLine();  
        System.out.print("Enter Employee Name: ");  
        String name = scanner.nextLine();  
        System.out.print("Enter Designation: ");  
        String designation = scanner.nextLine();  
        System.out.print("Enter Salary: ");  
        double salary = scanner.nextDouble();
```

```
        Employee employee = new Employee(id, name, designation, salary);
```

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```
        employees.add(employee);
    saveEmployees();
    System.out.println("Employee added successfully!");
}

public static void displayAllEmployees() {
    loadEmployees();
    if (employees.isEmpty()) {
        System.out.println("No employees found.");
    } else {
        for (Employee employee : employees) {
            System.out.println(employee);
        }
    }
}

private static void saveEmployees() {
    try (ObjectOutputStream oos = new ObjectOutputStream(new
FileOutputStream(FILE_NAME))) {
        oos.writeObject(employees);
    } catch (IOException e) {
        System.err.println("Error saving employees: " + e.getMessage());
    }
}

@SuppressWarnings("unchecked")
private static void loadEmployees() {
    try (ObjectInputStream ois = new ObjectInputStream(new
FileInputStream(FILE_NAME))) {
        employees
= (List<Employee>) ois.readObject();
    } catch (FileNotFoundException e) {
        employees = new ArrayList<>();
    } catch (IOException | ClassNotFoundException e) {
        System.err.println("Error loading employees: " + e.getMessage());
    }
}

public static void main(String[] args) {
    Scanner scanner = new Scanner(System.in);
    while (true) {
        System.out.println("\nEmployee Management System");
        System.out.println("1. Add an Employee");
        System.out.println("2. Display All Employees");
```



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```
        System.out.println("3. Exit");
    System.out.print("Enter your choice: ");
        int choice = scanner.nextInt();
        scanner.nextLine();

        switch (choice) {
            case 1:
                addEmployee();
                break;
            case 2:
                displayAllEmployees();
                break;
            case 3:
                System.out.println("Exiting...");
                return;
            default:
                System.out.println("Invalid choice! Please try again.");
        }
    }
}
```

5. Output:

```
Employee Management System
1. Add an Employee
2. Display All Employees
3. Exit
Enter your choice: 1
Enter Employee ID: 132
Enter Employee Name: Anwar
Enter Designation: HR
Enter Salary: 75000
Employee added successfully!

Employee Management System
1. Add an Employee
2. Display All Employees
3. Exit
Enter your choice: 1
Enter Employee ID: 125
Enter Employee Name: Vedant
Enter Designation: Director
Enter Salary: 100000
Employee added successfully!

Employee Management System
1. Add an Employee
2. Display All Employees
3. Exit
Enter your choice: 2
Employee ID: 132, Name: Anwar, Designation: HR, Salary: 75000.0
Employee ID: 125, Name: Vedant, Designation: Director, Salary: 100000.0
```



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6. Learning Outcomes:

- Understand file handling and serialization in Java to store and retrieve objects persistently.
- Learn how to implement a menu-driven console application using loops and conditional statements.
- Gain experience in object-oriented programming (OOP) by defining and managing Employee objects.
- Practice exception handling to manage file-related errors like FileNotFoundException and IOException.



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- Develop skills in list manipulation and user input handling using ArrayList and Scanner.