Experiment 4

Student Name: Harsh UID: 22BCS10037

Branch: BE-CSE Section/Group: IOT-637/A

Semester:6th Date of Performance: 21/02/2025

Subject Name: Project Based Learning Subject Code: 22CSH-359

in Java with Lab

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.");
        }
}
```

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

```
Discover. Learn. Empower.
           } 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
Enter item to delete: Apple
Apple has been removed.
```

Select an operation:

1. Insert Item

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.