# Experiment 2.1

Student Name: Akshat dua UID: 22bcs10591

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Subject Name: PBLJ Subject Code: 22CSH-359

#### 1. **Aim:**

Develop Java programs using core concepts such as data structures, collections, and multithreading to manage and manipulate data.

### 2. Objective:

- 1. 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.
- 2. 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.
- 3. 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.

## 3. Implementation/Code:

#### 1. Program of Array List

```
import java.util.*;

class Employee {
  int id;
  String name;
  double salary;

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

```
this.name = name;
     this.salary = salary;
  }
  public void display() {
     System.out.println("ID: " + id + ", Name: " + name + ", Salary: " +
salary);
public class EmployeeStore
  public static void main(String[] args)
    ArrayList<Employee> employees = new ArrayList<>();
     Scanner sc = new Scanner(System.in);
     while (true)
       System.out.println("\n1. Add Employee");
       System.out.println("2. Update Employee");
       System.out.println("3. Remove Employee");
       System.out.println("4. Search Employee");
       System.out.println("5. Exit");
       System.out.print("Enter your choice: ");
       int choice = sc.nextInt();
```

```
switch (choice)
  case 1:
     System.out.print("Enter Id of the Employee: ");
    int id = sc.nextInt();
     sc.nextLine(); // Consume newline
     System.out.print("Enter name of the Employee: ");
     String name = sc.nextLine();
     System.out.print("Enter salary of the Employee: ");
    double salary = sc.nextDouble();
    employees.add(new Employee(id, name, salary));
     System.out.println("Employee added successfully!");
    break:
  case 2:
    System.out.print("Enter ID to update: ");
    int updateId = sc.nextInt();
    boolean updated = false;
    for (Employee e : employees)
     {
       if (e.id == updateId)
         sc.nextLine(); // Consume newline
```

```
System.out.print("Enter new Name: ");
                 e.name = sc.nextLine();
                 System.out.print("Enter new Salary: ");
                 e.salary = sc.nextDouble();
                 System.out.println("Employee updated successfully!");
                 updated = true;
                 break;
            if (!updated)
              System.out.println("Employee with ID " + updateId + " not
found.");
            }
            break;
          case 3:
            System.out.print("Enter ID to Remove: ");
            int removeId = sc.nextInt();
            boolean removed = employees.removeIf(e -> e.id == removeId);
            if (removed)
            {
```

```
System.out.println("Employee removed successfully!");
            }
            else
              System.out.println("Employee with ID " + removeId + " not
found.");
            break;
          case 4:
            System.out.print("Enter ID to search: ");
            int searchId = sc.nextInt();
            boolean found = false;
            for (Employee e : employees)
            {
              if (e.id == searchId)
               {
                 e.display();
                 found = true;
                 break;
            if (!found)
            {
              System.out.println("Employee with ID " + searchId + " not
found.");
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```

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```
break;

case 5:
    System.out.println("Exiting program...");
    sc.close();
    return;

default:
    System.out.println("Invalid choice! Please enter a number between 1 and 5.");
}
}
```

## 2. Program using collection interface

```
import java.util.*;

class Card
{
    private final String value;

    public Card(String value)
    {
        this.value = value;
    }

    @Override
    public String toString()
```

```
return value;
}
public class CardCollection
  private static final Map<String, Set<Card>> cardMap = new
HashMap<>();
  private static final Scanner scanner = new Scanner(System.in);
  private static void addCard()
    System.out.print("Enter Card Symbol: ");
    String symbol = scanner.nextLine().trim();
    System.out.print("Enter Card Value: ");
    String value = scanner.nextLine().trim();
    cardMap.computeIfAbsent(symbol, k -> new HashSet<>()).add(new
Card(value));
    System.out.println("Card added successfully!");
  }
  private static void findCardsBySymbol()
    System.out.print("Enter Symbol to search: ");
    String symbol = scanner.nextLine().trim();
    if (cardMap.containsKey(symbol))
       System.out.println("Cards under " + symbol + ": " +
cardMap.get(symbol));
     }
     else
```

```
System.out.println("No cards found for symbol: " + symbol);
  }
  private static void displayAllCards()
    if (cardMap.isEmpty())
       System.out.println("No cards available.");
     else
       cardMap.forEach((symbol, cards) ->
          System.out.println(symbol + ": " + cards));
  }
  public static void main(String[] args)
     while (true)
       System.out.println("\n1. Add Card\n2. Find Cards by Symbol\n3.
Display All Cards\n4. Exit");
       System.out.print("Enter your choice: ");
       int choice = scanner.nextInt();
       scanner.nextLine(); // Consume newline
       switch (choice)
       {
          case 1 -> addCard();
         case 2 -> findCardsBySymbol();
          case 3 -> displayAllCards();
          case 4 -> {
            System.out.println("Exiting...");
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```

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```
scanner.close();
    return;
}
default -> System.out.println("Invalid choice! Try again.");
}
}
}
```

#### 3. Program using Thread Priorities

```
import java.util.Scanner;
import java.util.concurrent.locks.*;
class SeatReservationSystem
  private int seatsAvailable;
  private final Lock seatLock = new ReentrantLock();
  public SeatReservationSystem(int totalSeats)
     this.seatsAvailable = totalSeats;
  }
  public void reserveSeat(String userName, int requestedSeats)
     seatLock.lock();
     try
       if (seatsAvailable >= requestedSeats)
          System.out.println(userName + " successfully reserved " +
requestedSeats + " seat(s). Seats left: " + (seatsAvailable - requestedSeats));
          seatsAvailable -= requestedSeats;
```

```
Discover. Learn. Empower.
```

```
else
         System.out.println("Apologies, " + userName + "! Only " +
seatsAvailable + " seat(s) remaining.");
    finally
       seatLock.unlock();
class Passenger extends Thread
  private SeatReservationSystem reservationSystem;
  private String userName;
  private int requestedSeats;
  public Passenger(SeatReservationSystem system, String name, int seats,
int priorityLevel)
    this.reservationSystem = system;
    this.userName = name;
    this.requestedSeats = seats;
    setPriority(priorityLevel);
  @Override
  public void run()
    reservationSystem.reserveSeat(userName, requestedSeats);
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```

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```
}
public class TicketReservationApp
  public static void main(String[] args)
     Scanner input = new Scanner(System.in);
     System.out.print("Enter total number of seats available: ");
     int totalSeats = input.nextInt();
     SeatReservationSystem system = new
SeatReservationSystem(totalSeats);
     System.out.print("Enter number of passengers: ");
     int passengerCount = input.nextInt();
     input.nextLine();
    Passenger[] passengers = new Passenger[passengerCount];
     for (int i = 0; i < passengerCount; i++)
       System.out.print("Enter passenger name: ");
       String name = input.nextLine();
       System.out.print("Enter number of seats required: ");
       int seats = input.nextInt();
       System.out.print("Select priority level (1 - High, 2 - Standard): ");
       int priority = input.nextInt();
       input.nextLine();
       int assignedPriority = (priority == 1)? Thread.MAX PRIORITY:
Thread.NORM PRIORITY;
       passengers[i] = new Passenger(system, name, seats,
assignedPriority);
```

```
for (Passenger passenger : passengers)
{
    passenger.start();
}
input.close();
}
```

### 4. Output:

```
1. Add Employee
2. Update Employee
3. Remove Employee
4. Search Employee
5. Exit
Enter your choice: **1**
Enter Id of the Employee: **101**
Enter name of the Employee: **Alice**
Enter salary of the Employee: **50000**
Employee added successfully!
Enter your choice: **4**
Enter ID to search: **101**
ID: 101, Name: Alice, Salary: 50000.0
Enter your choice: **3**
Enter ID to Remove: **101**
Employee removed successfully!
Enter your choice: **4**
Enter ID to search: **101**
Employee with ID 101 not found.
Enter your choice: **5**
Exiting program...
```

```
1. Add Card
2. Find Cards by Symbol
3. Display All Cards
4. Exit
Enter your choice: **1**
Enter Card Symbol: **Hearts**
Enter Card Value: **Ace**
Card added successfully!
Enter your choice: **1**
Enter Card Symbol: **Spades**
Enter Card Value: **King**
Card added successfully!
Enter your choice: **2**
Enter Symbol to search: **Hearts**
Cards under Hearts: [Ace]
Enter your choice: **3**
Hearts: [Ace]
Spades: [King]
Enter your choice: **4**
```

Exiting...

```
Enter total number of seats available: **5**
Enter number of passengers: **3**

Enter passenger name: **Alice**
Enter number of seats required: **2**
Select priority level (1 - High, 2 - Standard): **1**

Enter passenger name: **Bob**
Enter number of seats required: **3**
Select priority level (1 - High, 2 - Standard): **2**

Enter passenger name: **Charlie**
Enter number of seats required: **1**
Select priority level (1 - High, 2 - Standard): **1**
```

```
Alice successfully reserved 2 seat(s). Seats left: 3
Bob successfully reserved 3 seat(s). Seats left: 0
Apologies, Charlie! Only 0 seat(s) remaining.
```

#### 6. Learning Outcome:

- Employee Management System: Learned how to use ArrayList for dynamic object storage and perform CRUD operations efficiently.
- Card Collection System: Practiced HashMap & HashSet for structured data storage and retrieval with computeIfAbsent().
- Ticket Reservation System: Gained hands-on experience with multithreading, locks (ReentrantLock), and thread synchronization to prevent race conditions.
- User Interaction & Input Handling: Improved skills in handling user input, loops, and conditionals while ensuring smooth execution in interactive Java applications.