

Experiment- 04

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Aim: 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.

(EASY LEVEL)

1. **Objective:** The objective of this program is to implement an ArrayList in Java to manage employee records, allowing users to add, update, remove, and search employees efficiently..

2. **Implementation/Code:**

```
import java.util.ArrayList; import
java.util.Scanner;
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 String toString() {    return "ID: " + id + ", Name: " + name + ",
Salary: " + salary;
    }
}
public class EmployeeManager {    private static ArrayList<Employee> employees = new
ArrayList<>();    private static Scanner scanner = new Scanner(System.in);
    public static void main(String[] args) {    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. Display All Employees");
        System.out.println("6. Exit");          System.out.print("Enter your
choice: ");          int choice = scanner.nextInt();          switch (choice) {
case 1: addEmployee(); break;          case 2: updateEmployee(); break;
case 3: removeEmployee(); break;          case 4: searchEmployee(); break;
case 5: displayEmployees(); break;          case 6:
System.out.println("Exiting..."); return;          default:
System.out.println("Invalid choice! Try again.");
    }
}
}
private static void addEmployee() {
System.out.print("Enter ID: ");          int id =
scanner.nextInt();          scanner.nextLine();
    System.out.print("Enter Name: ");
    String name = scanner.nextLine();          System.out.print("Enter
Salary: ");          double salary = scanner.nextDouble();
employees.add(new Employee(id, name, salary));
    System.out.println("Employee added successfully!");
}
private static void updateEmployee() {
    System.out.print("Enter Employee ID to update: ");          int id =
scanner.nextInt();          for (Employee emp : employees) {          if
(emp.id == id) {          scanner.nextLine();
        System.out.print("Enter New Name: ");          emp.name =
scanner.nextLine();          System.out.print("Enter New Salary: ");
emp.salary = scanner.nextDouble();
        System.out.println("Employee updated successfully!");          return;
    }
}
System.out.println("Employee not found!");
}
private static void removeEmployee() {
    System.out.print("Enter Employee ID to remove: ");          int id =
scanner.nextInt();          employees.removeIf(emp -> emp.id == id);
    System.out.println("Employee removed successfully!");
}
```

```
}

private static void searchEmployee() {
    System.out.print("Enter Employee ID to search: ");
    scanner.nextInt();
    for (Employee emp : employees) {
        (emp.id == id) {
            System.out.println(emp);
        }
    }
    System.out.println("Employee not found!");
}

private static void displayEmployees() {
    if (employees.isEmpty()) {
        System.out.println("No employees found.");
    } else {
        for (Employee emp : employees) {
            System.out.println(emp);
        }
    }
}
}
```

4. Output:

```
1. Add Employee
2. Update Employee
3. Remove Employee
4. Search Employee
5. Display All Employees
6. Exit
Enter your choice: 1
Enter ID: 80022
Enter Name: AVADHESH RAM TRIPATI
Enter Salary: 100000
Employee added successfully!

1. Add Employee
2. Update Employee
3. Remove Employee
4. Search Employee
5. Display All Employees
6. Exit
Enter your choice: 4
Enter Employee ID to search: 80022
ID: 80022, Name: AVADHESH RAM TRIPATI, Salary: 100000.0
```

(MEDIUM LEVEL)

1.Objective- 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.

2.Implementation/Code:

```
import java.util.*;
class Card {    String symbol;
    int number;
    Card(String symbol, int number) {
        this.symbol = symbol;
        this.number = number;
    }
    public String toString() {    return "Symbol: " + symbol + ", Number:
" + number;
    }
}
public class CardCollector {    private static Map<String, List<Card>> cardCollection = new
HashMap<>();    private static Scanner scanner = new Scanner(System.in);

    public static void main(String[] args) {        while (true) {
        System.out.println("\n1. Add Card");
        System.out.println("2. Search Cards by Symbol");
        System.out.println("3. Display All Cards");
        System.out.println("4. Exit");
        System.out.print("Enter your choice: ");        int choice
= scanner.nextInt();        scanner.nextLine();        switch
(choice) {            case 1: addCard(); break;            case 2:
searchCardsBySymbol(); break;            case 3:
displayAllCards(); break;
            case 4: System.out.println("Exiting..."); return;
            default: System.out.println("Invalid choice! Try again.");
        }
    }
}
```

```
private static void addCard() {      System.out.print("Enter Symbol:
");
    String      symbol      =      scanner.nextLine();
    System.out.print("Enter Number: ");      int number =
    scanner.nextInt();      scanner.nextLine();
    cardCollection.putIfAbsent(symbol, new ArrayList<>());
    cardCollection.get(symbol).add(new Card(symbol, number));
    System.out.println("Card added successfully!");
}
private static void searchCardsBySymbol() {
    System.out.print("Enter Symbol to search: ");      String
    symbol      =      scanner.nextLine();      if
    (cardCollection.containsKey(symbol)) {      for (Card card :
    cardCollection.get(symbol)) {
        System.out.println(card);
    }
    } else {
        System.out.println("No cards found for this symbol.");
    }
}
private static void displayAllCards() {      if
(cardCollection.isEmpty()) {
    System.out.println("No cards in the collection.");
} else {
    for (List<Card> cards : cardCollection.values()) {
        for (Card card : cards) {
            System.out.println(card);
        }
    }
}
}
```

3.Output:

```
(base) PS D:\React project> cd "d:\React project\java\java4\" ; if ($?) { javac CardCollector.java } ;
if ($?) { java CardCollector }

1. Add Card
2. Search Cards by Symbol
3. Display All Cards
4. Exit
Enter your choice: 1
Enter Symbol: heart
Enter Number: 12
Card added successfully!

1. Add Card
2. Search Cards by Symbol
3. Display All Cards
4. Exit
```

(HARD LEVEL)

1.Objective: 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.Implementation/Code:

```
import java.util.*;

class TicketBookingSystem {    private final int
totalSeats;    private final boolean[] seats;

    public TicketBookingSystem(int totalSeats) {
this.totalSeats = totalSeats;        this.seats = new
boolean[totalSeats];
    }

    public synchronized boolean bookSeat(int seatNumber, String customer) {        if
(seatNumber < 0 || seatNumber >= totalSeats) {
        System.out.println(customer + " tried to book an invalid seat.");        return false;
    }
    if (!seats[seatNumber]) {        seats[seatNumber] =
true;
```

```
        System.out.println(customer + " successfully booked seat " + seatNumber);        return true;
    } else {
        System.out.println(customer + " tried to book seat " + seatNumber + ", but it is already booked.");
        return false;
    }
}
}
```

```
class Customer extends Thread {    private final
TicketBookingSystem system;    private final int
seatNumber;    private final String customerName;

    public Customer(TicketBookingSystem system, int seatNumber, String customerName, int priority) {
this.system = system;        this.seatNumber = seatNumber;        this.customerName = customerName;
setPriority(priority);
    }

    @Override    public void run() {
system.bookSeat(seatNumber, customerName);
    }
}
```

```
public class TicketBookingApp {    public static void
main(String[] args) {
    TicketBookingSystem system = new TicketBookingSystem(5);

    Customer vip1 = new Customer(system, 2, "VIP_John", Thread.MAX_PRIORITY);
    Customer vip2 = new Customer(system, 1, "VIP_Alice", Thread.MAX_PRIORITY);
    Customer user1 = new Customer(system, 2, "User_Mike", Thread.NORM_PRIORITY);
    Customer user2 = new Customer(system, 3, "User_Sarah", Thread.MIN_PRIORITY);
    vip1.start();
    vip2.start();    user1.start();
    user2.start();
    }
}
```

3.Output:

```
(base) PS D:\React project> cd "d:\React project\java\java4\" ; if ($?) { javac TicketBookingApp.java } ; if ($?) { java TicketBookingApp }
VIP_John successfully booked seat 2
User_Mike tried to book seat 2, but it is already booked.
User_Sarah successfully booked seat 3
VIP_Alice successfully booked seat 1
(base) PS D:\React project\java\java4>
```

4.Learning Outcomes:

1. Java Collections – Practical use of ArrayList, HashMap, and List.
2. User Input Handling – Using Scanner to interact with users dynamically.
3. Concurrency Control – Managing multiple threads safely using synchronized.
4. Real-World Applications – Applying concepts to scenarios like employee records, card collections, and ticket bookings.