Experiment 2.1

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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.

Easy Level:

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.

Medium Level:

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.

Hard Level:

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:** To enhance practical understanding of core Java concepts by developing compact programs that utilize data structures, collections, and multithreading for managing and manipulating data in real-world scenarios.
- 3. Implementation/Code + Output:

Easy Level:

import java.util.ArrayList; import java.util.Scanner;

```
class Employee {
   String id;
   String name;
```

```
double salary;
  Employee(String id, String name, double salary) {
                                                        this.id = id;
                       this.salary = salary;
this.name = name;
  }
  @Override
  public String toString() {
    return String.format("%-10s %-15s $%,10.2f", id, name, salary);
  }
}
public class Employee List {
  private static final ArrayList<Employee> employees = new ArrayList<>();
  private static final Scanner scanner = new
Scanner(System.in);
  public static void main(String[] args) {
                                            while (true) {
      System.out.println("\n==== Employee
Management System =====");
      System.out.println("1. 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 Employees");
      System.out.println("6. Exit");
      System.out.print("Choose an option: ");
      int choice = scanner.nextInt();
                                           scanner.nextLine(); // Consume newline
      switch (choice) {
                                case 1 -> add();
case 2 -> update();
                            case 3 -> remove();
case 4 -> search();
                           case 5 -> display();
case 6 -> {
                     System.out.println("Exiting...
Thank you!");
           return;
                           }
```

```
default -> System.out.println("Invalid choice. Please enter a number between
1-6.");
    }
  }
  private static void add() {
    System.out.print("Enter Employee ID: ");
    String id = scanner.nextLine().trim();
    if (id.isEmpty() || find(id) != null) {
      System.out.println("Error: Employee with ID "" + id + "" already exists or ID
cannot be empty.");
      return;
    }
    System.out.print("Enter Employee Name: ");
    String name = scanner.nextLine();
    System.out.print("Enter Employee Salary: ");
                                                      double salary =
scanner.nextDouble();
    employees.add(new Employee(id, name, salary));
    System.out.println("Employee added successfully.");
  }
  private static void update() {
    System.out.print("Enter Employee ID to update: ");
    String id = scanner.nextLine().trim();
    Employee emp = find(id);
                                  if (emp == null) {
      System.out.println("Error: Employee not found.");
                                                                return;
    }
    System.out.print("Enter New Name: ");
                                                 emp.name =
                        System.out.print("Enter New Salary: ");
scanner.nextLine();
                                                                    emp.salary
= scanner.nextDouble();
    System.out.println("Employee updated successfully.");
```

```
}
  private static void remove() {
    System.out.print("Enter Employee ID to remove: ");
    String id = scanner.nextLine().trim();
    Employee emp = find(id);
                               if (emp == null) {
      System.out.println("Error: Employee not found.");
                                                          return;
    }
    employees.remove(emp);
    System.out.println("Employee removed successfully.");
 }
  private static void search() {
    System.out.print("Enter Employee ID to search: ");
    String id = scanner.nextLine().trim();
    Employee emp = find(id);
                               if (emp == null) {
      System.out.println("Error: Employee not found.");
                                                          return;
    }
    System.out.println("Employee Found: " + emp);
 }
  private static void display() {
                                if
(employees.isEmpty()) {
      System.out.println("No employees found.");
      return;
    }
System.out.pri
ntln("\n=====
=========
=========
========");
    System.out.println(String.format("%-10s %-15s
%10s", "ID", "Name", "Salary"));
```



OUTPUT

V / P D 3

==== Employee Management System =====

- 1. Add Employee
- 2. Update Employee
- 3. Remove Employee
- 4. Search Employee
- 5. Display Employees
- 6. Exit

Choose an option: 1

Enter Employee ID: AC314

Enter Employee Name: mimi

Enter Employee Salary: 54498

Employee added successfully.

==== Employee Management System =====

- 1. Add Employee
- 2. Update Employee
- 3. Remove Employee
- 4. Search Employee
- 5. Display Employees
- 6. Exit

Choose an option: 5

ID Name Salary

AC314 mimi \$ 54,498.00

==== Employee Management System =====

- 1. Add Employee
- 2. Update Employee
- 3. Remove Employee
- 4. Search Employee
- 5. Display Employees
- 6. Exit

Choose an option: 6

Exiting... Thank you!

Medium Level:

```
import java.util.*;
public class Card Collection {
  private static final Map<Character, String> SUIT MAP =
Map.of(
      'S', "Spades", 'H', "Hearts", 'D', "Diamonds",
'C', "Clubs" );
  private static final List<String> CARD ORDER = List.of("K", "Q", "J", "A", "10", "9",
"8", "7", "6", "5",
"4", "3", "2");
  public static void main(String[] args) {
                                          TreeMap<String, TreeSet<String>> cards
= new TreeMap<>();
    for (String suit : SUIT_MAP.values()) {
                                                cards.put(suit, new
TreeSet<>(Comparator.comparingInt(CARD ORDER::indexOf)));
    }
    Scanner scanner = new Scanner(System.in);
    while (true) {
      System.out.println("\n==== Card Collection
System =====");
      System.out.println("1. Add a Card");
      System.out.println("2. Search for a Card");
      System.out.println("3. Display All Cards");
      System.out.println("4. Exit");
      System.out.print("Choose an option: ");
      int choice = scanner.nextInt();
                                           scanner.nextLine(); // Consume newline
      switch (choice) {
         case 1 -> addCard(cards, scanner);
                                                     case 2 -> searchCard(cards,
scanner);
                   case 3 -> displayCards(cards);
        case 4 -> {
           System.out.println("Exiting... Thank you!");
           return;
        }
```

```
default -> System.out.println("Invalid choice. Please enter a number between
1-4.");
    }
  }
  private static void addCard(TreeMap<String,
TreeSet<String>> cards, Scanner scanner) {
    System.out.print("Enter card suit (S for Spades, H for Hearts, D for Diamonds, C
for Clubs): ");
                  char suitChar =
Character.toUpperCase(scanner.next().charAt(0));
    if (!SUIT MAP.containsKey(suitChar)) {
                                                   System.out.println("Error:
Invalid suit. Choose from S, H, D, C.");
                                             return;
    String suit = SUIT MAP.get(suitChar);
    System.out.print("Enter card value (K, Q, J, A,
10, 9, ..., 2): ");
                   String value =
scanner.next().trim().toUpperCase();
    if (!CARD ORDER.contains(value)) {
                                                System.out.println("Error:
Invalid card value.");
                            return;
    }
    if (cards.get(suit).contains(value)) {
      System.out.println("Error: Card already exists in the collection.");
                                                                              } else {
      cards.get(suit).add(value);
                                        System.out.println("Card added
successfully.");
    }
  }
  private static void searchCard(TreeMap<String,
TreeSet<String>> cards, Scanner scanner) {
                                                System.out.print("Enter card suit to
search (S, H, D, C): ");
    char suitChar =
Character.toUpperCase(scanner.next().charAt(0));
```

```
if (!SUIT_MAP.containsKey(suitChar)) {
                                                    System.out.println("Error: Invalid
suit.");
              return;
    }
    String suit = SUIT_MAP.get(suitChar);
    System.out.print("Enter card value to search: ");
                                                           String value =
scanner.next().trim().toUpperCase();
                                                System.out.println(value + " of " + suit
    if (cards.get(suit).contains(value)) {
+ " is in the collection.");
    } else {
      System.out.println(value + " of " + suit + " is not in the collection.");
    }
  }
  private static void displayCards(TreeMap<String,
TreeSet<String>> cards) {
    System.out.println("\n==== Card Collection
=====");
    for (String suit : SUIT_MAP.values()) {
                                                  System.out.print(suit +
            if (cards.get(suit).isEmpty()) {
System.out.println("No cards.");
      } else {
         System.out.println(String.join(", ", cards.get(suit)));
      }
    }
  }
}
```

OUTPUT

```
4. Exit
Choose an option: 1
Enter card suit (S for Spades, H for Hearts, D for Diamonds, C for Clubs): s
Enter card value (K, Q, J, A, 10, 9, ..., 2): k
Card added successfully.
==== Card Collection System =====
1. Add a Card
2. Search for a Card
3. Display All Cards
4. Exit
Choose an option: 1
Enter card suit (S for Spades, H for Hearts, D for Diamonds, C for Clubs): h
Enter card value (K, Q, J, A, 10, 9, ..., 2): 5
Card added successfully.
==== Card Collection System =====
1. Add a Card
2. Search for a Card
3. Display All Cards
4. Exit
Choose an option: 3
==== Card Collection =====
Hearts: 5
Clubs: No cards.
Diamonds: No cards.
Spades: K
==== Card Collection System =====
1. Add a Card
2. Search for a Card
3. Display All Cards
4. Exit
Choose an option: 4
Exiting... Thank you!
```

Hard Level:

```
import java.util.InputMismatchException; import java.util.Scanner;
class TicketBooking extends Thread { private static int
availableSeats; private final boolean isVIP;
  public TicketBooking(String name, boolean isVIP) {
                                                         super(name);
this.isVIP = isVIP;
  }
  public static void setAvailableSeats(int seats) {
    availableSeats = seats;
  }
  public void run() {
    synchronized (TicketBooking.class) {
                                               if (availableSeats > 0)
{
        System.out.println(getName() + " booked a seat. (" + --availableSeats + "
seats remaining)");
      } else {
         System.out.println(getName() + " could not book a seat. No seats
available.");
      }
    }
}
public class Ticket Booking System {    public static void main(String[]
           Scanner scanner = new Scanner(System.in);
                                                            int seats = 0,
args) {
numPassengers = 0;
    // Get number of available seats
    while (true) {
                        try {
        System.out.print("\nEnter the number of available seats: ");
                                           if (seats < 0) throw new
         seats = scanner.nextInt();
IllegalArgumentException("Seat count cannot be negative.");
TicketBooking.setAvailableSeats(seats);
                                              break;
```

```
} catch (InputMismatchException e) {
                                                    System.out.println("Invalid
input! Please enter a valid number.");
        scanner.nextLine(); // Clear buffer
      } catch (IllegalArgumentException e) {
        System.out.println(e.getMessage());
      }
    }
    // Get number of passengers
    while (true) {
                        try {
        System.out.print("Enter the number of passengers: ");
        numPassengers = scanner.nextInt();
                                                     if (numPassengers <= 0) throw
new IllegalArgumentException("Number of passengers must be at least 1.");
        scanner.nextLine(); // Consume newline
        break;
      } catch (InputMismatchException e) {
                                                    System.out.println("Invalid
input! Please enter a valid number.");
        scanner.nextLine(); // Clear buffer
      } catch (IllegalArgumentException e) {
        System.out.println(e.getMessage());
      }
    TicketBooking[] passengers = new
TicketBooking[numPassengers];
    System.out.println("\n===== Passenger Details
=====");
    for (int i = 0; i < numPassengers; i++) {
                                                 String name;
boolean isVIP;
      while (true) {
                            try {
           System.out.print("Enter passenger name: ");
                  name = scanner.nextLine().trim();
              if (name.isEmpty()) throw new IllegalArgumentException("Name
cannot be empty.");
                               break;
        } catch (IllegalArgumentException e) {
System.out.println(e.getMessage());
```

```
}
      while (true) {
                             try {
           System.out.print("Is this passenger
VIP? (y/n): ");
           String vipInput = scanner.nextLine().trim().toLowerCase();
if (!vipInput.equals("y") &&
!vipInput.equals("n"))
                                    throw new
IllegalArgumentException("Please enter 'y' for VIP or 'n' for regular.");
           isVIP = vipInput.equals("y");
                                                   break;
        } catch (IllegalArgumentException e) {
System.out.println(e.getMessage());
        }
      }
      passengers[i] = new TicketBooking(name, isVIP);
      if (isVIP) {
         passengers[i].setPriority(Thread.MAX_PRIOR
ITY);
      } else {
        passengers[i].setPriority(Thread.NORM_PRIO
RITY);
      }
    }
    System.out.println("\n===== Ticket Booking Process
=====");
    for (TicketBooking passenger : passengers) {
      passenger.start();
    }
scanner.close()
     }
}
```



OUTPUT

Enter the number of available seats: 3 Enter the number of passengers: 5 ==== Passenger Details ===== Enter passenger name: a Is this passenger VIP? (y/n): y Enter passenger name: b Is this passenger VIP? (y/n): y Enter passenger name: c Is this passenger VIP? (y/n): y Enter passenger name: d Is this passenger VIP? (y/n): n Enter passenger name: e Is this passenger VIP? (y/n): n ==== Ticket Booking Process ===== a booked a seat. (2 seats remaining) d booked a seat. (1 seats remaining) e booked a seat. (0 seats remaining) b could not book a seat. No seats available. c could not book a seat. No seats available.

4. Learning Outcome:

Employee Management (Easy Level):

- 1. Dynamic Data Handling: Master using an ArrayList for CRUD operations on employee data.
- 2. Robust Input Validation: Practice error handling with try/catch blocks and manage inputs using the Scanner class.
- 3. Modular Code Structure: Learn to design modular methods (add(), update(), remove(), search(), display(), find()) for specific operations.

Card Collection (Medium Level):

- 1. Collections Framework: Understand the use of TreeMap and TreeSet to store and organize data.
- 2. Custom Sorting: Implement a custom comparator using a defined order (CARD ORDER) to sort cards.
- 3. Menu-Driven Interaction: Develop methods (addCard(), searchCard(), displayCards()) to interactively manage the card collection.

Ticket Booking System (Hard Level):

- 1. Multithreading: Learn to extend Thread and implement the run() method to execute concurrent tasks.
- 2. Thread Synchronization: Use synchronized blocks to ensure threadsafe operations and prevent double bookings.
- 3. Priority Management: Apply thread priorities (Thread.MAX_PRIORITY for VIPs, Thread.NORM_PRIORITY for regular passengers) to simulate prioritized processing.