

ArrayList

The ArrayList class is a resizable array, which can be found in the java.util package.

The difference between a built-in array and an ArrayList in Java, is that the size of an array cannot be modified (if you want to add or remove elements to/from an array, you have to create a new one). While elements can be added and removed from an ArrayList whenever you want. The syntax is also slightly different:

Latihan 1

/*
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*/
package latihanarlis;
import java.util.ArrayList;
/**
*
* @author User
*/
public class latihanarlis1 {
/**
* @param args the command line arguments
*/
public static void main(String[] args) {
ArrayList<String> kode = new ArrayList<String>();
kode.add("m001");
kode.add("m002");
kode.add("m003");
kode.add("m004");
System.out.println(kode);
//access an item
System.out.println(kode.get(2));
//change an item
kode.set(0, "M001");
System.out.println(kode);
//Remove an Item and for remove all clear()
kode.remove(0);
System.out.println(kode);
// ArrayList Size
System.out.println(kode.size());

//get element arraylist with loop
for (int i = 0; i < kode.size(); i++) {
System.out.println(kode.get(i));
}
//get element arraylist with for each
for (String i : kode) {
System.out.println(i);
}
}
}

/*
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*/
package latihanarlis;
import java.util.ArrayList;
/**
*
* @author User
*/
public class latihanarlis2 {
/**
* @param args the command line arguments
*/
public static void main(String[] args) {
ArrayList<Integer> kode = new ArrayList<Integer>();
kode.add(10);
kode.add(20);
kode.add(30);
kode.add(40);
System.out.println(kode);
}
}

/*
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*/
package latihanarlis;
import java.util.ArrayList;
import java.util.Collections;
/**
*
* @author User
*/
public class latihanarlis3 {
/**
* @param args the command line arguments
*/
public static void main(String[] args) {
// TODO code application logic here
ArrayList<Integer> al = new ArrayList<Integer>();
// Adding elements to the List
al.add(12);
al.add(53);
al.add(23);
al.add(46);
al.add(54);
// Using binarySearch() method of Collections class
// over random inserted element and storing the
// index
int index = Collections.binarySearch(al, 23);
// Print and display the index
System.out.print(index);
}
}