

1. Declare a single-dimensional array of 5 integers inside the `main` method. Traverse the array to print the default values. Then accept records from the user and print the updated values of the array.

CODE:

```
package org.assign6;
```

```
import java.util.Scanner;
```

```
public class Problem1 {
```

```
    public static void main(String[] args) {  
        int [] arr = new int[5];
```

```
        System.out.println("Default values of the array:");  
        for (int value : arr) {  
            System.out.println(value);  
        }
```

```
        Scanner sc = new Scanner(System.in);  
        System.out.println("Enter 5 integers:");  
        for (int i = 0; i < arr.length; i++) {  
            arr[i] = sc.nextInt();  
        }
```

```
        System.out.println("Updated values of the array:");  
        for (int value : arr) {  
            System.out.println(value);  
        }  
        sc.close();  
    }  
}
```

OUTPUT:

Default values of the array:

0
0
0
0
0

Enter 5 integers:

1
2
4
6
8

Updated values of the array:

1
2
4
6
8

2. Declare a single-dimensional array of 5 integers inside the `main` method. Define a method named `acceptRecord` to get input from the terminal into the array and another method named `printRecord` to print the state of the array to the terminal.

CODE:

```
package org.assign6;
```

```
import java.util.Scanner;
```

```
public class Program2 {
```

```
    public static void acceptRecord(int[] arr) {
        Scanner sc = new Scanner(System.in);
```

```
        System.out.println("Enter 5 Integers: ");
        for(int i = 0; i<arr.length; i++) {
            arr[i] = sc.nextInt();
        }
    }
```

```
    public static void printRecord(int[] arr) {
        System.out.println("Array Values are: ");
        for(int value : arr) {
            System.out.println(value);
        }
    }
```

```
}
```

```

    public static void main(String[] args) {
        int[] arr = new int[5];

        acceptRecord(arr);
        printRecord(arr);
    }
}

```

OUTPUT:

```

Enter 5 Integers:
3
6
2
8
1
Array Values are:
3
6
2
8
1

```

- Write a program to find the maximum and minimum values in a single-dimensional array of integers.

CODE:

```

package org.assign6;

public class Problem3 {
    public static int findMax(int[] arr) {
        int max = arr[0];
        for (int value : arr) {
            if (value > max) {
                max = value;
            }
        }
        return max;
    }

    public static int findMin(int[] arr) {
        int min = arr[0];
        for (int value : arr) {
            if (value < min) {
                min = value;
            }
        }
    }
}

```

```

    }
    }
    return min;
}

public static void main(String[] args) {

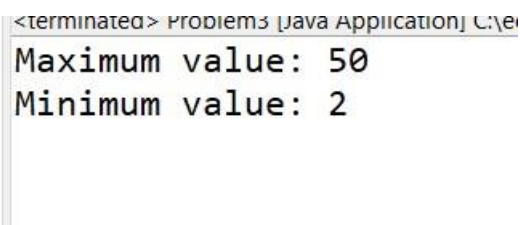
    int[] arr = {15, 20, 2, 50, 6};

    int max = findMax(arr);
    int min = findMin(arr);

    System.out.println("Maximum value: " + max);
    System.out.println("Minimum value: " + min);
}
}

```

OUTPUT:



```

<terminated> Problems [Java Application] C:\e
Maximum value: 50
Minimum value: 2

```

4. Write a program to remove duplicate elements from a single-dimensional array of integers.

CODE:

```

package org.assign6;

import java.util.Arrays;

public class Program4 {

    public static void main(String[] args) {
        int[] arr = {10,20,30,10,10,20};
        int[] result = removeDuplicates(arr);

        System.out.println("Array without duplicates: " + Arrays.toString(result));
    }

    public static int[] removeDuplicates(int[] arr) {
        return Arrays.stream(arr).distinct().toArray();
    }
}

```

OUTPUT:

```
<terminated> Program4 (1) [Java Application] C:\eclipse\workspace\org.eclipse.justj.openjdk.  
Array without duplicates: [10, 20, 30]
```

5. Write a program to find the intersection of two single-dimensional arrays.

CODE:

```
package org.assign6;
```

```
import java.util.Arrays;
```

```
public class Program5 {
```

```
    public static void main(String[] args) {
```

```
        int[] arr1 = { 10, 20, 50};
```

```
        int[] arr2 = { 20, 50, 40};
```

```
        int[] intersection = findIntersection(arr1, arr2);
```

```
        System.out.println("Intersection of arrays: " + Arrays.toString(intersection));
```

```
    }
```

```
    public static int[] findIntersection(int[] arr1, int[] arr2) {
```

```
        int[] result = new int[Math.min(arr1.length, arr2.length)];
```

```
        int index = 0;
```

```
        for (int i = 0; i < arr1.length; i++) {
```

```

    for (int j = 0; j < arr2.length; j++) {
        if (arr1[i] == arr2[j]) {

            boolean isDuplicate = false;

            for (int k = 0; k < index; k++) {
                if (result[k] == arr1[i]) {
                    isDuplicate = true;
                    break;
                }
            }

            if (!isDuplicate) {
                result[index++] = arr1[i];
            }
        }
    }

    return Arrays.copyOf(result, index); //Arrays.copyOf() helps us return only the relevant
portion of the result array, i.e., the part that contains the common elements.

}

}

```

OUTPUT:

```
<terminated> Program5 (1) [Java Application] C:\eclipse\ eclipse\plugins\org.eclipse
Intersection of arrays: [20, 50]
```

6. Write a program to find the missing number in an array of integers ranging from 1 to N.

CODE:

```
package org.assign6;
```

```
public class Program6 {
```

```
    public static void main(String[] args) {
```

```
        int[] arr = { 1, 2, 4, 5};
```

```
        int missingNumber = findMissingNumber(arr, 5);
```

```
        System.out.println("Missing number: " + missingNumber);
```

```
    }
```

```
    public static int findMissingNumber(int[] arr, int n) {
```

```
        int totalSum = n * (n + 1) / 2;
```

```
        int arrSum = 0;
```

```
        for (int value : arr) {
```

```
            arrSum += value;
```

```
        }
```

```
        return totalSum - arrSum;
```

```
    }
```

```
}
```

OUTPUT:

```
Missing number: 3
```

7. Declare a single-dimensional array as a field inside a class and instantiate it inside the class constructor. Define methods named `acceptRecord` and `printRecord` within the class and test their functionality.

CODE:

```
package org.assign6;
```

```
import java.util.Scanner;
```

```
class ArrayField{
```

```
    private int[] arr;
```

```
    public ArrayField(int size) {
```

```
        arr = new int[size];
```

```
    }
```

```
    public void acceptRecord() {
```

```
        Scanner sc = new Scanner(System.in);
```

```
        System.out.println("Enter " + arr.length + " integers:");
```

```
        for (int i = 0; i < arr.length; i++) {
```

```
            arr[i] = sc.nextInt();
```

```
        }
```



```
        sc.close();  
    }  
  
    public void printRecord() {  
        System.out.println("Array values:");  
        for (int value : arr) {  
            System.out.println(value);  
        }  
    }  
}  
  
public class Program7 {  
    public static void main(String[] args) {  
        ArrayField f = new ArrayField(5);  
        f.acceptRecord();  
        f.printRecord();  
    }  
}
```

OUTPUT:

```
Enter 5 integers:
```

```
12
```

```
23
```

```
11
```

```
2
```

```
3
```

```
Array values:
```

```
12
```

```
23
```

```
11
```

```
2
```

```
3
```

8. Modify the previous assignment to use getter and setter methods instead of `acceptRecord` and `printRecord`.

CODE:

```
package org.assign6;
```

```
import java.util.Scanner;
```

```
class FieldArray{
```

```
    private int[] arr;
```

```
    public FieldArray(int size) {
```

```
        arr = new int[size];
```

```
    }
```

```
    public int[] getArr() {
```

```
        return arr;
```

```
    }
```

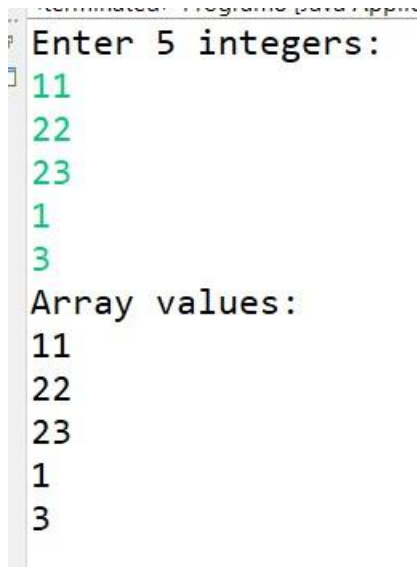
```
public void setArr(int[] arr) {  
    this.arr = arr;  
}  
  
}  
  
public class Program8 {  
  
    public static void main(String[] args) {  
        FieldArray a = new FieldArray(5);  
        Scanner sc = new Scanner(System.in);  
  
        System.out.println("Enter 5 integers:");  
  
        int[] temp = new int[5];  
        for (int i = 0; i < temp.length; i++) {  
            temp[i] = sc.nextInt();  
        }  
        a.setArr(temp);  
  
        int[] arr = a.getArr();  
  
        System.out.println("Array values:");  
  
        for (int value : arr) {  
            System.out.println(value);  
        }  
    }  
}
```

```

        sc.close();
    }
}

```

OUTPUT:



```

Enter 5 integers:
11
22
23
1
3
Array values:
11
22
23
1
3

```

9. You need to implement a system to manage airplane seat assignments. The airplane has seats arranged in rows and columns. Implement functionalities to:
- Initialize the seating arrangement with a given number of rows and columns.
 - Book a seat to mark it as occupied.
 - Cancel a booking to mark a seat as available.
 - Check seat availability to determine if a specific seat is available.
 - Display the current seating chart.

CODE:

```

package org.assign6;

import java.util.Scanner;

class AirplaneSeat{
    private char[][] seats;
    private int rows;
    private int cols;

    public AirplaneSeat(int rows, int cols) {
        this.rows = rows;
        this.cols = cols;
        seats = new char[rows][cols]; // Creating the 2D array with the size
    }
}

```

```

        initializeSeats();
    }

    public void initializeSeats() {
        for(int i=0; i < rows; i++) {
            for(int j=0; j<cols; j++) {
                seats[i][j] = 'A';
            }
        }
    }

    public boolean bookSeat(int row, int col) {
        if (isSeatValid(row, col) && seats[row][col] == 'A') {
            seats[row][col] = 'B'; // 'B' means Booked
            return true;
        }
        return false;
    }

    public boolean cancelBooking(int row, int col) {
        if (isSeatValid(row, col) && seats[row][col] == 'B') {
            seats[row][col] = 'A'; // Set back to 'A' for Available
            return true;
        }
        return false;
    }

    public boolean isSeatAvailable(int row, int col) {
        if (isSeatValid(row, col)) {
            return seats[row][col] == 'A';
        }
        return false;
    }

    public void displaySeatingChart() {
        System.out.println("Seating Chart:");
        for (int i = 0; i < rows; i++) {
            for (int j = 0; j < cols; j++) {
                System.out.print(seats[i][j] + " ");
            }
            System.out.println();
        }
    }

    private boolean isSeatValid(int row, int col) {
        return row >= 0 && row < rows && col >= 0 && col < cols;
    }
}

```

```
}
```

```
public class Program9 {
```

```
    public static void main(String[] args) {
```

```
        Scanner scanner = new Scanner(System.in);
        System.out.println("Enter number of rows and columns for the airplane:");
        int rows = scanner.nextInt();
        int cols = scanner.nextInt();

        AirplaneSeat manager = new AirplaneSeat(rows, cols);
        manager.displaySeatingChart();

        // Example booking, canceling, and checking
        manager.bookSeat(1, 2); // Book seat at row 1, column 2
        manager.bookSeat(0, 0); // Book seat at row 0, column 0
        manager.cancelBooking(1, 2); // Cancel booking at row 1, column 2

        manager.displaySeatingChart(); // Display updated seating chart
        System.out.println("Seat at (1, 2) is available: " + manager.isSeatAvailable(1, 2));
        System.out.println("Seat at (0, 0) is available: " + manager.isSeatAvailable(0, 0));

        scanner.close();
    }
```

```
}
```

OUTPUT:

```
Enter number of rows and columns for the airplane:
4
4
Seating Chart:
A A A A
A A A A
A A A A
A A A A
Seating Chart:
B A A A
A A A A
A A A A
A A A A
Seat at (1, 2) is available: true
Seat at (0, 0) is available: false
```