



DEPARTMENT OF COMPUTER SCIENCE &

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Experiment - 4

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Semester: 5th

Date of Performance: 10/9/25

Subject Name: Project Based Learning in Java

Subject Code: 23CSH-304

Aim: To develop Java programs to manage product details, library systems, and student information using classes, inheritance, and abstraction.

Medium-level Problem-

Aim: Create a program to **collect and store cards**, and assist users in finding all cards of a given symbol using Collection interfaces.

Objective: To understand how to use **HashMap with ArrayList** for storing grouped data.

Procedure:

1. Define a Card class with symbol and number.
2. Use a `HashMap<String, ArrayList<Card>>`, where the key is the symbol.
3. Insert cards into the map, grouping by symbol.
4. Allow users to input a symbol to retrieve all matching cards.

Code -

```
package exp2;
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 + " - " +
number;
}
}
```



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```
public class Medium {  
    public static void main(String[] args) {  
        Scanner sc = new Scanner(System.in);  
        HashMap<String, ArrayList<Card>> cardMap = new HashMap<>();  
  
        cardMap.put("Spade", new ArrayList<>(Arrays.asList(new Card("Spade", 1), new Card("Spade",  
3), new Card("Spade", 10))));  
        cardMap.put("Heart", new ArrayList<>(Arrays.asList(new Card("Heart", 2), new Card("Heart",  
5))));  
  
        System.out.print("Enter symbol: ");  
        String symbol = sc.next();  
  
        if (cardMap.containsKey(symbol)) {  
            System.out.println("Cards with symbol " + symbol + " :");  
            for (Card c : cardMap.get(symbol)) {  
                System.out.println(c);  
            }  
        } else {  
            System.out.println("No cards found with symbol " + symbol);  
        }  
    }  
}
```

Output -

```
Cards with symbol 'Spade':  
Spade - 1  
Spade - 3  
Spade - 10
```



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Hard- Level Problem -

Aim : 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.

Objective: To understand **multithreading, thread synchronization, and thread priorities** in Java.

Procedure:

1. Create a TicketBooking class with a synchronized bookTicket() method.
2. Create customer threads (Normal & VIP).
3. Assign higher priority to VIP threads using setPriority().
4. Use synchronized methods to prevent double booking.
5. Display results showing correct booking order.

Code :

```
package exp2;

class TicketBooking {
    private boolean isBooked = false;
    public synchronized void bookTicket(String userType)
    { if (!isBooked) {
        System.out.println(userType + " booked Seat 1");
        isBooked = true;
    } else {
        System.out.println(userType + " could not book. Seat already booked.");
    }
}

class Customer extends Thread
{ TicketBooking booking;
  String userType;
  Customer(TicketBooking booking, String userType, int priority)
  { this.booking = booking;
    this.userType = userType;
```



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```
this.setPriority(priority);
}
public void run() {
    booking.bookTicket(userType);
}
}
public class Hard {
    public static void main(String[] args)
    { TicketBooking booking = new TicketBooking();
```

```
        Customer normal = new Customer(booking, "Normal User", Thread.MIN_PRIORITY);
        Customer vip = new Customer(booking, "VIP User", Thread.MAX_PRIORITY);
        vip.start();
        normal.start();
    }
}
```

Output:

```
VIP Thread booked Seat 1
Normal Thread could not book. Seat already booked.
```

Conclusion:

1. **Collections Framework:** Provides unified architecture for storing/manipulating data.
2. **ArrayList** → Dynamic arrays (duplicate elements allowed).
3. **HashMap** → Key-value pairs, unique keys, unsynchronized.
4. **Multithreading:** Allows concurrent execution.
5. **synchronized** → Prevents multiple threads accessing shared resource.
6. **setPriority()** → Controls execution preference of threads.
7. These concepts are widely used in real-world applications like banking, e-ticketing, and server request handling.