ASSIGNMENT-6

1.Create a program that uses an ArrayList to store a list of names. The program should allow the user to add and remove names from the list, and should display the current list of names after each modification.

https://codeshare.io/3AblWk

```
q1(1)[Java Application] C:\Users\shettma\.p2\poo\pol\plugins\org.edipse.justj.openjdk.hotspotjre.full.win32.x86_64_17.0.6.v20230204-1729\jre\bin\javaw.exe (02-Mar-2023, 9.2.
Enter a command (add/remove/quit):
    add
Enter a name to add:
    ice cream
Name added. Current list of names: [ice cream]
Enter a command (add/remove/quit):
    add
Enter a name to add:
    cke
Name added. Current list of names: [ice cream, cke]
Enter a command (add/remove/quit):
    add
Enter a name to add:
    juice
Name added. Current list of names: [ice cream, cke, juice]
Enter a command (add/remove/quit):
    remove
Enter a name to remove:
    juice
Name removed. Current list of names: [ice cream, cke]
Enter a command (add/remove/quit):
    remove
Enter a name to remove:
juice
Name removed. Current list of names: [ice cream, cke]
Enter a command (add/remove/quit):
```

2.Create a program that uses a HashMap to store a dictionary of words and their meanings. The program should allow the user to add new words and meanings, and should display the meaning of a word when the user enters the word.

https://codeshare.io/lonVLd

```
q2(1)[Java Application] C\Users\shettma\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.6.v
Enter a word (or type 'exit' to quit):
park
Enter the meaning of the word:
qreenery ,walking time
Word 'park' with meaning 'greenery ,walking time' added to the dictionary.
Enter a word (or type 'exit' to quit):
school
Enter the meaning of the word:
place to study
Word 'school' with meaning 'place to study' added to the dictionary.
Enter a word (or type 'exit' to quit):
```

3.Create a program that uses a TreeSet to store a list of integers. The program should allow the user to add and remove integers from the set, and should display the current set of integers after each modification.

https://codeshare.io/pqkVNV

4.Create a program that uses a LinkedList to implement a queue. The program should allow the user to add and remove items from the queue, and should display the current contents of the queue after each modification.

https://codeshare.io/vwjVDl

```
q4 (1) [Java Application] C:\Users\shettma\.p2\pool\plugins\org.edipse.justj.openjdk.hotspot.jre.full.win32.x86_64_'
Current contents of the queue: []
Enter an item to add (or type 'exit' to quit):
monkey
Item monkey added to the queue.
Current contents of the queue: [monkey]
Enter an item to add (or type 'exit' to quit):
donkey
Item donkey added to the queue.
Current contents of the queue: [monkey, donkey]
Enter an item to add (or type 'exit' to quit):
elephant
Item elephant added to the queue.
Current contents of the queue: [monkey, donkey, elephant]
Enter an item to add (or type 'exit' to quit):
```

5.Create a program that uses a HashSet to store a set of strings. The program should read in a text file, and should add each word in the file to the set of strings. After all words have been added, the program should display the number of unique words in the file

https://codeshare.io/wnvVgB

```
A(1) [Java Application] C\USer\shettma\p2\pookplugins\org.edipse.justj.openjdk.hotspot.jue.full.win32.x86

Turrent contents of the queue: []

Inter an item to add (or type 'exit' to quit):

RICKRY

Tem CRICKET added to the queue: [CRICKET]

Inter an item to add (or type 'exit' to quit):

[UCKEY]

Item ROCKEY added to the queue:

[UCKEY]

Item ROCKEY added to the queue:

[URICKET]

Inter an item to add (or type 'exit' to quit):

[UCTEALL

Inter an item to add (or type 'exit' to quit):

[UCTEALL

Item FOOTBALL

Item FOOTBALL added to the queue.

[URICKET, HOCKEY, FOOTBALL]

Inter an item to add (or type 'exit' to quit):

[URICKET]

Item EXIT added to the queue.

[URICKET, HOCKEY, FOOTBALL, EXIT]

Inter an item to add (or type 'exit' to quit):

[Wit]

Inter 'remove' to remove the first item (or type 'exit' to quit):

**Newove**

Lem CRICKET removed from the queue.

Inter tontents of the queue: [ROCKEY, FOOTBALL, EXIT]

Inter 'remove' to remove the first item (or type 'exit' to quit):

**Inter 'remove' to remove the first item (or type 'exit' to quit):

**Inter 'remove' to remove the first item (or type 'exit' to quit):
```