```
import java.util.LinkedList;
import java.util.Scanner;
public class LinkedList1 {
    public static void main(String[] args) {
        // Create a LinkedList of Strings
        LinkedList<String> items = new LinkedList<>();
        Scanner scanner = new Scanner(System.in);
        while (true) {
            System.out.println("\n--- LinkedList Menu ---");
            System.out.println("1. Add an item");
            System.out.println("2. Add an item at a specific position");
            System.out.println("3. Remove an item");
            System.out.println("4. Display items");
            System.out.println("5. Exit");
            System.out.print("Enter your choice: ");
            int choice = scanner.nextInt();
            scanner.nextLine(); // Consume newline
            switch (choice) {
                case 1:
                    // Add an item to the end of the LinkedList
                    System.out.print("Enter item to add: ");
                    String itemToAdd = scanner.nextLine();
                    items.add(itemToAdd);
                    System.out.println("Item added successfully.");
                    break;
                case 2:
                    // Add an item at a specific position
                    System.out.print("Enter item to add: ");
                    String itemToAddAtPosition = scanner.nextLine();
                    System.out.print("Enter position (0-based index): ");
                    int position = scanner.nextInt();
                    scanner.nextLine(); // Consume newline
                    if (position >= 0 && position <= items.size()) {</pre>
                        items.add(position, itemToAddAtPosition);
                        System.out.println("Item added at position " +
position + ".");
                    } else {
                        System.out.println("Invalid position.");
                    break;
                case 3:
```

```
// Remove an item
    System.out.print("Enter item to remove: ");
    String itemToRemove = scanner.nextLine();
    if (items.remove(itemToRemove)) {
        System.out.println("Item removed successfully.");
        System.out.println("Item not found.");
    break;
case 4:
   System.out.println("\nItems in the LinkedList:");
   if (items.isEmpty()) {
        System.out.println("The list is empty.");
    } else {
        for (int i = 0; i < items.size(); i++) {
            System.out.println(i + ": " + items.get(i));
    break;
case 5:
    // Exit the program
    System.out.println("Exiting program. Goodbye!");
    scanner.close();
    return;
default:
    System.out.println("Invalid choice. Please try again.");
```

## LinkedList2

```
//Example: Managing a Linked List of Numbers

import java.util.LinkedList;
import java.util.Scanner;

public class LinkedList2 {
    public static void main(String[] args) {
        // Create a LinkedList of integers
        LinkedList<Integer> numbers = new LinkedList<>();
        Scanner scanner = new Scanner(System.in);
```

```
while (true) {
            System.out.println("\n--- LinkedList Menu ---");
            System.out.println("1. Add a number");
            System.out.println("2. Remove a number");
            System.out.println("3. Display all numbers");
            System.out.println("4. Exit");
            System.out.print("Enter your choice: ");
            int choice = scanner.nextInt();
            switch (choice) {
                case 1:
                    // Add a number to the list
                    System.out.print("Enter a number to add: ");
                    int numberToAdd = scanner.nextInt();
                    numbers.add(numberToAdd);
                    System.out.println("Number added successfully.");
                    break;
                case 2:
                    if (numbers.isEmpty()) {
                        System.out.println("The list is empty. Nothing to
remove.");
                    } else {
                        System.out.print("Enter the index of the number to
remove (0-based index): ");
                        int indexToRemove = scanner.nextInt();
                        if (indexToRemove >= 0 && indexToRemove <</pre>
numbers.size()) {
                            int removedNumber = numbers.remove(indexToRemove);
                            System.out.println("Removed number: " +
removedNumber);
                        } else {
                            System.out.println("Invalid index.");
                    break;
                case 3:
                    System.out.println("\nNumbers in the LinkedList:");
                    if (numbers.isEmpty()) {
                        System.out.println("The list is empty.");
                        for (int i = 0; i < numbers.size(); i++) {</pre>
```

## LinkedList3

```
//Java Program: Using LinkedList Add and Remove Methods
import java.util.LinkedList;
public class LinkedList3 {
    public static void main(String[] args) {
        // Create a LinkedList of Strings
        LinkedList<String> linkedList = new LinkedList<>();
        // Adding elements to the LinkedList
        linkedList.add("Apple"); // add to the end
        linkedList.add("Banana");
        linkedList.add("Cherry");
        System.out.println("After add(E): " + linkedList);
        linkedList.add(1, "Blueberry"); // add at index
        System.out.println("After add(index, E): " + linkedList);
        linkedList.addFirst("Date"); // add to the beginning
        System.out.println("After addFirst(E): " + linkedList);
        linkedList.addLast("Elderberry"); // add to the end
        System.out.println("After addLast(E): " + linkedList);
      // linkedList.addLast("Elderberry"); // add to the end
        System.out.println("First element is : " + linkedList.getFirst());
```

```
System.out.println("First element is : " + linkedList.peekFirst());
System.out.println("First element is : " + linkedList.getLast());
System.out.println("First element is : " + linkedList.peekLast());

// Removing elements from the LinkedList
linkedList.remove(); // removes the first element
System.out.println("After remove(): " + linkedList);

linkedList.remove(2); // removes the element at index 2
System.out.println("After remove(index): " + linkedList);

linkedList.remove("Blueberry"); // removes the first occurrence of
"Blueberry"
System.out.println("After remove(Object): " + linkedList);

linkedList.removeFirst(); // removes the first element
System.out.println("After removeFirst(): " + linkedList);

linkedList.removeLast(); // removes the last element
System.out.println("After removeLast(): " + linkedList);
}
```

## ArrayList1

```
//This program allows a user to manage a list of items, such as adding,
removing, and displaying elements in the ArrayList.

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

public class ArrayList1 {
    public static void main(String[] args) {
        // Create an ArrayList of Strings
        ArrayList<String> items = new ArrayList<>();
        Scanner scanner = new Scanner(System.in);

    while (true) {
        // Display menu
        System.out.println("\n--- ArrayList Menu ---");
        System.out.println("1. Add an item");
        System.out.println("2. Remove an item");
        System.out.println("3. Display items");
        System.out.println("4. Exit");
```

```
System.out.print("Enter your choice: ");
int choice = scanner.nextInt();
scanner.nextLine(); // Consume newline
switch (choice) {
    case 1:
        // Add an item
        System.out.print("Enter item to add: ");
        String itemToAdd = scanner.nextLine();
        items.add(itemToAdd);
        System.out.println("Item added successfully.");
        break;
    case 2:
        System.out.print("Enter item to remove: ");
        String itemToRemove = scanner.nextLine();
        if (items.remove(itemToRemove)) {
            System.out.println("Item removed successfully.");
            System.out.println("Item not found.");
        break;
    case 3:
        System.out.println("\nItems in the list:");
        if (items.isEmpty()) {
            System.out.println("The list is empty.");
        } else {
            for (String item : items) {
                System.out.println("- " + item);
        break;
    case 4:
        // Exit the program
        System.out.println("Exiting program. Goodbye!");
        scanner.close();
        return;
    default:
        System.out.println("Invalid choice. Please try again.");
```

```
// Java Program Example to Demonstrate
// Addition, Deletion and Updation of Element
import java.util.*;
class ArrayList2 {
    public static void main(String args[])
        // Creating an Array of string type
        ArrayList<String> al = new ArrayList<>();
        // Adding elements to ArrayList
        al.add("GIT");
        al.add("Karnataka");
        System.out.println("Orignal List : "+al);
         // Adding Elements at the specific
        al.add(1, "Belagavi");
          System.out.println("After Adding element at index 1 : "+ al);
          // 2. Deletion of Element
          // Removing Element using index
          al.remove(0);
          System.out.println("Element removed from index 0 : "+ al);
          // Removing Element using the value
          al.remove("Belgaum");
          System.out.println("Element removed : "+ al);
         // Updating value at index 0
          al.set(0, "Belagavi");
        // Printing all the elements in an ArrayList
        System.out.println("List after updation of value : "+al);
         al.add("Belagavi");
         System.out.println("List after updation of value : "+al);
```

```
al.remove("Belagavi");
System.out.println("List after removal : "+al);
al.clear();
System.out.println("List after clear : "+al);
System.out.println("Size of list : "+al.size());
}
```

## ArrayList3

```
import java.util.ArrayList;
public class ArrayList3 {
    public static void main(String[] args) {
        // Create an ArrayList
        ArrayList<String> fruits = new ArrayList<>();
        // Add elements to the ArrayList
        fruits.add("Apple");
        fruits.add("Banana");
        fruits.add("Cherry");
        fruits.add("Date");
        // Display the ArrayList
        System.out.println("ArrayList: " + fruits);
        // Convert ArrayList to Array
        String[] fruitsArray = new String[fruits.size()];
        fruitsArray = fruits.toArray(fruitsArray);
        // Display the array
        System.out.println("\nArray elements:");
        for (String fruit : fruitsArray) {
            System.out.println(fruit);
```

```
//Java Program: Convert ArrayList of Integers to Array
import java.util.ArrayList;
public class ArrayList4 {
    public static void main(String[] args) {
       // Create an ArrayList of Integers
        ArrayList<Integer> numbers = new ArrayList<>();
        // Add elements to the ArrayList
        numbers.add(10);
        numbers.add(20);
        numbers.add(30);
        numbers.add(40);
        // Display the ArrayList
        System.out.println("ArrayList: " + numbers);
        // Convert ArrayList to Array
        Integer[] numbersArray = new Integer[numbers.size()];
        numbersArray = numbers.toArray(numbersArray);
        System.out.println("\nArray elements:");
        for (int num : numbersArray) {
            System.out.println(num);
```