Sunday, September 15, 2024 4:03 PM

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.

```
package org.example.q1;
import java.util.Scanner;
public class Program {
     public static void main(String[] args) {
          // Declare a single-dimensional array of 5 integers
          int[] arr = new int[5];
          // Traverse and print the default values
          System.out.println("Default values in the array:");
for (int i = 0; i < arr.length; i++) {
    System.out.println("Index " + i + ": " + arr[i]);</pre>
          // Accept records from the user
          Scanner scanner = new Scanner(System.in);
         System.out.println("Enter 5 integers to update the array:"); for (int i = 0; i < arr.length; i++) {
               arr[i] = scanner.nextInt();
          \ensuremath{//} Print the updated values
         System.out.println("Updated values in the array:");
for (int i = 0; i < arr.length; i++) {
    System.out.println("Index " + i + ": " + arr[i]);</pre>
          scanner.close();
    }
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Default values in the array:
Index 0: 0
 Index 1: 0
 Index 2: 0
Index 3: 0
 Index 4: 0
Enter 5 integers to update the array:
 40
Updated values in the array:
Index 0: 10
 Index 1: 20
Index 2: 30
 Index 4: 50
```

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.

```
package org.example.q1;
import java.util.Scanner;

public class Program {

    public static void main(String[] args) {

        // Declare a single-dimensional array of 5 integers
        int[] arr = new int[5];
        acceptRecord (arr);
        printRecord (arr);

    }

    Scanner sc = new Scanner (System.in);

    public static void acceptRecord (int [] arr) {
        Scanner sc = new Scanner (System.in);
        System.out.println("Enter 5 integers to update the array: ");
        for (int =0; karr.length; +++) {
            arr[] = sc.nextInt ();
        }
    }
}
```

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

```
package org.example.q1;
import java.util.Scanner;
public class Program3 {
    public static void main(String[] args) {
    // Declare a single-dimensional array of 5 integers
          int[] arr = new int [] {10, 20, 30, 40, 50};
          int max = findMax (arr);
int min = findMin (arr);
          System.out.println("Maximum value: " + max);
          System.out.println("Minimum value: " + min);
          public static int findMax(int[] arr) {
               int max = arr[0];
for (int i = 1; i < arr.length; i++) {
    if (arr[i] > max) {
                         max = arr[i];
               return max:
          public static int findMin(int[] arr) {
               int min = arr[0];
for (int i = 1; i < arr.length; i++) {
    if (arr[i] < min) {
        min = arr[i];
    }
}</pre>
               return min;
    }
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 Maximum value: 50
 Minimum value: 10
```

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

```
package org.example.q1;
import java.util.Set;
import java.util.HashSet;
public class Program4 {
    public static void main(String[] args) {
        int[] arr = {1, 2, 3, 2, 4, 5, 1};
        int[] uniqueArr = removeDuplicates(arr);
        System.out.println("Array after removing duplicates:");
        for (int num : uniqueArr) {
            System.out.print(num + " ");
        }
}
```

```
public static int[] removeDuplicates(int[] arr) {
    Set Integer > set = new HashSet <> ();
    for (int num : arr) {
        set.add(num);
    }
    return set.stream().mapToInt(Integer::intValue).toArray();
}

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Array after removing duplicates:
1 2 3 4 5
```

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

```
package org.example.q1;
import java.util.HashSet;
import java.util.Set;
public class Program5 {
       public static void main(String[] args) {
        int[] arr1 = {1, 2, 3, 4, 5};
int[] arr2 = {3, 4, 5, 6, 7};
        int[] intersection = findIntersection(arr1, arr2);
        System.out.println("Intersection of arrays:");
        for (int num : intersection) {
    System.out.print(num + " ");
    }
    public static int[] findIntersection(int[] arr1, int[] arr2) {
        Set<Integer> set1 = new HashSet<>();
for (int num : arr1) {
             set1.add(num);
        Set<Integer> intersection = new HashSet<>();
        for (int num : arr2)
             if (set1.contains(num)) {
                 intersection.add(num);
        return intersection.stream().mapToInt(Integer::intValue).toArray();
  Intersection of arrays:
```

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

```
package org.example.q1;
public class Program6 {
      public static void main(String[] args) {
       int[] arr = {1, 2, 4, 5}; // Assuming numbers from 1 to 5
       int missingNumber = findMissingNumber(arr, n);
       System.out.println("Missing number: " + missingNumber);
   }
   public static int findMissingNumber(int[] arr, int n) {
       int totalSum = n * (n + 1) / 2;
       int arraySum = 0;
       for (int num : arr) {
           arraySum += num;
       return totalSum - arraySum;
 terminated > Program6 [Java Application] C:\Ec
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.

```
package org.example.q1;
import java.util.Scanner;
public class Program7 {
        private int[] arr;
     // Constructor to initialize the array
     public Program7 (int size) {
         arr = new int[size];
     // Method to accept input from the user
     public void acceptRecord() {
          Scanner <u>scanner = new Scanner(System.in);</u>
          System.out.println("Enter " + arr.length + " integers to update the array:");
for (int i = 0; i < arr.length; i++) {</pre>
              arr[i] = scanner.nextInt();
     // Method to print the array
    public void printRecord() {
    System.out.println("Array contents:");
    for (int i = 0; i < arr.length; i++) {
        System.out.println("Index " + i + ": " + arr[i]);
}</pre>
     }
     public static void main(String[] args) {
          Program7 manager = new Program7 (5);
          manager.acceptRecord();
          manager.printRecord();

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  Enter 5 integers to update the array:
  Array contents:
  Index 0: 10
  Index 1: 20
  Index 2: 30
  Index 3: 40
  Index 4: 50
```

 $\textbf{8.} \ \ Modify the previous assignment to use getter and setter methods instead of \verb|acceptRecord| and \verb|printRecord|.\\$

```
package org.example.q1;
import java.util.Scanner;
public class Program8 {
        private int[] arr;
            // Constructor to initialize the array
            public Program8(int size) {
    arr = new int[size];
            // Getter for the array
            public int[] getArray() {
                return arr;
            // Setter for the array
            public void setArray(int[] arr) {
                 this.arr = arr;
            // Method to print the array
            public static void main(String[] args) {
    Program8 manager = new Program8(5);
                 Scanner scanner = new Scanner(System.in);
                 int[] newArray = new int[5];
System.out.println("Enter 5 integers to update the array:");
for (int i = 0; i < newArray.length; i++) {
    newArray[i] = scanner.nextInt();</pre>
                 manager.setArray(newArray);
```

- 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.

```
package org.example.q1;
public class Program9 {
        private boolean[][] seats;
            // Initialize the seating arrangement with a given number of rows and columns
           public Program9(int rows, int cols)
    seats = new boolean[rows][cols];
           // Book a seat to mark it as occupied
           return true; // Booking successful
                     } else {
                         System.out.println("Seat is already occupied.");
                         return false; // Booking failed
                } else {
                    System.out.println("Invalid seat number.");
                    return false; // Booking failed
            // Cancel a booking to mark a seat as available
           public boolean cancelBooking(int row, int col) {
               if (isValidSeat(row, col)) {
   if (seats[row][col]) {
      seats[row][col] = false;
      return true; // Cancellation successful
                         System.out.println("Seat is not occupied.");
                         return false; // Cancellation failed
                } else {
                    System.out.println("Invalid seat number.");
                    return false; // Cancellation failed
           // Check seat availability to determine if a specific seat is available
public boolean isSeatAvailable(int row, int col) {
                if (isValidSeat(row, col)) {
    return !seats[row][col];
                    System.out.println("Invalid seat number.");
return false; // Seat is not available
           // Display the current seating chart
           public void displaySeatingChart() {
                System.out.println();
```

```
\ensuremath{//} Check if the seat number is valid
               private boolean isValidSeat(int row, int col) {
    return row >= 0 && row < seats.length && col >= 0 && col < seats[row].length;</pre>
               public static void main(String[] args) {
   Program9 airplane = new Program9(5, 6); // Example with 5 rows and 6 columns
                    // Display the initial seating chart
airplane.displaySeatingChart();
                     // Book some seats
                     airplane.bookSeat(1, 2);
                     airplane.bookSeat(3, 4);
                     // Display the seating chart after booking
                     System.out.println("Seating Chart after booking:");
                     airplane.displaySeatingChart();
                     // Check seat availability
System.out.println("Is seat (1, 2) available? " + airplane.isSeatAvailable(1, 2));
System.out.println("Is seat (0, 0) available? " + airplane.isSeatAvailable(0, 0));
                     // Cancel a booking
airplane.cancelBooking(1, 2);
                     // Display the seating chart after cancellation
                     System.out.println("Seating Chart after cancellation:"); airplane.displaySeatingChart();

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