ArrayList Implementation

**import** java.util.Iterator;

**public** **class** MyArray {

**private** Object[] myArray;

**private** **int** position;

**public** MyArray(**int** size) {

**this**.myArray = **new** Object[size];

}

**public** **void** addElements(Object obj) {

**if** (position >= **this**.myArray.length) {

grow();

}

**this**.myArray[position]=obj;

position++;

}

**public** Object grow() {

Object[] temp =**this**. myArray;

myArray = **new** Object[size() \* 2];

**for**(**int** i=0;i<temp.length;i++) {

**this**.myArray[i]=temp[i];

}

**return** **null**;

}

**public** **int** size() {

**return** **this**.myArray.length;

}

**public** **void** getElements(**int** index) {

System.***out***.println(**this**.myArray[index]);

}

**public** **void** getAllElements() {

**for**(Object obj : myArray) {

System.***out***.println(obj);

}

}

**public** Iterator getObject() {

**return** **new** MyIterator();

}

**private** **class** MyIterator **implements** Iterator{

**int** tempvar;

@Override

**public** **boolean** hasNext() {

**return**((tempvar<position)? **true** :**false**);

}

@Override

**public** Object next() {

**return** myArray[tempvar++];

}

}

}

\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* main class \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*

**import** java.util.Iterator;

**public** **class** ArrayMain {

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

MyArray my = **new** MyArray(1);

my.addElements("prudhvi");

my.addElements("prudhvi");

// my.getAllElements();

Iterator r1 = my.getObject();

**while** (r1.hasNext()) {

System.***out***.println(r1.next());

}

}

}