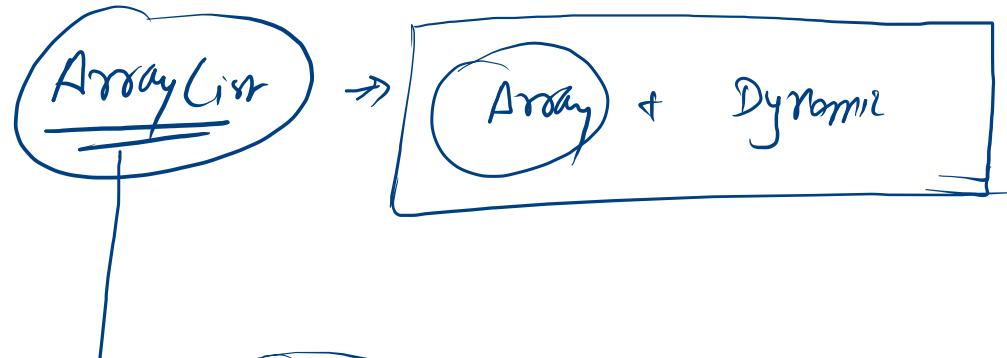


→ ArrayList ?

→ String Builder

→ String Builder vs String



Usage

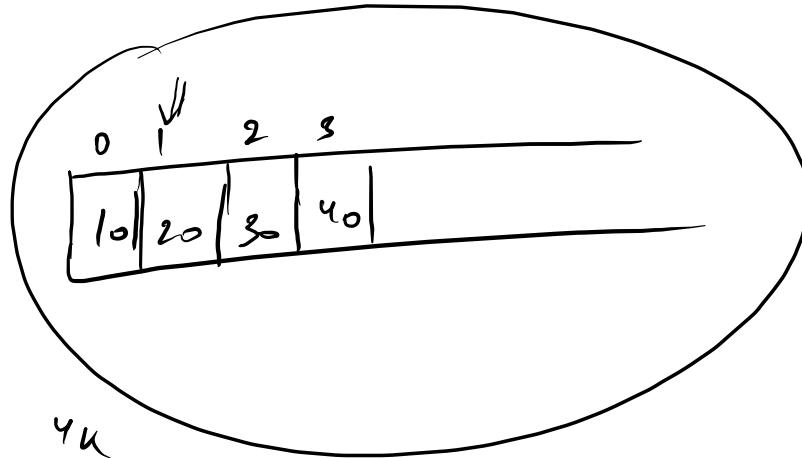
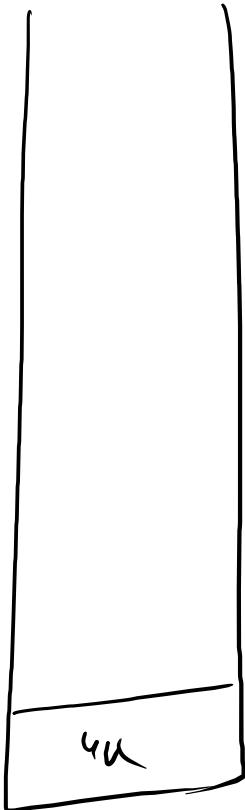
Declaration: `ArrayList< Type > list = new ArrayList<>();`

Generics

`int` → `Integer`
`float` → `Float`
`double` → `Double`
`boolean` → `Boolean`

ArrayList< Integer > `list = new ArrayList<>();`

list



set(-, -)

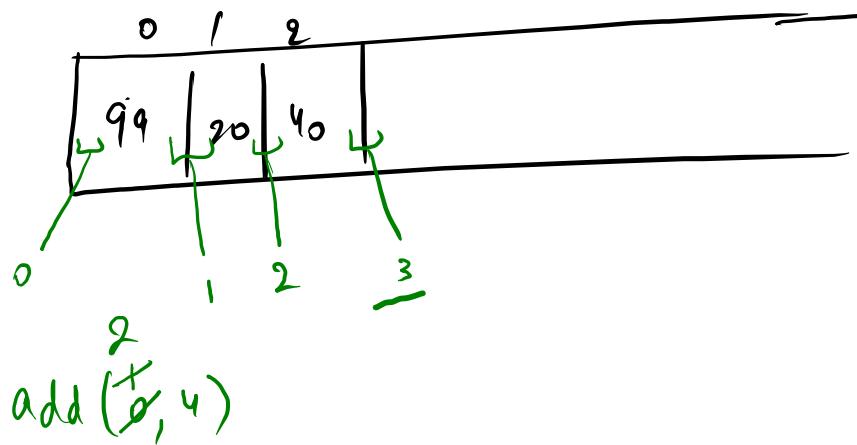
```
public static void main(String[] args) {  
    ArrayList<Integer> list = new ArrayList<>();  
    System.out.println(list);  
    list.add(10);  
    list.add(20);  
    list.add(30);  
    list.add(40);  
    System.out.println(list);  
}
```

add(val) → adds element at the end

remove(idx) → remove element according to idx

get(idx) → gets value @ idx

set(idx, val) → updates val @ idx } list



[]
[99 20 40]
val at 3 40
[99 20 40]
[99 20 40]

```
public static void main(String[] args) {  
    ArrayList<Integer> list = new ArrayList<>();  
    System.out.println(list);  
    list.add(10);  
    list.add(20);  
    list.add(30);  
    list.add(40);  
    System.out.println(list);  
  
    System.out.println("val at 3 : " + list.get(3));  
  
    list.remove(2);  
    System.out.println(list);  
  
    list.set(0, 99);  
    System.out.println(list);  
}
```

~~several
all points~~

0 1 2 3

3	12	13	15
---	----	----	----

prime

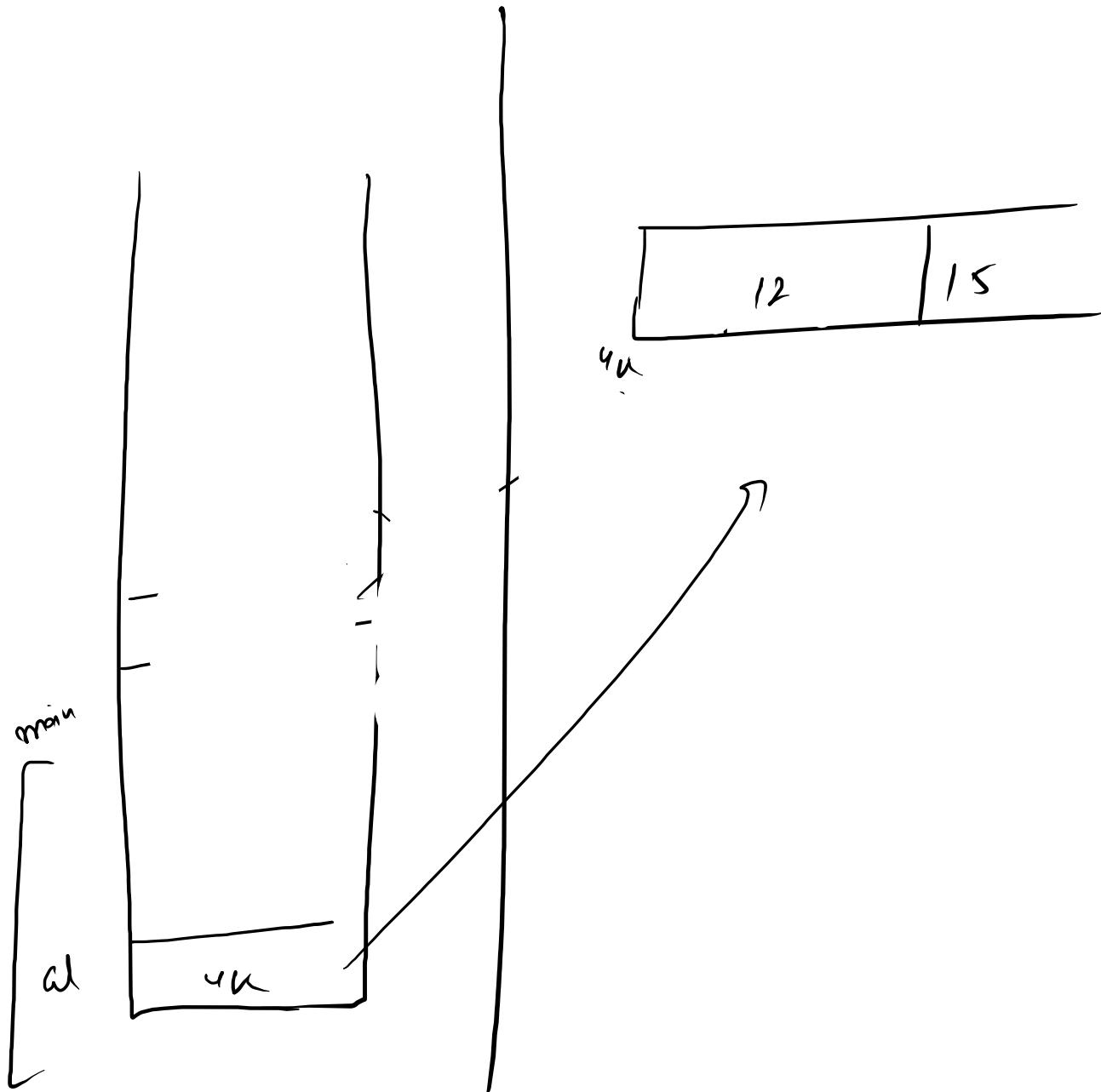
al. size()

✓

12	15
----	----

$n = 4$

(3 12 13 15)

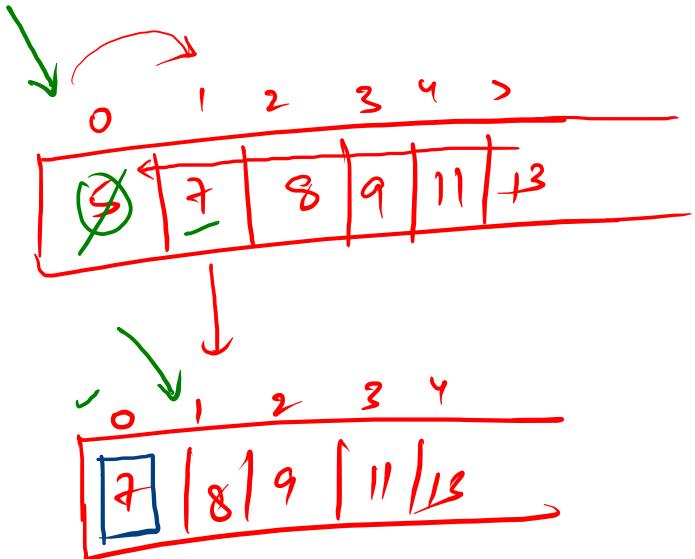


```

public static boolean isPrime(int val){
    for(int div = 2 ; div * div < val ; div++){
        if(val % div == 0){
            return false;
        }
    }
    return true;
}
public static void solution(ArrayList<Integer> al){
    for(int idx = 0 ; idx < al.size() ; idx++){
        int val = al.get(idx);
        if(isPrime(val)){
            al.remove(idx);
        }
    }
}
public static void main(String[] args) {
    Scanner scn = new Scanner(System.in);
    int n = scn.nextInt();
    ArrayList<Integer> al = new ArrayList<>();
    for(int i = 0 ; i < n; i++){
        al.add(scn.nextInt());
    }
    solution(al);
    System.out.println(al);
}

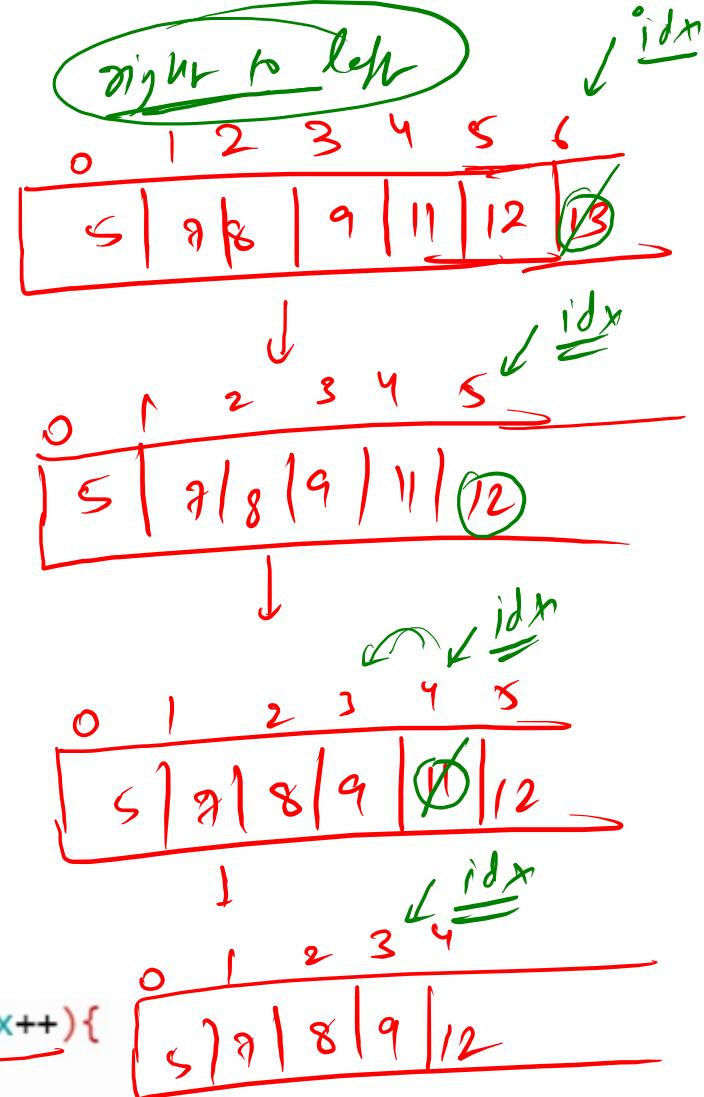
```

4
3 12 13 15



arraylist → left to right removed
elements skip

```
for(int idx = 0 ; idx < al.size() ; idx++){
    int val = al.get(idx);
    if(isPrime(val)){
        al.remove(idx);
    }
}
```

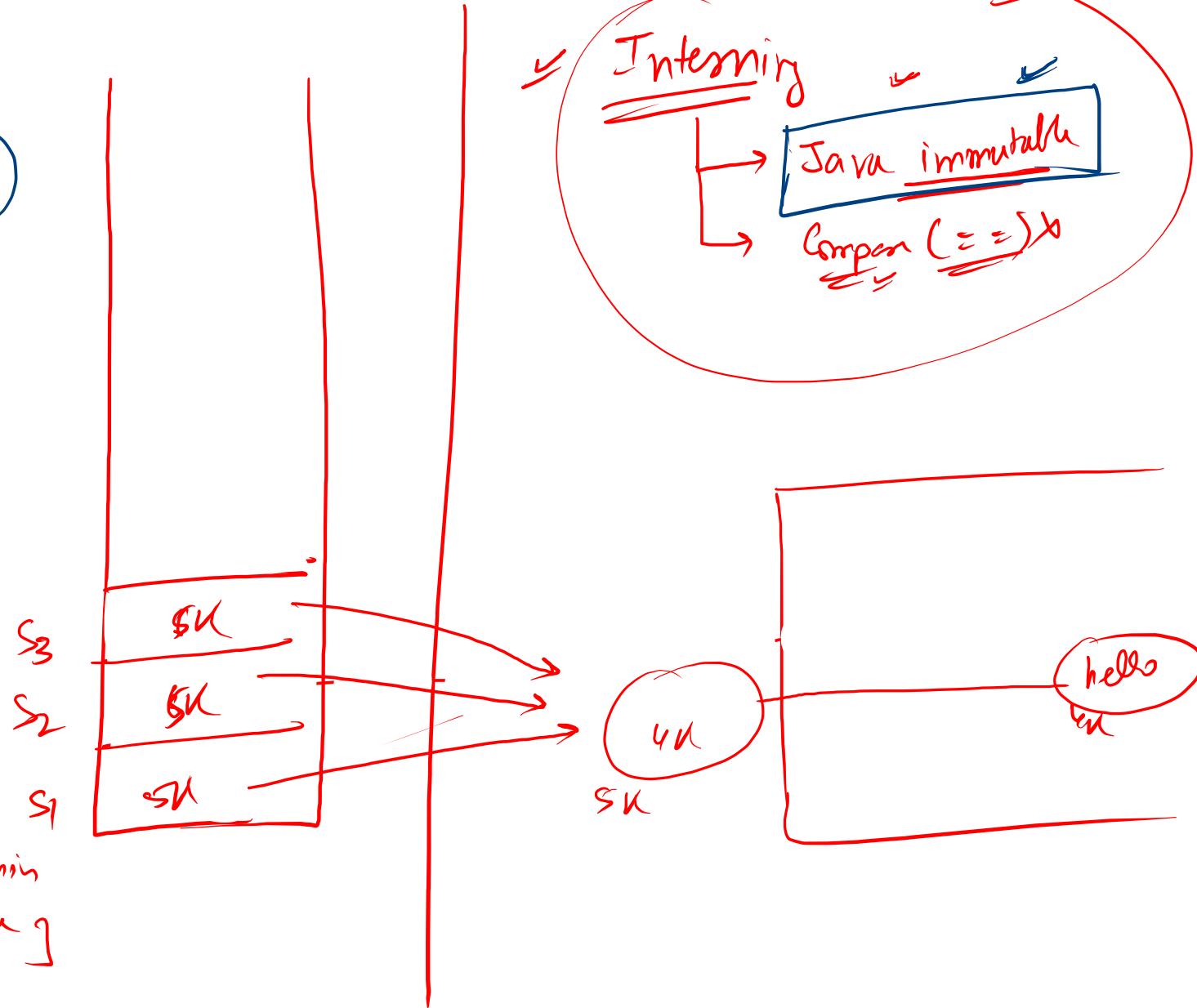


String

- String s₁ = "hello"; hello
- String s₂ = "hello"; hello
- String s₃ = s₂;

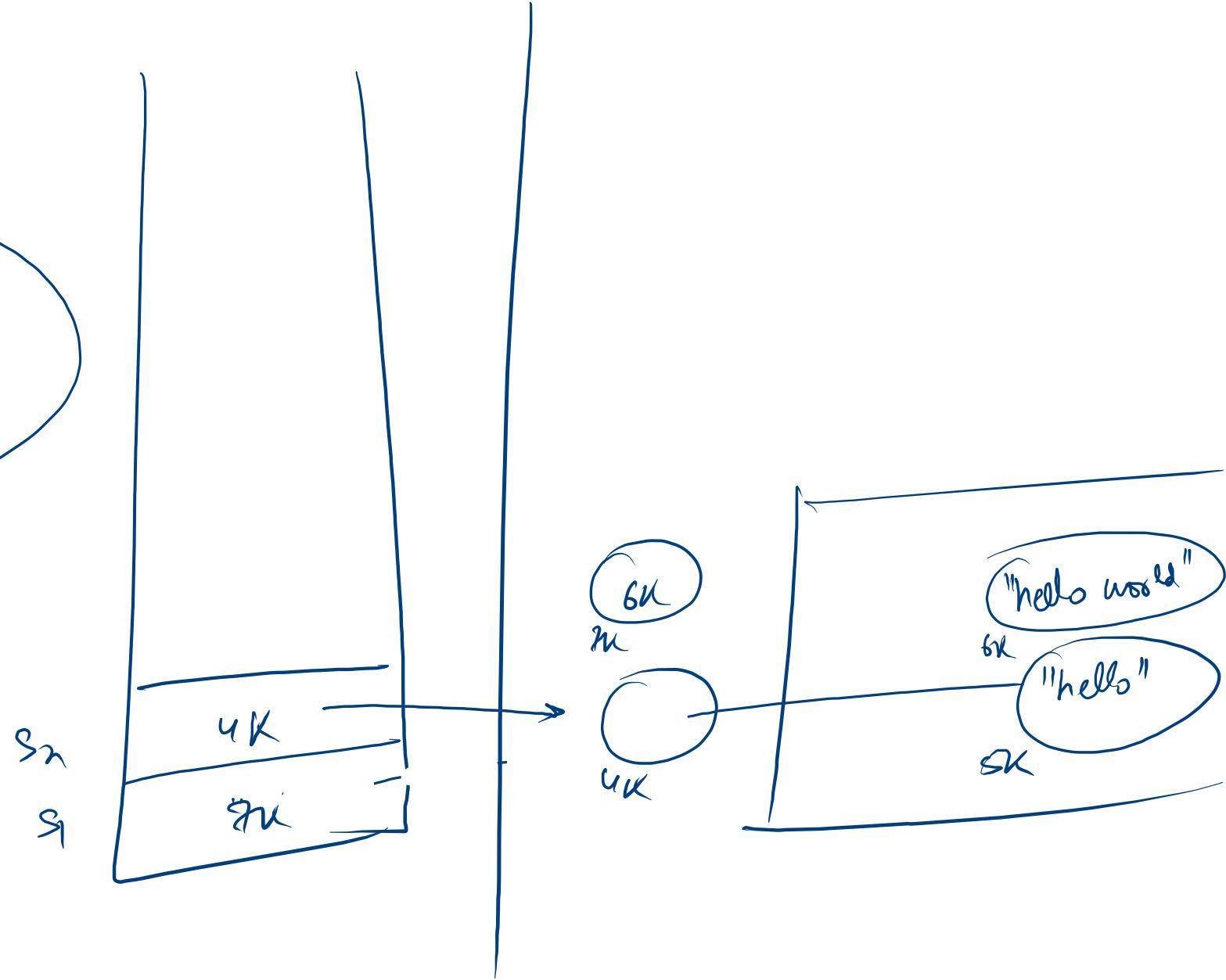
String → Intern pool
Memory sharing

[the , good morning
o , is , om , at]



\rightarrow String $s_1 = "hello"$
 \rightarrow String $s_2 = "hello";$
 $\underline{s_1 = s_1 + " world";}$

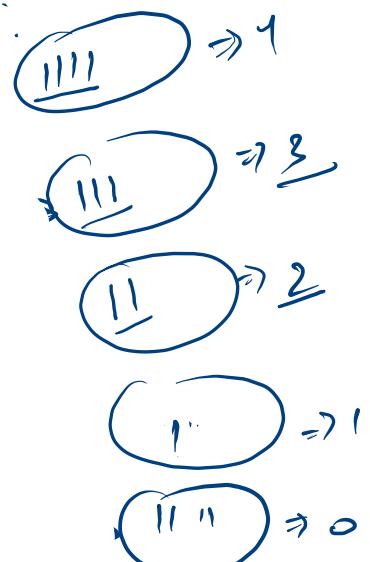
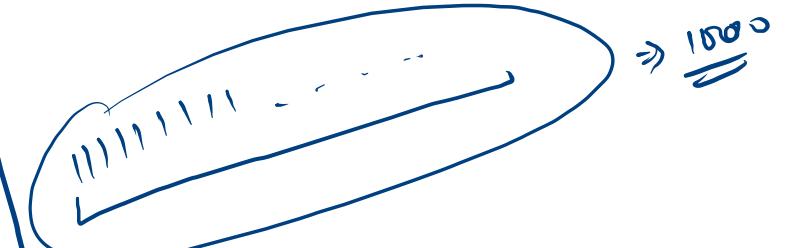
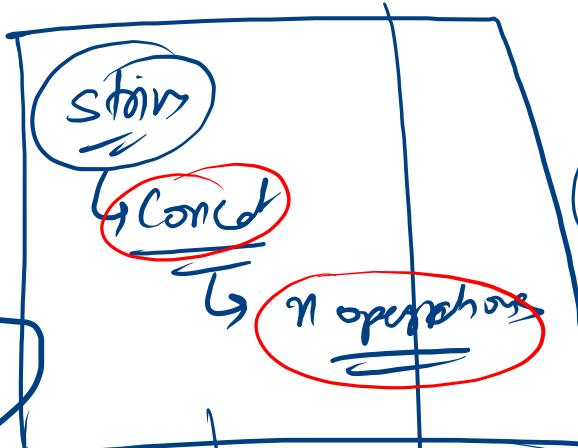
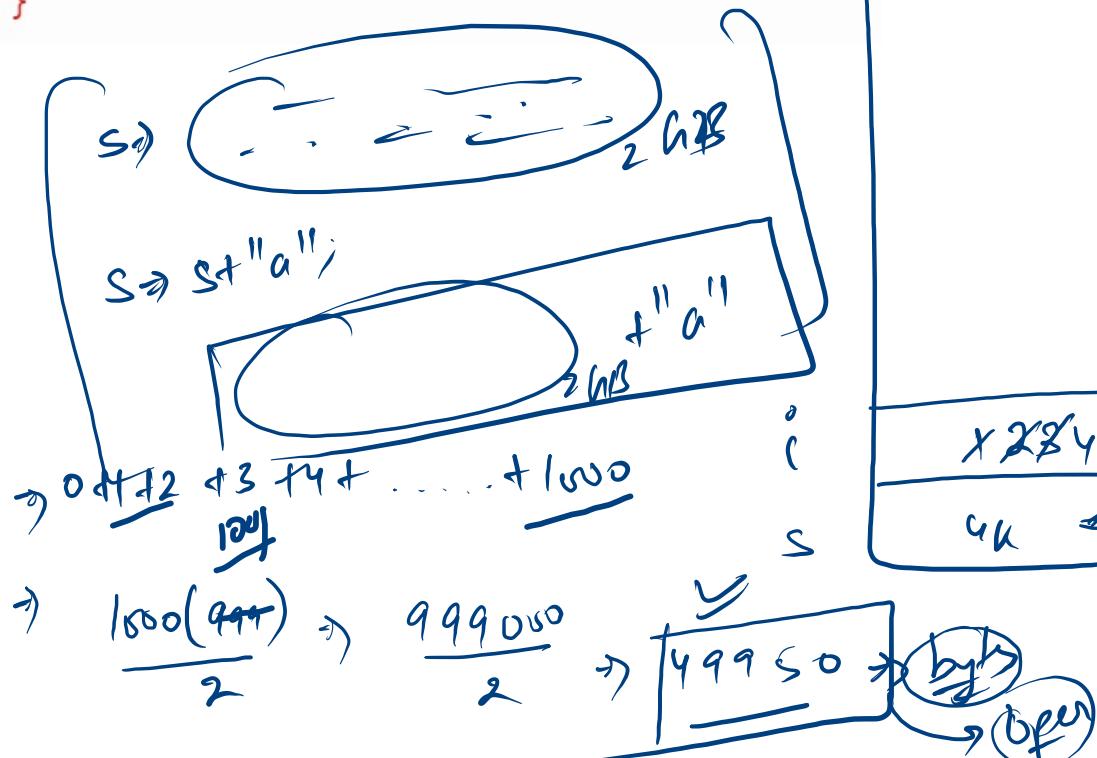
Any change in string
 ↳ will lead
 to new string

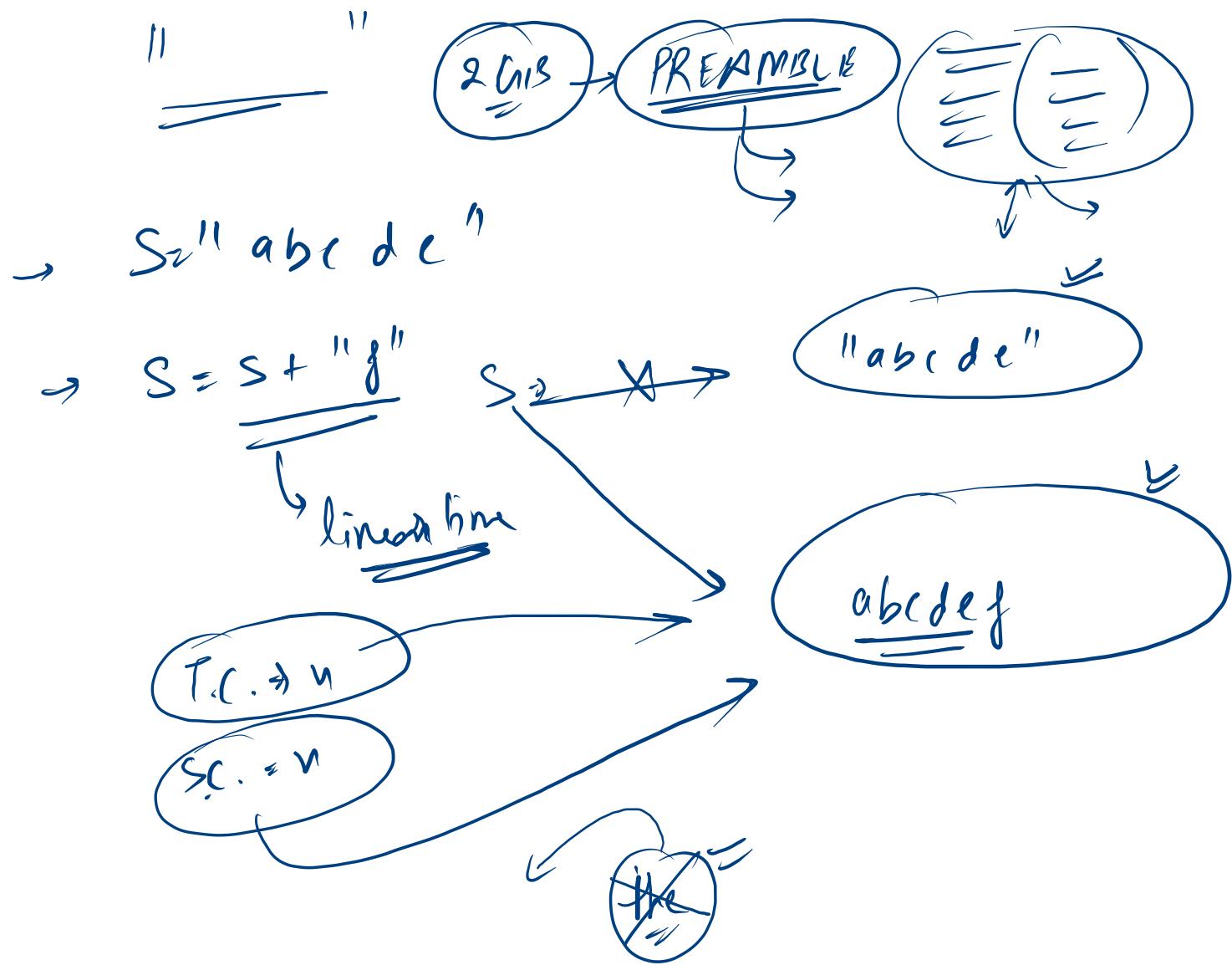


```

public class Main {
    public static void main(String[] args) {
        String s = "";
        for(int i = 1; i <= 1000; i++) {
            s = s + "1";
        }
        System.out.println(s);
    }
}

```





~~String s1 = "hello";~~

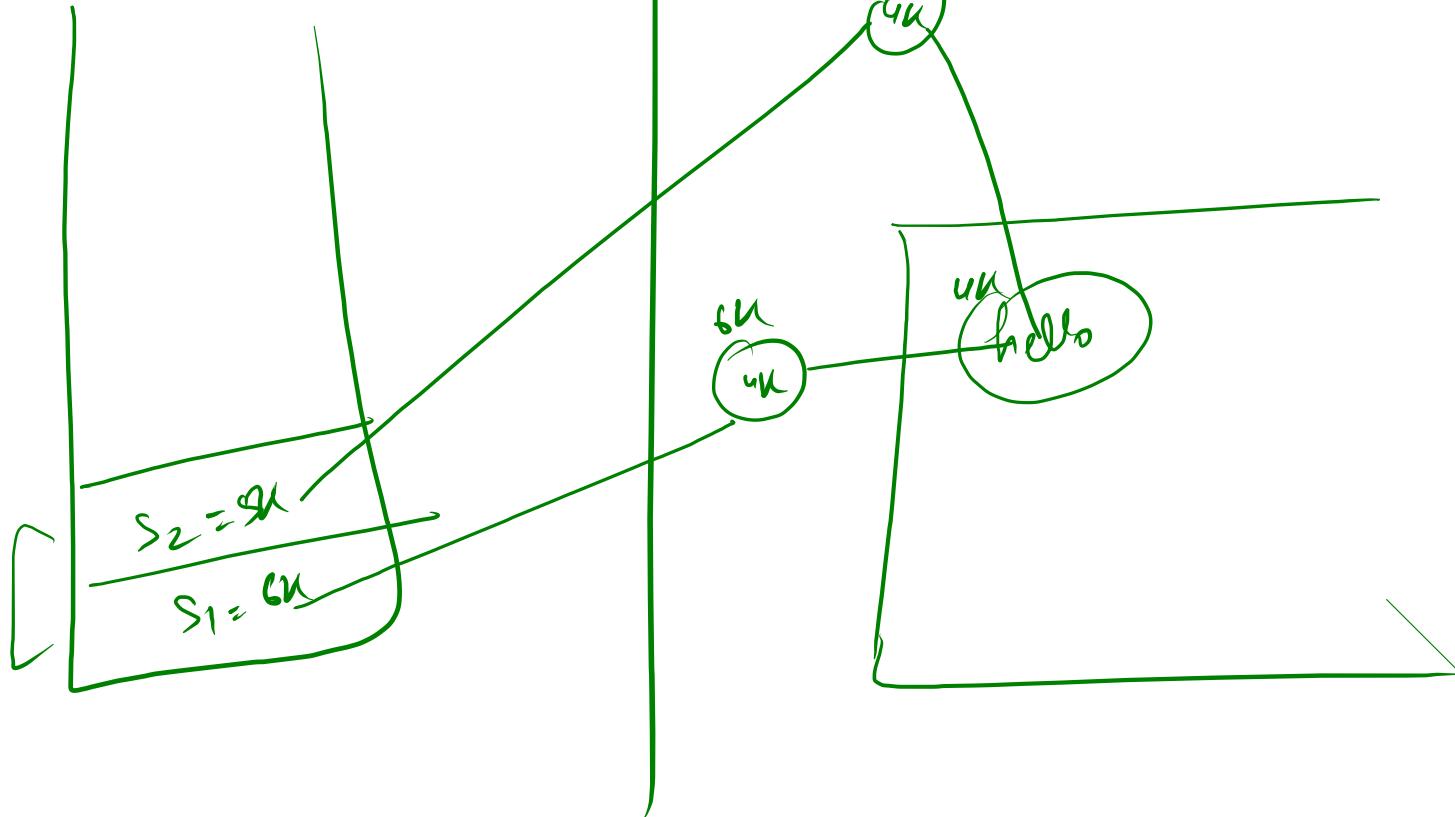
~~String s2 = new String("hello");~~

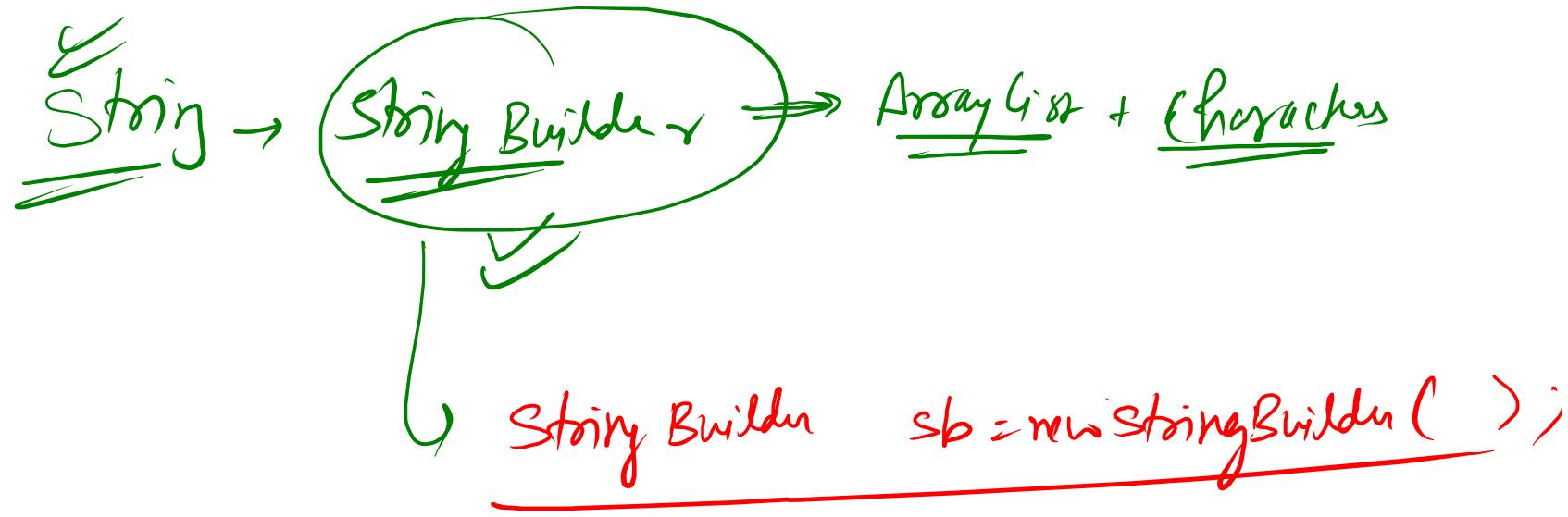
~~==> Program Stack~~

~~(sk) s1 == s2 (6u)~~

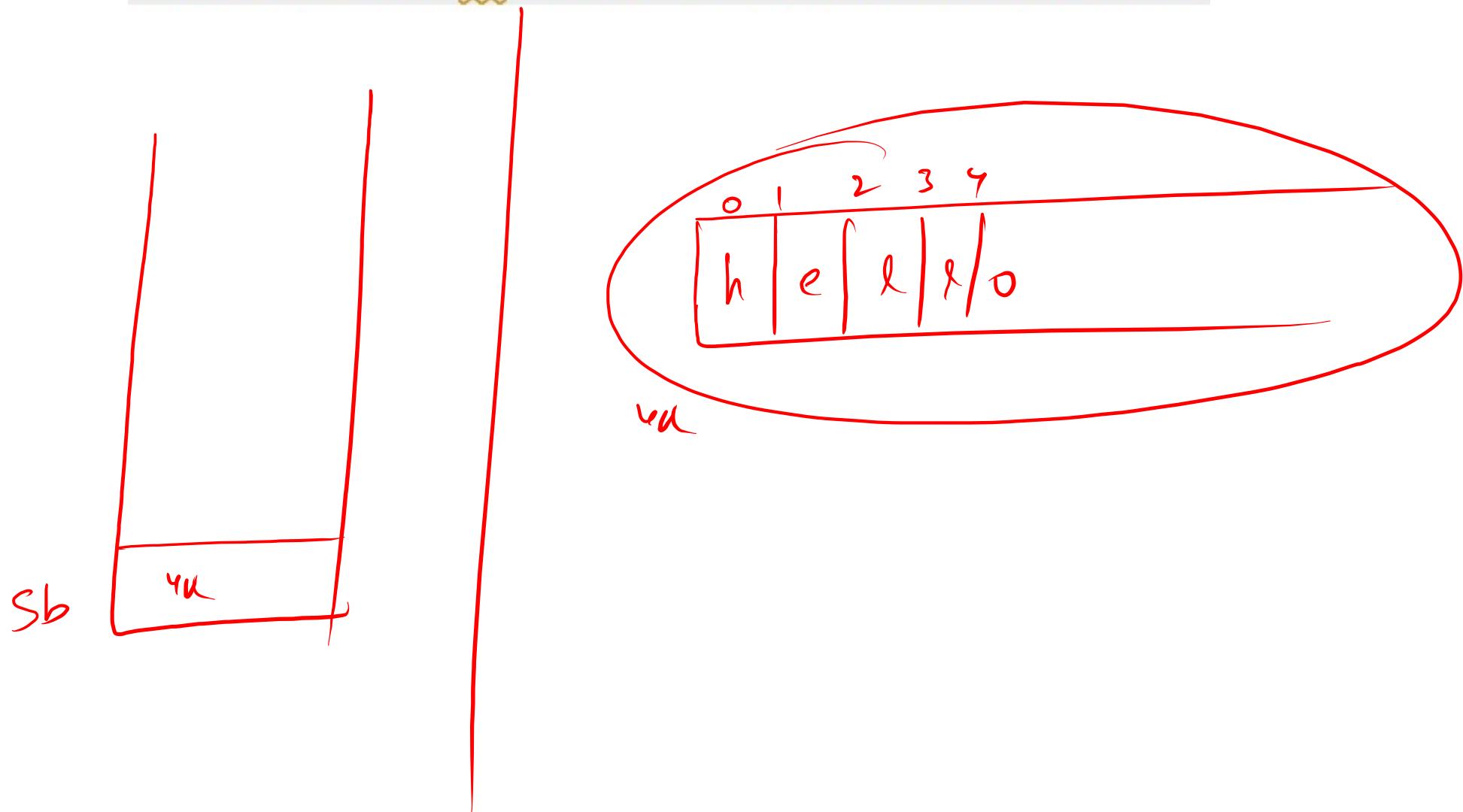
~~==> (false)~~

~~✓
s1.equals(s2) \rightarrow true
Program Stack
data ==>~~





```
StringBuilder sb = new StringBuilder("hello");
```



String

memory sharing

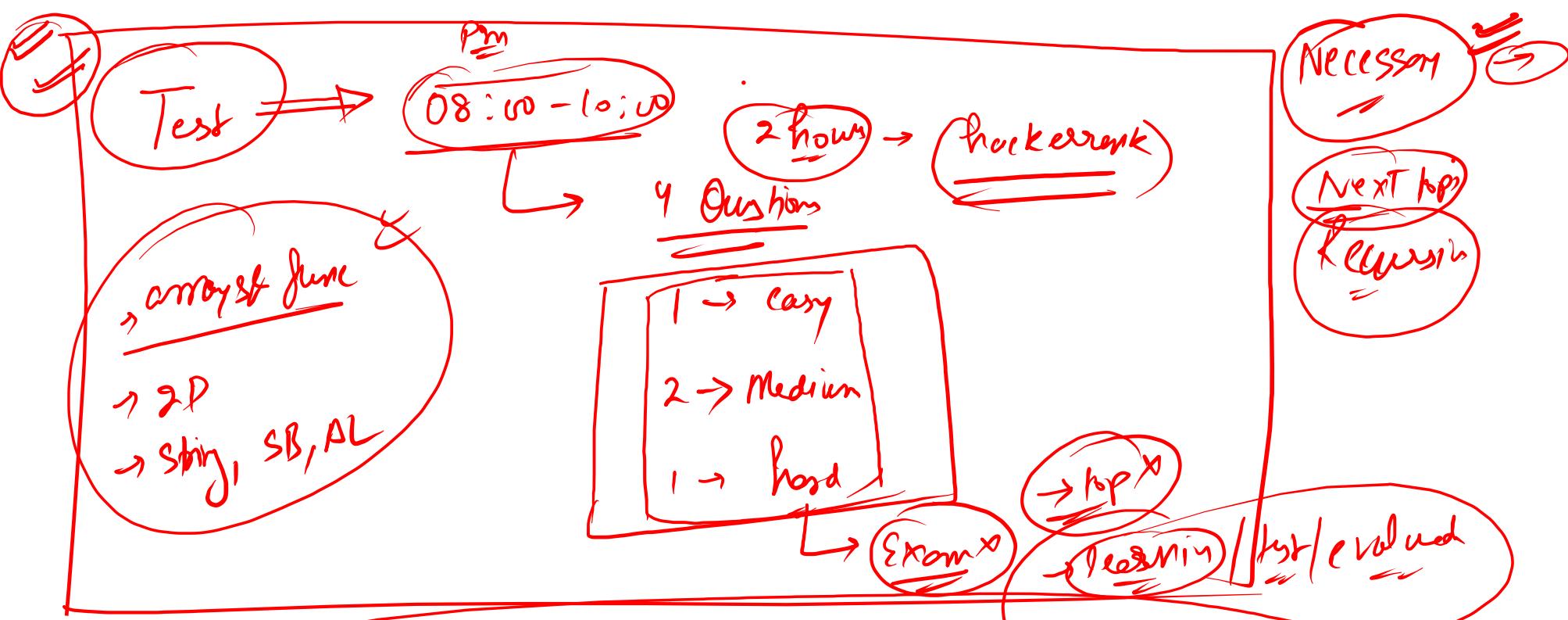
cost → cheap

immutable

String Builder

no memory sharing

Mutability



H.W. → redo all string questions with
 ↗ String Builder

