

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.

Ans –

```
package cdac.array_q1;
```

```
import java.util.Scanner;
```

```
public class Array {
```

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

```
        Scanner sc = new Scanner(System.in);
```

```
        int arr[] = new int[5];
```

```
        System.out.println("Default values of the array : ");
```

```
        for (int index = 0; index < arr.length; ++index) {
```

```
            System.out.println(arr[index] + " ");
```

```
        }
```

```
        System.out.println("Enter the 5 elements of array : "); // enter the  
elements
```

```
        for (int i = 0; i < arr.length; ++i) {
```

```
            arr[i] = sc.nextInt();
```

```
        }
```

```
        System.out.println("Updated values of array : "); // enter the elements
```

```
        for (int i = 0; i < arr.length; ++i) {
```

```

        System.out.print(arr[i] + " ");

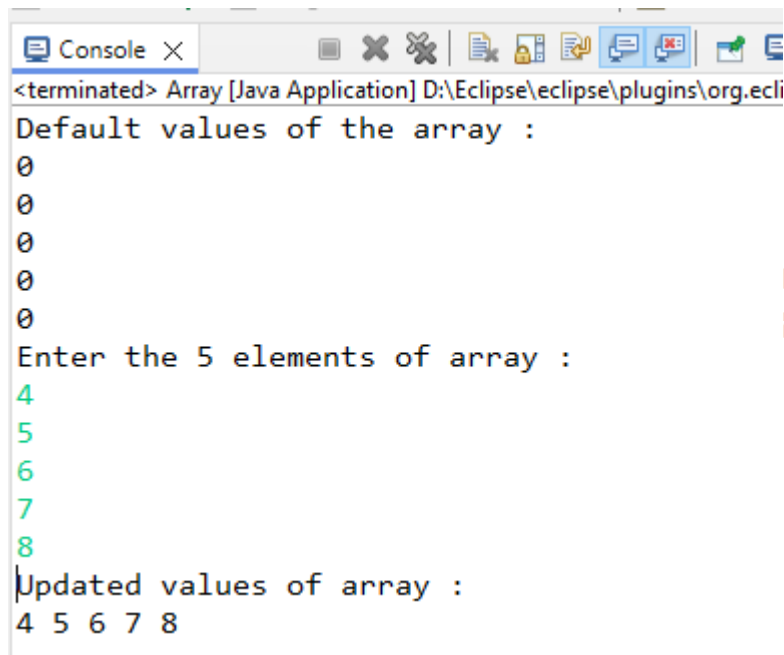
    }

    sc.close();

}

}

```



```

Console X
<terminated> Array [Java Application] D:\Eclipse\eclipse\plugins\org.ecli
Default values of the array :
0
0
0
0
0
Enter the 5 elements of array :
4
5
6
7
8
Updated values of array :
4 5 6 7 8

```

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.

Ans –

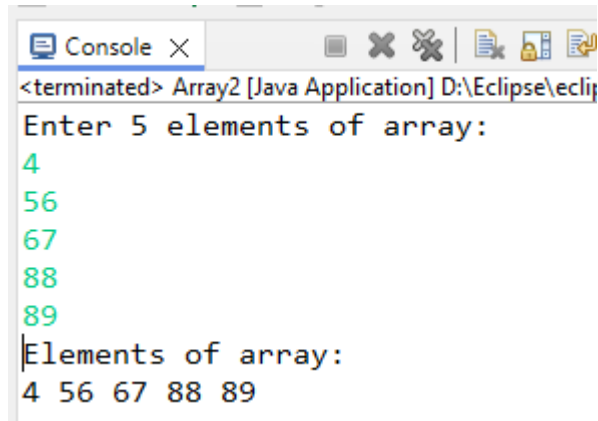
```
package cdac.array_q2;
```

```
import java.util.Scanner;
```

```
public class Array2 {
```

```
    Scanner sc = new Scanner(System.in);
```

```
public void acceptRecord(int[] arr) {  
  
    System.out.println("Enter 5 elements of array: ");  
  
    for (int i = 0; i < arr.length; i++) {  
  
        arr[i] = sc.nextInt();  
  
    }  
  
}  
  
public void printRecord(int[] arr) {  
  
    System.out.println("Elements of array: ");  
  
    for (int i = 0; i < arr.length; ++i) {  
  
        System.out.print(arr[i] + " ");  
  
    }  
  
}  
  
public static void main(String[] args) {  
  
    int arr[] = new int[5]; // array initialisation  
  
    Array2 a2 = new Array2(); // object of class is made to access methods and  
variables/fields of class  
  
    a2.acceptRecord(arr);  
  
    a2.printRecord(arr);  
  
}  
  
}
```



```
<terminated> Array2 [Java Application] D:\Eclipse\ecli
Enter 5 elements of array:
4
56
67
88
89
Elements of array:
4 56 67 88 89
```

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

Ans –

```
package cdac.array_q3;
```

```
public class Array3 {
```

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

```
//    int arr [] = {1, 2, 3, 4, 5};
```

```
        int arr[] = new int[5];
```

```
        arr[0] = 134;
```

```
        arr[1] = 25;
```

```
        arr[2] = 36;
```

```
        arr[3] = 445;
```

```
        arr[4] = 51;
```

```
        int max = arr[0];
```

```
int min = arr[0];

for (int i = 1; i < arr.length; ++i) {

    if (arr[i] > max) {

        max = arr[i];

    }

}

for (int i = 1; i < arr.length; ++i) {

    if (arr[i] < min) {

        min = arr[i];

    }

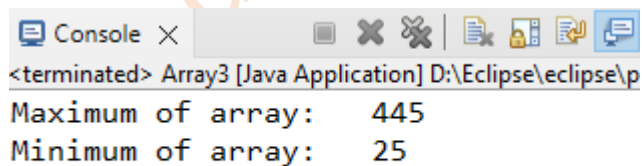
}

System.out.println("Maximum of array: " + max);

System.out.println("Minimum of array: " + min);

}

}
```



The screenshot shows the Eclipse IDE console window. The title bar reads "Console X" and the window content shows the output of a Java application named "Array3". The output consists of two lines: "Maximum of array: 445" and "Minimum of array: 25". The console window is located at the bottom of the IDE, and the application path is visible as "D:\Eclipse\eclipse\p".

```
<terminated> Array3 [Java Application] D:\Eclipse\eclipse\p
Maximum of array: 445
Minimum of array: 25
```

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

Ans-

```
package cdac_array_q4;
```

```
public class Array4 {
```

```
    int arr[] = { 23, 33, 45, 56, 45, 67, 23 };
```

```
    int count = 0;
```

```
    int newArr[] = new int[7];
```

```
    public void duplicateRemoval() {
```

```
        // To store unique elements in newArr after removing the duplicate  
        elements
```

```
        for (int i = 0; i < arr.length; i++) {
```

```
            int j;
```

```
            for (j = 0; j < count; j++) {
```

```
                if (arr[i] == newArr[j])
```

```
                    break;
```

```
            }
```

```
            if (j == count) {
```

```
                newArr[count] = arr[i];
```

```
                count++;
```

```
            }
```

```
        }
```

```
        // printing the elements of old arr array
```

```

        System.out.println("Elements of old array: ");

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

            System.out.println(arr[i] + " "); // it will print array

        }

        // printing the elements of newArr array

        System.out.println("Elements of new array: ");

        for (int i = 0; i < count; i++) {

            System.out.print(newArr[i] + " "); // it will print array

        }

    }

    public static void main(String[] args) {

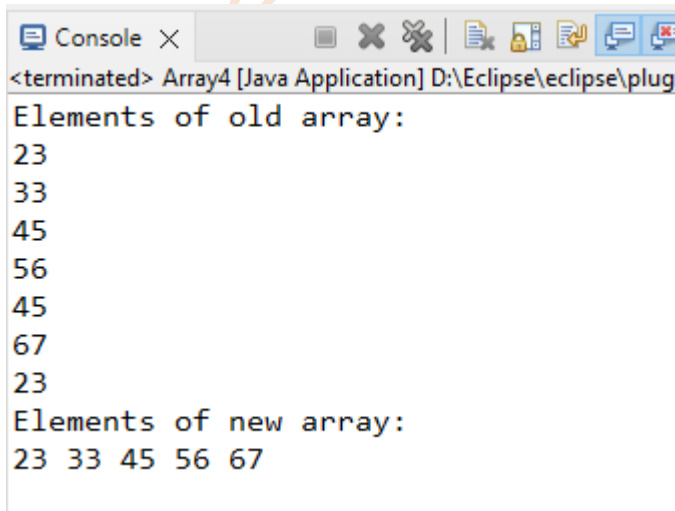
        Array4 a = new Array4();

        a.duplicateRemoval();

    }

}

```



```

<terminated> Array4 [Java Application] D:\Eclipse\eclipse\plug
Elements of old array:
23
33
45
56
45
67
23
Elements of new array:
23 33 45 56 67

```

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

Ans-

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

Ans-

```
package cdac.array_q6;
```

```
public class Array6 {
```

```
    public static int findMissingNumber(int[] arr, int n) {
```

```
        int totalSum = n * (n + 1) / 2; // calculate sum of all numbers from 1 to n
```

```
        int arrSum = 0; // initialized to store the sum of the numbers in array
```

```
        for (int i = 0; i < arr.length; ++i) { // loop goes through each
number(value) in array & add it to arrSum
```

```
            arrSum = arrSum + arr[i];
```

```
        }
```

```
        return totalSum - arrSum; // to find missing number we have to subtract
the sum of array from the
```

```
                                // extracted sum
```

```
    }
```

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

```
        int[] arr = { 1, 2, 4, 5 }; // array initialization
```

```
        int missingNumber = findMissingNumber(arr, 5); // method calling
```

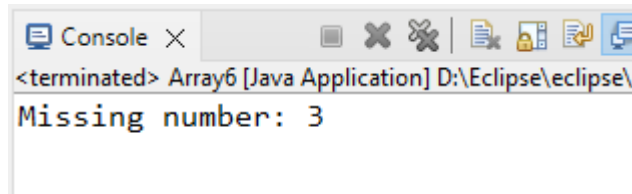
```
        System.out.println("Missing number: " + missingNumber);
```



```

    }
}

```



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.

Ans-

```
package cdac.array_q7;
```

```
import java.util.Scanner;
```

```
public class Array7 {
```

```
    int arr[] = new int[5]; // array declaration
```

```
    public Array7() {
```

```
        this.arr = arr; // assign the passed array to the instance variable arr.
```

```
    }
```

```
    Scanner sc = new Scanner(System.in);
```

```
    public void acceptRecord() {
```

```
        // allow user to input 5 elements and it assigns these elements to the array
```

```
        arr
```

```

        System.out.println("Enter 5 elements of array: ");

        for (int i = 0; i < arr.length; i++) { // loop starts at the first element (i = 0)
            and runs through all elements

                                                    //
            of the array until the last index. Inside the loop, to access each

                                                    //
            element of the array we use arr[i].

            arr[i] = sc.nextInt(); // take input from the user and store it in the
            array arr at position i

        }

    }

    public void printRecord() {

        // this method will will print output

        System.out.println("Elements of array: ");

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

            System.out.print(arr[i] + " "); // it will print array

        }

    }

    public static void main(String[] args) {

        Array7 a = new Array7(); // object of class is made to access methods and
        variables/fields of class

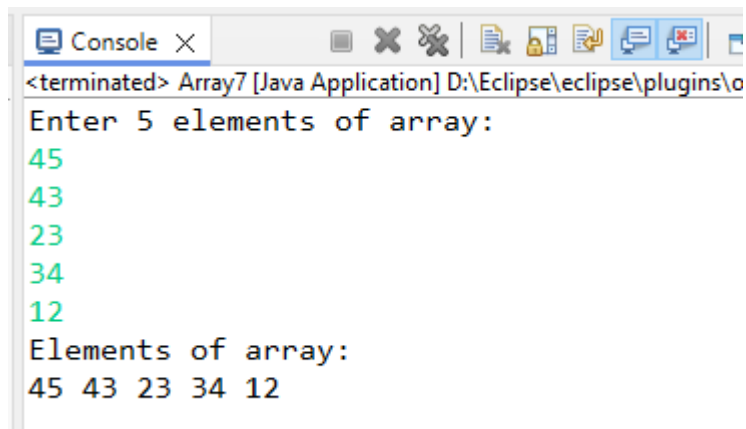
        a.acceptRecord(); // acceptRecord Method calling

        a.printRecord(); // printRecord Method calling

    }

```

}



```
<terminated> Array7 [Java Application] D:\Eclipse\eclipse\plugins\o
Enter 5 elements of array:
45
43
23
34
12
Elements of array:
45 43 23 34 12
```

8. Modify the previous assignment to use getter and setter methods instead of `acceptRecord` and `printRecord`.

Ans-

```
package cdac.array_q8;
```

```
import java.util.Scanner;
```

```
public class Array8 {
```

```
    private int arr[] = new int[5]; // array declaration
```

```
    public Array8() {
```

```
        int arr;
```

```
    }
```

```
    public Array8(int arr[]) {
```

```
        this.arr = arr;
```

```
    }
```

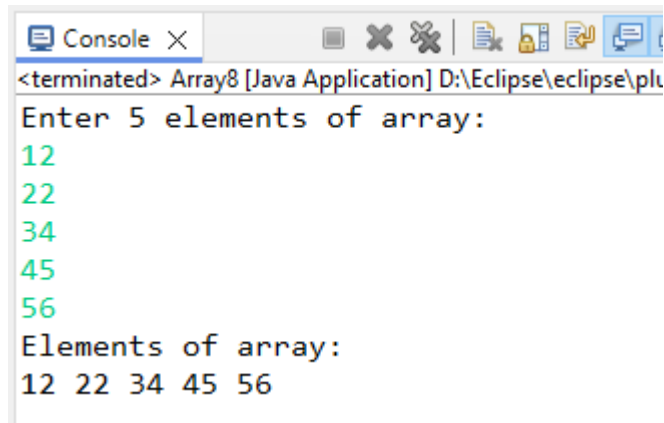
```
    private static Scanner sc = new Scanner(System.in);
```

```
public void setArray() {  
    System.out.println("Enter 5 elements of array: ");  
    for (int i = 0; i < arr.length; i++) {  
        arr[i] = sc.nextInt();  
    }  
}
```

```
public void getArray() {  
    int i = 0;  
    System.out.println("Elements of array: ");  
    for (i = 0; i < arr.length; ++i) {  
        System.out.print(arr[i] + " ");  
    }  
    // return this.arr[i];  
}
```

```
public static void main(String[] args) {  
    Array8 a = new Array8(); // object of class is made to access methods and  
    variables/fields of class  
    // System.out.println(a.setArray());  
    a.setArray();  
    a.getArray();  
}
```

```
}
```



```
<terminated> Array8 [Java Application] D:\Eclipse\eclipse\plu
Enter 5 elements of array:
12
22
34
45
56
Elements of array:
12 22 34 45 56
```

Questions left – 5 (intersection), 9

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.

Ans -