Program No.: 6

Write a program to create a vector to store the shopping list of items.

```
import java.io.*;
import java.util.*;
class Shop {
  public static void main(String args[]) {
      Vector list = new Vector();
      String str;
      int i, n, pos, ch = 0;
      DataInputStream b = new DataInputStream(System.in);
      do {
        System.out.println("Menu");
System.out.println("1.Create\n2.Add\n3.Delete\n4.Display\n5.Exit");
        System.out.println("Enter Your Choice: ");
        ch = Integer.parseInt(b.readLine());
        switch (ch) {
          case 1: {
            System.out.println("Enter the item to be added to the
list");
            str = b.readLine();
            list.addElement(str);
            System.out.println("Creating a List...");
          }
          case 2: {
            System.out.println("Enter an Item");
            str = b.readLine();
            System.out.println("Enter Position ");
            pos = Integer.parseInt(b.readLine());
            list.insertElementAt(str, pos - 1);
            break;
          case 3: {
            n = list.size();
            if (n == 0)
              System.out.println("List is Empty");
            else {
              System.out.println("Enter the item to be Deleted: ");
              str = b.readLine();
              list.removeElement(str);
            break;
          case 4: {
            int l = list.size();
            String s[] = new String[1];
```

Output:

```
D:\4th sem\Java\lab>java Shop
Menu
1.Create
2.Add
3.Delete
4.Display
5.Exit
Enter Your Choice:
Enter the item to be added to the list
Creating a List...
Menu
1.Create
2.Add
3.Delete
4.Display
5.Exit
Enter Your Choice:
Enter the item to be added to the list
Pen
Creating a List...
Menu
1.Create
2.Add
3.Delete
4.Display
5.Exit
Enter Your Choice:
Enter an Item
Box
Enter Position
```

```
Menu
1.Create
2.Add
3.Delete
4.Display
5.Exit
Enter Your Choice:
The items in the list are
Book
Box
Pen
Menu
1.Create
2.Add
3.Delete
4.Display
5.Exit
Enter Your Choice:
D:\4th sem\Java\lab>
```