• 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.demo1;
import java.util.Scanner;
public class array {
   public static void main(String[] args) {
         int[] numbers = new int[5];
         System.out.println("Default values of the array:");
         for (int i = 0; i < numbers.length; i++) {
               System.out.println("Element " + i + ": " + numbers[i]);
         }
         Scanner scanner = new Scanner(System.in);
         System.out.println("\nEnter 5 integer values:");
         for (int i = 0; i < numbers.length; i++) {
               System.out.print("Enter value for element " + i + ": ");
               numbers[i] = scanner.nextInt();
```

```
System.out.println("\nUpdated values of the array:");
for (int i = 0; i < numbers.length; i++) {
         System.out.println("Element " + i + ": " + numbers[i]);
}
scanner.close();
}</pre>
```

• 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.

```
}

public static void printRecord(int[] numbers) {
    System.out.println("\nCurrent values of the array:");
    for (int i = 0; i < numbers.length; i++) {
        System.out.println("Element " + i + ": " +
    numbers[i]);
    }
}

public static void main(String[] args) {
    int[] numbers = new int[5];
    acceptRecord(numbers);
    printRecord(numbers);
}
</pre>
```

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

```
-->>
  package org.example.demo1;

public class MaxMinArray {
    public static void main(String[] args) {
        int[] numbers = { 20, 5, 7, 8, 35, 12 };

        int max = numbers[0];
        int min = number
```

```
for (int number : numbers) {
      if (number > max) {
           max = number;
      }
      if (number < min) {
           min = number;
      }
    }
    System.out.println("Maximum value: " + max);
    System.out.println("Minimum value: " + min);
}</pre>
```

• Write a program to remove duplicate elements from a singledimensional array of integers.

```
-->>
package org.example.demo1;

import java.util.Arrays;

public class RemoveDuplicates {
    public static void main(String[] args) {
        int[] numbers = { 10, 20, 10, 30, 40, 30, 50 };
        Arrays.sort(numbers);
```

```
int[] uniqueNumbers = new int[numbers.length];
    int j = 0;
    uniqueNumbers[j++] = numbers[0];

for (int i = 1; i < numbers.length; i++) {
        if (numbers[i] != numbers[i - 1]) {
            uniqueNumbers[j++] = numbers[i];
        }
    }
}

System.out.println("Array after removing duplicates:");
    for (int i = 0; i < j; i++) {
        System.out.print(uniqueNumbers[i] + " ");
    }
}</pre>
```

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

```
-->>
package org.example.demo1;

import java.util.HashSet;

public class ArrayIntersection {
    public static void main(String[] args) {
        int[] array1 = { 1, 2, 3, 4, 5 };
        int[] array2 = { 3, 4, 5, 6, 7 };

        HashSet<Integer> set = new HashSet<>();
        System.out.println("Intersection of arrays:");

        for (int value : array1) {
            set.add(value);
        }
```

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

```
package org.example.demo1;

public class MissingNumber {
    public static void main(String[] args) {
        int[] numbers = { 1, 2, 3, 5, 6 };

        int N = numbers.length + 1;
        int sumOfN = N * (N + 1) / 2;
        int sumOfArray = 0;

        for (int number : numbers) {
            sumOfArray += number;
        }

        int missingNumber = sumOfN - sumOfArray;
        System.out.println("Missing number: " +
        missingNumber);
        }
}
```

• 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.demo1;
import java.util.Scanner;
public class ArrayOperations {
      private int∏ numbers;
      public ArrayOperations(int size) {
            numbers = new int[size];
      }
      public void acceptRecord() {
            Scanner scanner = new Scanner(System.in);
            System.out.println("Enter" + numbers.length + "
integers:");
            for (int i = 0; i < numbers.length; i++) {
                  numbers[i] = scanner.nextInt();
            }
      }
      public void printRecord() {
            System.out.println("Array contents:");
            for (int number : numbers) {
                  System.out.println(number);
            }
      }
      public static void main(String[] args) {
            ArrayOperations arrayOps = new
ArrayOperations(5);
            arrayOps.acceptRecord();
            arrayOps.printRecord();
      }
}
```

Modify the previous assignment to use getter and setter methods

```
instead of acceptRecord and printRecord.
   package org.example.demo1;
   import java.util.Scanner;
   public class ArrayOperationsWithGetterSetter {
         private int∏ numbers;
         public ArrayOperationsWithGetterSetter(int size) {
               numbers = new int[size];
         }
         public void setNumbers() {
               Scanner scanner = new Scanner(System.in);
               System.out.println("Enter" + numbers.length + "
  integers:");
              for (int i = 0; i < numbers.length; i++) {
                    numbers[i] = scanner.nextInt();
               }
         }
         public int[] getNumbers() {
               return numbers:
         }
         public static void main(String[] args) {
              ArrayOperationsWithGetterSetter arrayOps = new
   ArrayOperationsWithGetterSetter(5);
               arrayOps.setNumbers();
               System.out.println("Array contents:");
              for (int number : arrayOps.getNumbers()) {
                    System.out.println(number);
              }
         }
  }
```

- 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.demo1;
import java.util.Scanner;
public class AirplaneSeating {
      private boolean∏∏ seats;
      public AirplaneSeating(int rows, int cols) {
            seats = new boolean[rows][cols];
      }
      public void bookSeat(int row, int col) {
            if (!seats[row][col]) {
                  seats[row][col] = true;
                  System.out.println("Seat (" + row + ", " + col + ")
booked.");
            } else {
                  System.out.println("Seat already booked.");
      }
```

```
public void cancelBooking(int row, int col) {
            if (seats[row][col]) {
                   seats[row][col] = false;
                  System.out.println("Booking for seat (" + row + ", " +
col + ") canceled.");
            } else {
                   System.out.println("Seat was not booked.");
            }
      }
      public boolean checkAvailability(int row, int col) {
            return !seats[row][col];
      }
      public void displaySeatingChart() {
            System.out.println("Seating chart:");
            for (int i = 0; i < seats.length; i++) {
                   for (int j = 0; j < seats[i].length; <math>j++) {
                         System.out.print(seats[i][j]?"[X]":"[0]");
                  System.out.println();
            }
      }
      public static void main(String[] args) {
            AirplaneSeating airplane = new AirplaneSeating(5, 4);
            Scanner scanner = new Scanner(System.in);
            airplane.bookSeat(2, 3);
            airplane.cancelBooking(2, 3);
            airplane.displaySeatingChart();
            System.out.println("Check if seat (1, 1) is available: " +
airplane.checkAvailability(1, 1));
}
```