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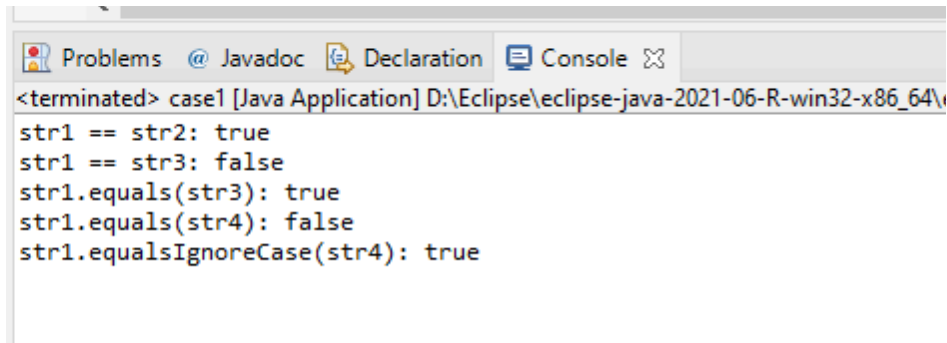
**Week 3 Assignment**

**1. Mention the result for the mentioned statements using strings.**

```
public class StringComparisonExample {  
    public static void main(String[] args) {  
        // String literals (pooled)  
        String str1 = "Hello";  
        String str2 = "Hello";  
  
        // New String objects (not pooled)  
        String str3 = new String("Hello");  
        String str4 = new String("hello");  
  
        // Using ==  
        System.out.println("str1 == str2: " + (str1 == str2));  
        System.out.println("str1 == str3: " + (str1 == str3));  
        // Using equals()  
        System.out.println("str1.equals(str3): " + str1.equals(str3));  
        System.out.println("str1.equals(str4): " + str1.equals(str4));  
        // Using equalsIgnoreCase()  
        System.out.println("str1.equalsIgnoreCase(str4): " + str1.equalsIgnoreCase(str4));  
    }  
}
```

**Output:**

```
str1 == str2: true  
str1 == str3: false  
str1.equals(str3): true  
str1.equals(str4): false  
str1.equalsIgnoreCase(str4): true
```

A screenshot of the Eclipse IDE's console window. The window has tabs for 'Problems', 'Javadoc', 'Declaration', and 'Console'. The 'Console' tab is active, showing the output of a Java application. The output consists of five lines of text: 'str1 == str2: true', 'str1 == str3: false', 'str1.equals(str3): true', 'str1.equals(str4): false', and 'str1.equalsIgnoreCase(str4): true'. The console title bar indicates the application is 'case1 [Java Application]' and the file path is 'D:\Eclipse\eclipse-java-2021-06-R-win32-x86\_64\'.

```
<terminated> case1 [Java Application] D:\Eclipse\eclipse-java-2021-06-R-win32-x86_64\
str1 == str2: true
str1 == str3: false
str1.equals(str3): true
str1.equals(str4): false
str1.equalsIgnoreCase(str4): true
```

## 2. Mention the result for the statements using integers.

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

//Mention what's the result in 1, 2, 3,4 and 5

// Primitive int

```
int int1 = 100;
```

```
int int2 = 100;
```

// Integer objects

```
Integer intObj1 = 100;
```

```
Integer intObj2 = 100;
```

```
Integer intObj3 = new Integer(100);
```

```
Integer intObj4 = new Integer(200);
```

// Using == with primitive int

```
System.out.println("int1 == int2: " + (int1 == int2));
```

// Using == with Integer objects (within -128 to 127 range)

```
System.out.println("intObj1 == intObj2: " + (intObj1 == intObj2));
```

// Using == with Integer objects (new instance)

```
System.out.println("intObj1 == intObj3: " + (intObj1 == intObj3));
```

// Using equals() with Integer objects

```
System.out.println("intObj1.equals(intObj3): " + intObj1.equals(intObj3));
```

```

        System.out.println("intObj1.equals(intObj4): " + intObj1.equals(intObj4));
    }
}

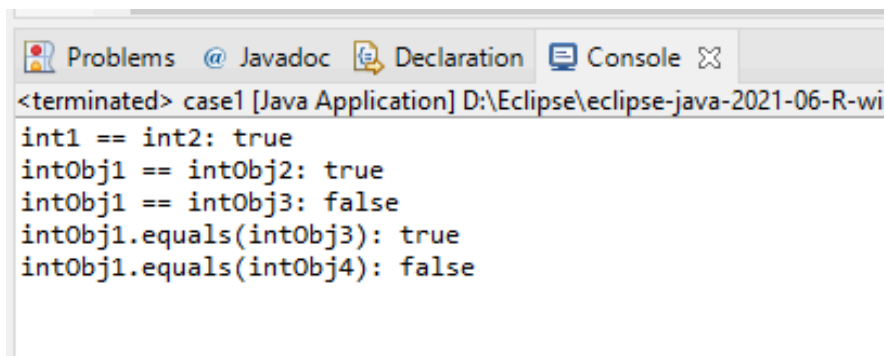
```

### Output:

```

int1 == int2: true
intObj1 == intObj2: true
intObj1 == intObj3: false
intObj1.equals(intObj3): true
intObj1.equals(intObj4): false

```



### 3. Mention how Basic I/O resources are getting closed and the difference that you implemented earlier in the code - copyBytes.java

```

import java.io.BufferedReader;
import java.io.FileReader;
import java.io.IOException;

```

```

public class TryWithResourcesExample {
//Eliminating finally block to close resources.

```

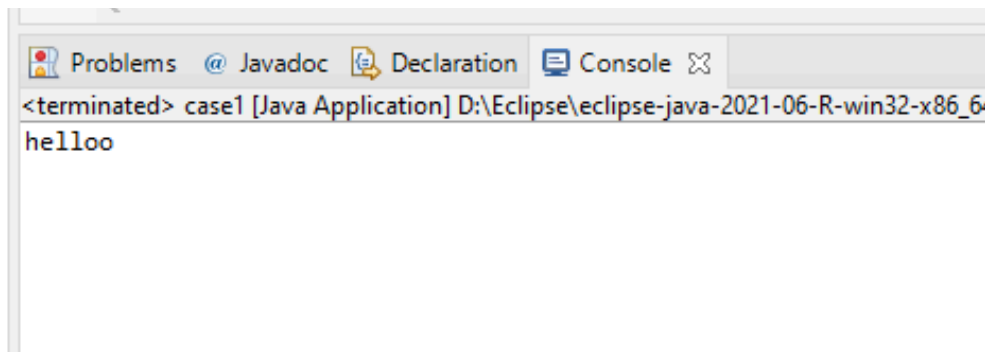
```

    public static void main(String[] args) {
        // File path (adjust the path as needed)
        String filePath = "D:\\Training\\sample.txt";
    }
}

```

```
// Traditional try-with-resources block
try (BufferedReader reader = new BufferedReader(new FileReader(filePath))) {
    String line;
    while ((line = reader.readLine()) != null) {
        System.out.println(line);
    }
} catch (IOException e) {
    e.printStackTrace();
}
}
```

### Output:



### How Basic I/O Resources Are Getting Closed:

#### 1. Automatic Resource Management:

- In the TryWithResourcesExample, the BufferedReader (which wraps the FileReader) is declared inside the parentheses of the try statement.
- Java ensures that the BufferedReader is automatically closed at the end of the try block, even if an exception occurs.
- This eliminates the need for an explicit finally block to close the resource.

### Difference Compared to copyBytes.java:

#### 1. Manual Resource Management:

- In copyBytes.java, the FileInputStream and FileOutputStream are manually closed in the finally block.
- This approach requires explicitly checking if the resource is not null before closing it.
- The finally block is essential here to ensure that the resources are closed, whether or not an exception occurs.

## 2. Simplification with Try-With-Resources:

- In the TryWithResourcesExample, the try-with-resources statement handles closing automatically, leading to cleaner, more readable code.
- There is no need for a finally block or null checks.
- It reduces the potential for resource leaks, which can occur if an exception is thrown and the resource-closing code is missed in a manual approach.

## 4.Mention the order for 1,2 and 3 using collections

```
import java.util.HashSet;
```

```
import java.util.LinkedHashSet;
```

```
import java.util.Set;
```

```
import java.util.TreeSet;
```

```
public class SetExample {
```

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

```
        // Set 1. What's the order of elements?
```

```
        Set<String> hashSet = new HashSet<>();
```

```
        hashSet.add("Banana");
```

```
        hashSet.add("Apple");
```

```
        hashSet.add("Orange");
```

```
        hashSet.add("Grapes");
```

```
        System.out.println("HashSet: " + hashSet);
```

```
        // LinkedHashSet 2. What's the order of elements ?
```

```
Set<String> linkedHashSet = new LinkedHashSet<>();  
linkedHashSet.add("Banana");  
linkedHashSet.add("Apple");  
linkedHashSet.add("Orange");  
linkedHashSet.add("Grapes");
```

```
System.out.println("LinkedHashSet: " + linkedHashSet);
```

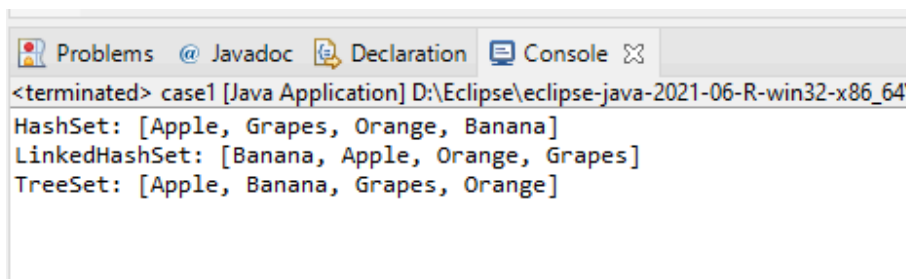
```
// TreeSet 1. What's the order of elements ?
```

```
Set<String> treeSet = new TreeSet<>();  
treeSet.add("Banana");  
treeSet.add("Apple");  
treeSet.add("Orange");  
treeSet.add("Grapes");
```

```
System.out.println("TreeSet: " + treeSet);
```

```
}  
}
```

## Output:

A screenshot of the Eclipse IDE's console window. The window has tabs for 'Problems', 'Javadoc', 'Declaration', and 'Console'. The 'Console' tab is active, showing the output of a Java application. The output text is: '<terminated> case1 [Java Application] D:\Eclipse\eclipse-java-2021-06-R-win32-x86\_64' followed by three lines: 'HashSet: [Apple, Grapes, Orange, Banana]', 'LinkedHashSet: [Banana, Apple, Orange, Grapes]', and 'TreeSet: [Apple, Banana, Grapes, Orange]'.

```
<terminated> case1 [Java Application] D:\Eclipse\eclipse-java-2021-06-R-win32-x86_64'  
HashSet: [Apple, Grapes, Orange, Banana]  
LinkedHashSet: [Banana, Apple, Orange, Grapes]  
TreeSet: [Apple, Banana, Grapes, Orange]
```

### 1. HashSet:

- Order of Elements: Unordered.
- HashSet does not guarantee any specific order of elements. The elements may appear in a seemingly random order depending on the hash codes and the internal hashing mechanism.
- Example Output: HashSet: **[Apple, Grapes, Orange, Banana]**

## 2. **LinkedHashSet:**

- Order of Elements: Insertion Order.
- LinkedHashSet maintains the order in which elements are inserted. The elements will appear in the order they were added to the set.
- Example Output: LinkedHashSet: **[Banana, Apple, Orange, Grapes]**

## 3. **TreeSet:**

- Order of Elements: Sorted Order.
- TreeSet sorts the elements according to their natural ordering (alphabetical order for strings). It maintains elements in ascending order.
- Example Output: TreeSet: **[Apple, Banana, Grapes, Orange]**