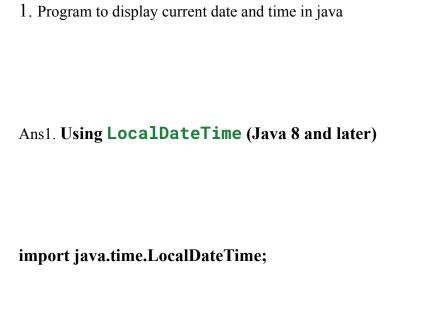
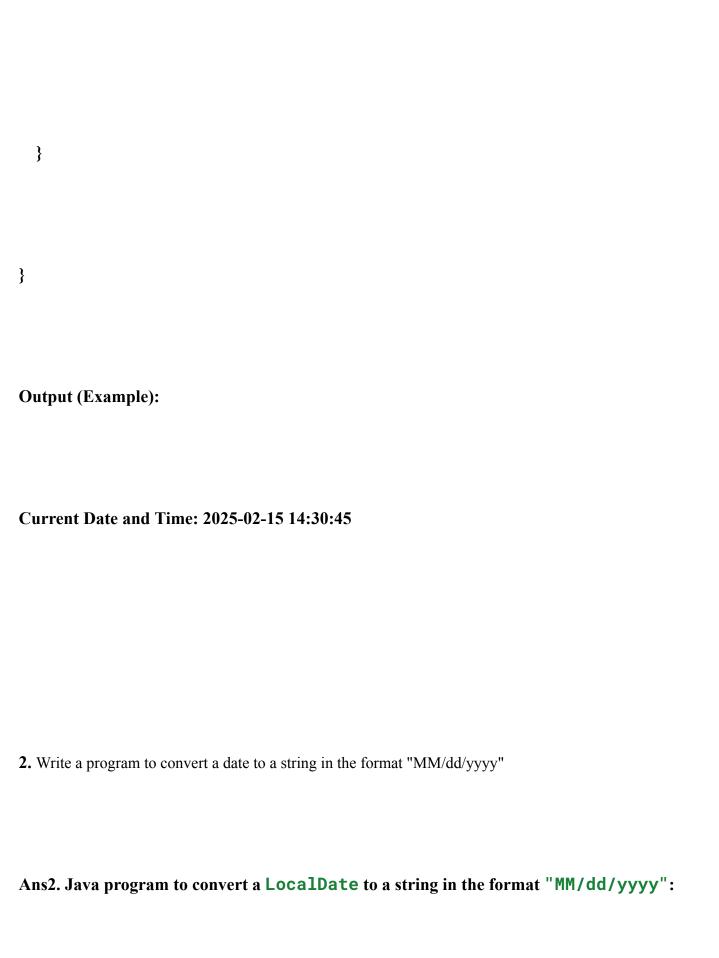
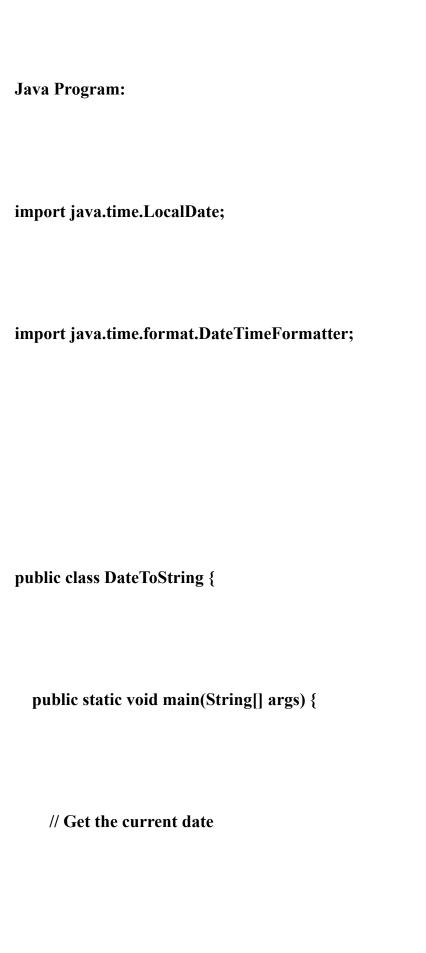
## APIs and Annotation

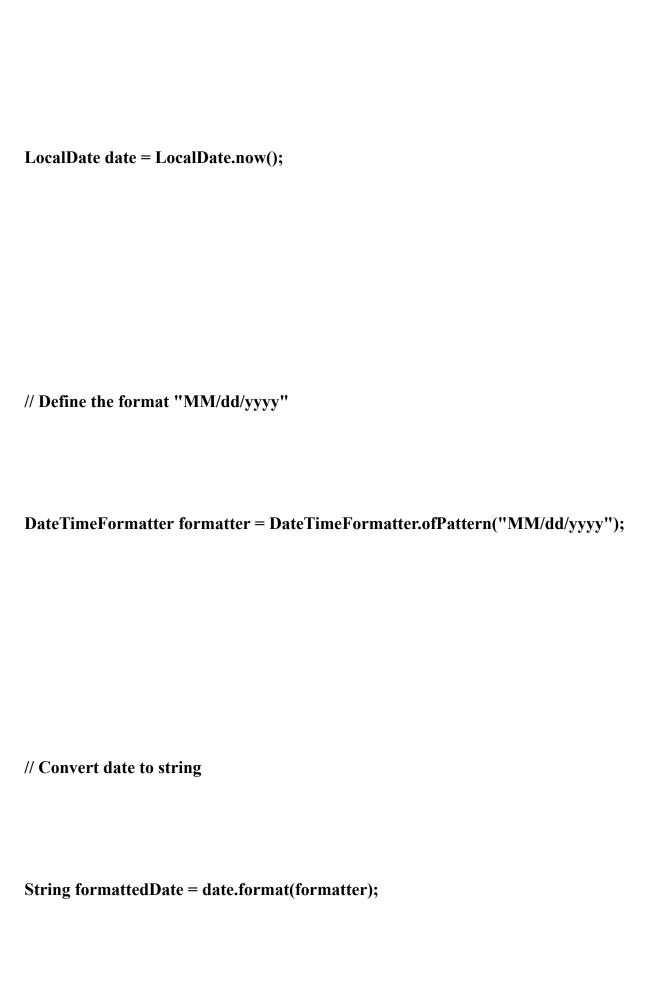


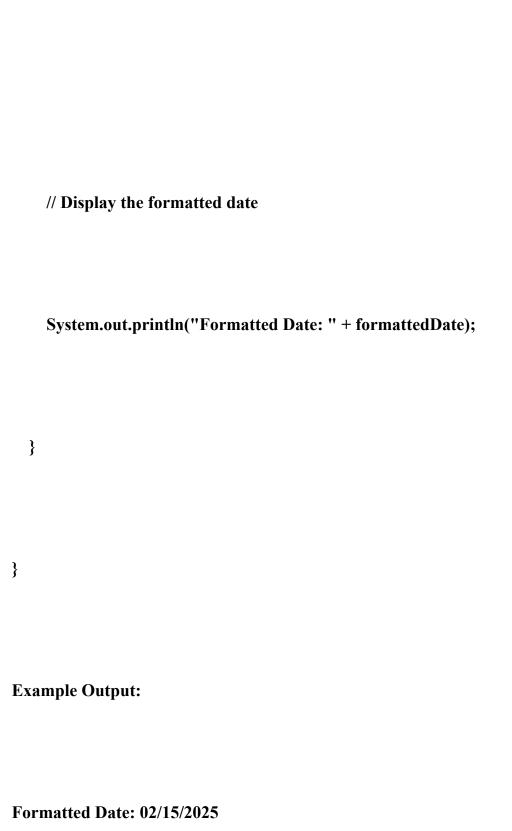
 $import\ java.time. for mat. Date Time Formatter;$ 











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## Ans3.

## Some basic differences are

COLLECTION	STREAM
Collections are mainly used to store and group the data. It provides a built in datastructure with a specific space time complexity.	Streams are mainly used to perform operations on data, like Collection, Array or IO
Collections stores data,so you can add or remove	Streams does't stores data,so you can't add or
elements from collections(specific collections or	remove elements from streams.
Iterators).	
Collections have to be iterated externally. So to iterate we need Enumurator, Iterator etc , to achive this we need mutable-accumulator pattern.	Streams are internally iterated, so safe for multi threading
Collections can be traversed multiple times.	Streams are traversable only once.
Collections are eagerly constructed.	Streams are lazily constructed.

**Example: Collections vs. Streams** 

**Using Collections (List)** 

import java.util.ArrayList;

import java.util.List;

```
public class CollectionsExample {
  public static void main(String[] args) {
    List<String> names = new ArrayList<>();
    names.add("Alice");
    names.add("Bob");
    names.add("Charlie");
```

```
names.add("David");
// Traditional Iteration
for (String name : names) {
  if (name.startsWith("A")) {
    System.out.println(name);
  }
```

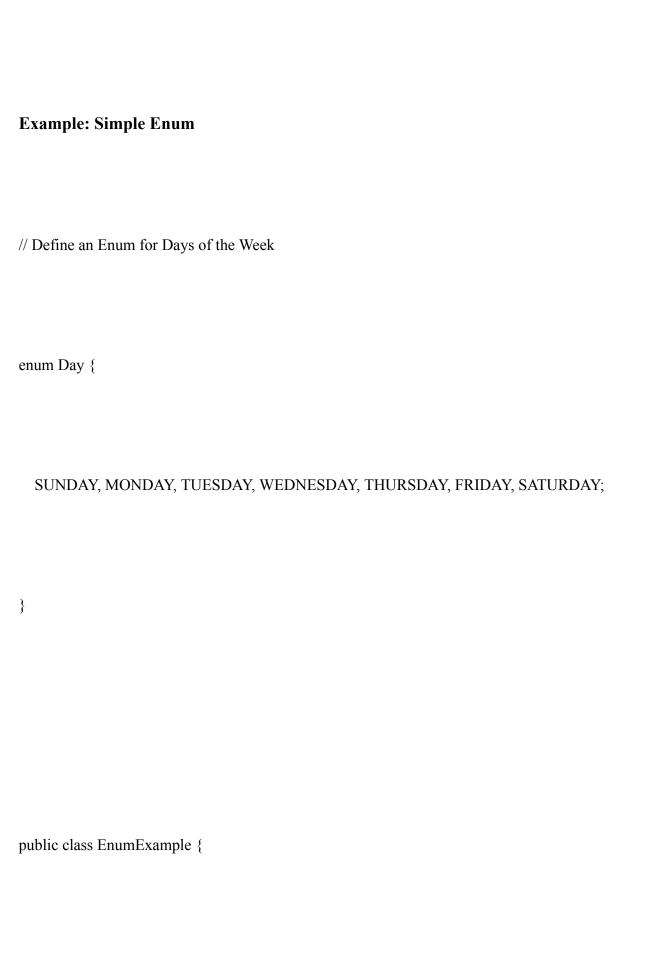
}		
}		
}		
Output:		
Alice		
Using Streams		
import java.util.Arrays;		



```
// Using Stream API
List<String> filteredNames = names.stream()
    .filter(name -> name.startsWith("A")) // Filter names starting with 'A'
    .collect(Collectors.toList()); // Collect results into a List
System.out.println(filteredNames);
```

}

Output:
Alice]
• What is enums in java? explain with an example
Ans4. An <b>enum</b> (short for enumeration) in Java is a special data type that represents a fixed set of constants. It is used when we have a set of predefined values that do not change, such as days of the week, months, or status codes.
<ul><li>Key Features of Enums:</li><li>Defined using the enum keyword.</li></ul>
<ul> <li>Each enum constant is implicitly public, static, and final.</li> <li>Can have fields, constructors, and methods.</li> </ul>
<ul> <li>Provides built-in methods like values() and ordinal().</li> </ul>





```
// Loop through Enum values
System.out.println("All Days:");
for (Day d : Day.values()) {
  System.out.println(d);
```

}

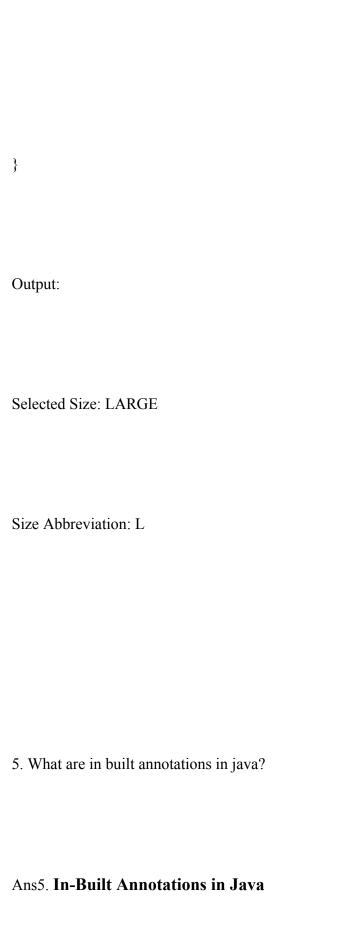
Output:		
Today is: FRIDAY		
All Days:		
SUNDAY		
MONDAY		
TUESDAY		
WEDNESDAY		

THURSDAY
FRIDAY
SATURDAY
Example: Enum with Fields and Methods
// Define an Enum with Custom Fields and Methods
enum Size {



```
}
// Getter method
public String getAbbreviation() {
  return abbreviation;
}
```

```
public class EnumWithFields {
  public static void main(String[] args) {
    Size mySize = Size.LARGE;
    System.out.println("Selected Size: " + mySize);
    System.out.println("Size Abbreviation: " + mySize.getAbbreviation());
```



Annotations in Java provide metadata about the code and help the compiler, tools, and frameworks process information efficiently. Java has several built-in annotations, categorized mainly as:

- 1. Marker Annotations (without parameters)
- 2. **Single-Value Annotations** (with one parameter)
- 3. **Multi-Value Annotations** (with multiple parameters)