



Experiment-4

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1. **Aim:**Write a Java program to implement an ArrayList that stores employee details (ID, Name, and Salary). Allow users to add, update, remove, and search employees.

2. **Algorithm:**

1. Initialize an ArrayList to store employees.
2. Display a menu for adding, updating, removing, searching, and displaying employees.
3. Perform operations based on user input using loops and conditions.
4. Exit when the user chooses to quit.

3. **Implementation/Code:**

```
import java.util.ArrayList;
import java.util.Scanner;
class Employee {
    int id;
    String name;
    double salary;
    Employee(int id, String name, double
        salary) { this.id = id;
        this.name = name;
        this.salary = salary;
    }
    @Override
    public String toString() {
        return "ID: " + id + ", Name: " + name + ", Salary: " + salary;
    }
}
```




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}

```
public class EmployeeManagement {  
    public static void main(String[] args) {  
        ArrayList<Employee> employees = new  
        ArrayList<>(); Scanner scanner = new  
        Scanner(System.in); int choice;  
        do {  
            System.out.println("\n1. Add Employee");  
            System.out.println("2. Update Employee");  
            System.out.println("3. Remove Employee");  
            System.out.println("4. Search Employee");  
            System.out.println("5. Display All  
            Employees"); System.out.println("6. Exit");  
            System.out.print("Enter your choice: ");  
            choice = scanner.nextInt(); switch (choice) {  
  
                case 1:  
                    System.out.print("Enter ID: ");  
                    int id = scanner.nextInt();  
                    scanner.nextLine(); // consume newline  
                    System.out.print("Enter Name: ");  
                    String name = scanner.nextLine();  
                    System.out.print("Enter Salary: ");  
                    double salary = scanner.nextDouble();  
                    employees.add(new Employee(id, name, salary));  
                    System.out.println("Employee added successfully!");  
                    break;  
  
                case 2:  
                    System.out.print("Enter ID to update: ");  
                    int updateId = scanner.nextInt();
```



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```
        for (Employee emp : employees) {
            if (emp.id == updateId) {
                scanner.nextLine(); // consume newline
                System.out.print("Enter New Name: ");
                emp.name = scanner.nextLine();
                System.out.print("Enter New Salary: ");
                emp.salary = scanner.nextDouble();
                System.out.println("Employee updated successfully!");
                break;
            }
        }
        break;
    case 3:
        System.out.print("Enter ID to remove: "); int
        removeId = scanner.nextInt();
        employees.removeIf(emp -> emp.id ==
        removeId); System.out.println("Employee
        removed successfully!"); break;
    case 4:
        System.out.print("Enter ID to search: ");
        int searchId = scanner.nextInt();
        for (Employee emp : employees) {
            if (emp.id == searchId) {
                System.out.println(emp);
                break;
            }
        }
        break;
    case 5:
        System.out.println("All Employees:");
```



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```
        for (Employee emp : employees) {  
            System.out.println(emp);  
        }  
        break;  
    case 6:  
        System.out.println("Exiting program...");  
        break;  
    default:  
        System.out.println("Invalid choice! Please try again.");  
    }  
} while (choice !=  
6); scanner.close();  
}  
}
```

4. OUTPUT:

```
1. Add Employee  
2. Update Employee  
3. Remove Employee  
4. Search Employee  
5. Display All Employees  
6. Exit  
Enter your choice: 1  
Enter ID: 1  
Enter Name: sd  
Enter Salary: 1233  
Employee added successfully!  
  
1. Add Employee  
2. Update Employee  
3. Remove Employee  
4. Search Employee  
5. Display All Employees  
6. Exit  
Enter your choice: █
```

Question2:

1. Aim: Create a program to collect and store all the cards to assist the users in finding all the cards in a given symbol using Collection interface.



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2. Algorithm:

Create a List of cards with symbols and values.

Accept user input for the symbol to search.

Loop through the list and display cards matching the symbol.

3. Implementation/Code:

```
import java.util.ArrayList;

import java.util.Collections;

import java.util.List;

import java.util.Scanner;

class Card {

    String symbol;

    String value;

    Card(String symbol, String value) {

        this.symbol = symbol;

        this.value = value;

    }

    public String toString() {

        return symbol + "-" + value;

    }

}

public class CardCollection {

    public static void main(String[] args) {

        List<Card> cards = new ArrayList<>();
```



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

cards.add(new Card("Hearts", "A"));

cards.add(new Card("Spades", "K"));

cards.add(new Card("Hearts", "10"));

cards.add(new Card("Diamonds", "Q"));

cards.add(new Card("Clubs", "J"));

System.out.println("Enter the symbol to search (e.g., Hearts): ");

String symbol = scanner.nextLine();

System.out.println("Cards with symbol \"" + symbol + "\"");

for (Card card : cards) {

    if (card.symbol.equalsIgnoreCase(symbol))

        { System.out.println(card);

        }

}

scanner.close();

}
```

4. Output:

```
Enter the symbol to search (e.g., Hearts):
hearts
Cards with symbol "hearts":
Hearts-A
Hearts-10

...Program finished with exit code 0
Press ENTER to exit console.
```



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Question3:

1. **Aim:** Develop a ticket booking system with synchronized threads to ensure no double booking of seats. Use thread priorities to simulate VIP bookings being processed first.

2. **Algorithm:**

Initialize a boolean[] for seats and a ReentrantLock for synchronization.

Create threads with priorities representing users booking seats.

Lock the seat array while booking to prevent double

bookings. Run threads; higher priority threads book first.

3. **Implementation/Code:**

```
import java.util.concurrent.locks.ReentrantLock;
class TicketBookingSystem {
    private final boolean[] seats;
    private final ReentrantLock lock;
    TicketBookingSystem(int totalSeats) {
        this.seats = new boolean[totalSeats];
        this.lock = new ReentrantLock();
    }
    public void bookSeat(String user, int
        seatNumber) { lock.lock();
        try {
            if (seatNumber < 0 || seatNumber >=
                seats.length) { System.out.println(user + ":
                Invalid seat number!"); return;
            }
            if (!seats[seatNumber]) {
                seats[seatNumber] = true;
                System.out.println(user + " successfully booked seat " +
                seatNumber); } else {
                System.out.println(user + ": Seat " + seatNumber + " is
                already booked!");
            }
        } finally {
            lock.unlock();
        }
    }
}
```




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```
}  
}  
class User extends Thread {  
    private final TicketBookingSystem  
        bookingSystem; private final int seatNumber;  
    User(String name, TicketBookingSystem bookingSystem, int  
        seatNumber, int priority) {  
        super(name);  
        this.bookingSystem = bookingSystem;  
        this.seatNumber = seatNumber;  
        setPriority(priority);  
    }  
    @Override  
    public void run() {  
        bookingSystem.bookSeat(getName(), seatNumber);  
    }  
}  
public class TicketBookingDemo {  
    public static void main(String[] args) {  
        TicketBookingSystem bookingSystem = new TicketBookingSystem(10);  
        User user1 = new User("VIP_User1", bookingSystem, 3,  
            Thread.MAX_PRIORITY);  
        User user2 = new User("Normal_User1", bookingSystem, 3,  
            Thread.MIN_PRIORITY);  
        User user3 = new User("Normal_User2", bookingSystem, 5,  
            Thread.NORM_PRIORITY);  
        User user4 = new User("VIP_User2", bookingSystem, 5,  
            Thread.MAX_PRIORITY);  
        user1.start();  
        user2.start();  
        user3.start();  
        user4.start();  
    }  
}
```

4. OUTPUT:

```
VIP_User1 successfully booked seat 3
Normal_User1: Seat 3 is already booked!
Normal_User2 successfully booked seat 5
VIP_User2: Seat 5 is already booked!

...Program finished with exit code 0
Press ENTER to exit console.
```

5. Learning Outcome:

Object-Oriented Programming (OOP): Applied encapsulation, inheritance, and polymorphism to design modular and reusable code (e.g., Employee, Card, User classes).

Collections Framework: Utilized ArrayList and Collection for data storage, retrieval, and filtering operations, showcasing dynamic data management.

Multithreading and Synchronization: Designed a thread-safe system using ReentrantLock and thread priorities to handle concurrency and ensure data consistency (e.g., ticket booking).

User Interaction: Built interactive, menu-driven programs for CRUD operations, validating user inputs for robust functionality.

Real-world Problem Solving: Implemented practical systems like employee management, card searching, and seat booking, reflecting real-world scenarios and scalable design.