

DSA

Exercise 1: Inventory Management System

CODE:

InventoryManagementClass.java

```
package com.arm;
```

```
import java.util.HashMap;
```

```
public class InventoryManagementClass {
```

```
    private HashMap<Integer, Product> inventory;
```

```
    public InventoryManagementClass() {
```

```
        inventory = new HashMap<>();
```

```
    }
```

```
    // Add a product
```

```
    public void addProduct(Product product) {
```

```
        inventory.put(product.productId, product);
```

```
        System.out.println("Product added: " + product);
```

```
    }
```

```
    // Update a product
```

```
    public void updateProduct(int productId, int quantity, double price) {
```

```
        Product p = inventory.get(productId);
```

```
        if (p != null) {
```

```
            p.quantity = quantity;
```

```
            p.price = price;
```

```
            System.out.println("Product updated: " + p);
```

```

    } else {
        System.out.println("Product ID " + productId + " not found!");
    }
}

// Delete a product
public void deleteProduct(int productId) {
    Product removed = inventory.remove(productId);
    if (removed != null) {
        System.out.println("Product deleted: " + removed);
    } else {
        System.out.println("Product ID " + productId + " not found!");
    }
}

// Display all products
public void displayInventory() {
    if (inventory.isEmpty()) {
        System.out.println("Inventory is empty.");
    } else {
        System.out.println("Current Inventory:");
        for (Product p : inventory.values()) {
            System.out.println(p);
        }
    }
}

// Main method for testing
public static void main(String[] args) {
    InventoryManagementClass inv = new InventoryManagementClass();

    inv.addProduct(new Product(101, "Laptop", 10, 50000));

```

```

        inv.addProduct(new Product(102, "Mouse", 50, 500));
        inv.addProduct(new Product(103, "Keyboard", 20, 1500));

        inv.displayInventory();

        inv.updateProduct(101, 8, 48000);
        inv.deleteProduct(102);

        System.out.println("\nAfter updates:");
        inv.displayInventory();
    }
}

Product.java
package com.arm;

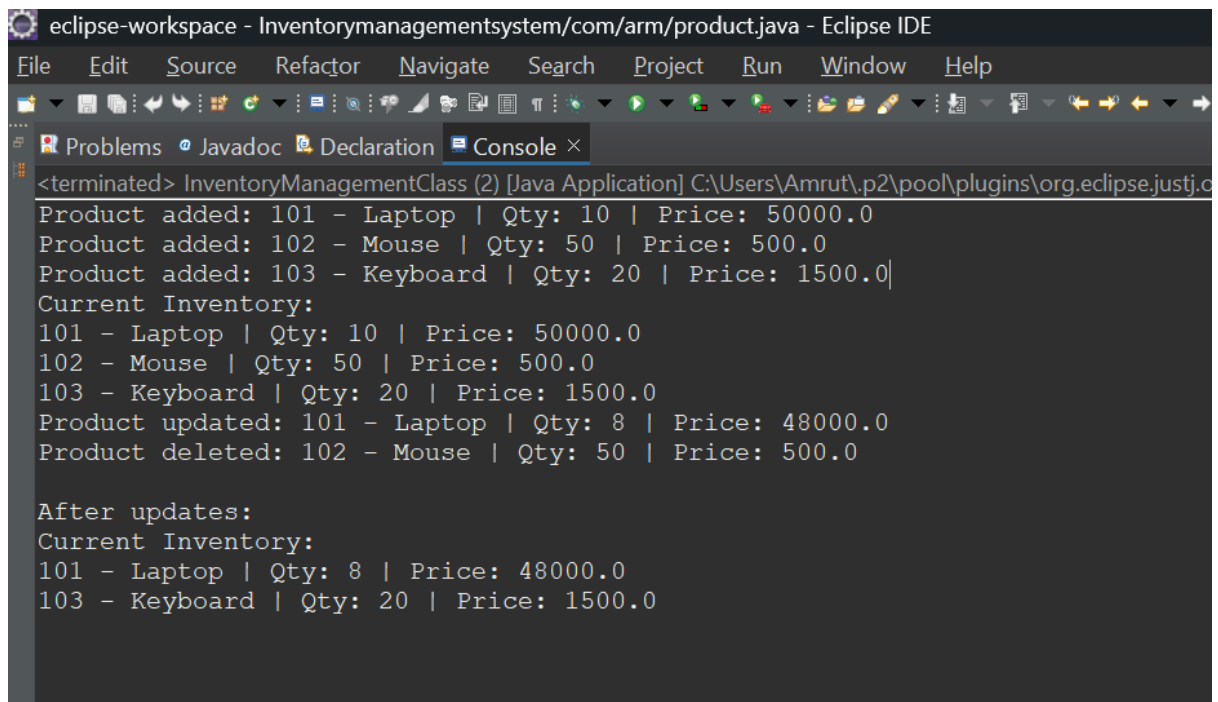
class Product {
    int productId;
    String productName;
    int quantity;
    double price;

    public Product(int productId, String productName, int quantity, double price) {
        this.productId = productId;
        this.productName = productName;
        this.quantity = quantity;
        this.price = price;
    }

    public String toString() {
        return productId + " - " + productName + " | Qty: " + quantity + " | Price: " + price;
    }
}

```

OUTPUT:

The screenshot shows the Eclipse IDE interface with the 'Console' tab selected. The title bar reads 'eclipse-workspace - Inventorymanagementsystem/com/arm/product.java - Eclipse IDE'. The menu bar includes File, Edit, Source, Refactor, Navigate, Search, Project, Run, Window, and Help. The console output shows the execution of a Java application. It starts with a terminated prompt, followed by three 'Product added' messages for Laptop, Mouse, and Keyboard. Then, it displays the 'Current Inventory' list. Next, it shows a 'Product updated' message for the Laptop and a 'Product deleted' message for the Mouse. Finally, it displays the 'After updates' inventory list.

```
<terminated> InventoryManagementClass (2) [Java Application] C:\Users\Amrut\.p2\pool\plugins\org.eclipse.justj.c
Product added: 101 - Laptop | Qty: 10 | Price: 50000.0
Product added: 102 - Mouse | Qty: 50 | Price: 500.0
Product added: 103 - Keyboard | Qty: 20 | Price: 1500.0|
Current Inventory:
101 - Laptop | Qty: 10 | Price: 50000.0
102 - Mouse | Qty: 50 | Price: 500.0
103 - Keyboard | Qty: 20 | Price: 1500.0
Product updated: 101 - Laptop | Qty: 8 | Price: 48000.0
Product deleted: 102 - Mouse | Qty: 50 | Price: 500.0

After updates:
Current Inventory:
101 - Laptop | Qty: 8 | Price: 48000.0
103 - Keyboard | Qty: 20 | Price: 1500.0
```

Exercise 2: E-commerce Platform Search Function

Code:

Product.java

```
package com.arm;

class Product {

    int productId;

    String productName;

    String category;

    public Product(int productId, String productName, String category) {

        this.productId = productId;

        this.productName = productName;

        this.category = category;

    }

}
```

```

    public String toString() {
        return productId + " - " + productName + " (" + category + ")";
    }
}

EcommerceSearch.java

package com.arm;

import java.util.Arrays;

public class ECommerceSearch {

    public static void main(String[] args) {
        Product[] products = {
            new Product(105, "Shoes", "Fashion"),
            new Product(101, "Smartphone", "Electronics"),
            new Product(104, "Bag", "Fashion"),
            new Product(103, "Watch", "Accessories"),
            new Product(102, "Headphones", "Electronics")
        };

        int searchId = 103;

        // Linear search on unsorted array
        Product resultLinear = linearSearch(products, searchId);
        if (resultLinear != null) {
            System.out.println("Linear Search Found: " + resultLinear);
        } else {
            System.out.println("Linear Search: Product not found");
        }

        // Sort array for binary search
        Arrays.sort(products, (a, b) -> Integer.compare(a.productId, b.productId));
    }
}

```

```

// Binary search on sorted array
Product resultBinary = binarySearch(products, searchId);
if (resultBinary != null) {
    System.out.println("Binary Search Found: " + resultBinary);
} else {
    System.out.println("Binary Search: Product not found");
}
}

public static Product linearSearch(Product[] products, int productId) {
    for (Product p : products) {
        if (p.productId == productId) {
            return p;
        }
    }
    return null;
}

public static Product binarySearch(Product[] products, int productId) {
    int low = 0;
    int high = products.length - 1;

    while (low <= high) {
        int mid = low + (high - low) / 2;

        if (products[mid].productId == productId) {
            return products[mid];
        } else if (products[mid].productId < productId) {
            low = mid + 1;
        }
    }
}

```

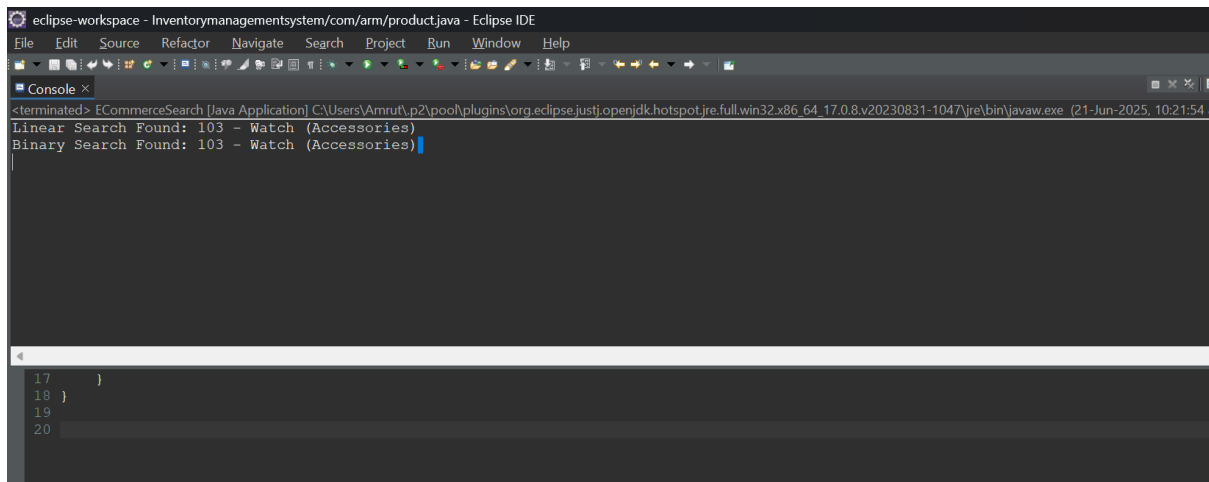
```

    } else {
        high = mid - 1;
    }
}

return null;
}
}

```

Output:



Design Patterns and Principles

Exercise 1: Implementing the Singleton Pattern

CODE:

Logger.java

```
package singleton;
```

```

public class Logger {
    // Private static instance
    private static Logger instance;

    // Private constructor
    private Logger() {
        System.out.println("Logger instance created!");
    }
}

```

```
}
```

```
// Public static method to get the instance
```

```
public static Logger getInstance() {
```

```
    if (instance == null) {
```

```
        instance = new Logger();
```

```
    }
```

```
    return instance;
```

```
}
```

```
// Logging method
```

```
public void log(String message) {
```

```
    System.out.println("[LOG]: " + message);
```

```
}
```

```
}
```

SingletonTest.java

```
package singleton;
```

```
public class SingletonTest {
```

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

```
        Logger logger1 = Logger.getInstance();
```

```
        logger1.log("First log message");
```

```
        Logger logger2 = Logger.getInstance();
```

```
        logger2.log("Second log message");
```

```
// Check if both references point to the same object
```

```
if (logger1 == logger2) {
```

```
    System.out.println("Both logger1 and logger2 refer to the same instance.");
```

```
} else {
```

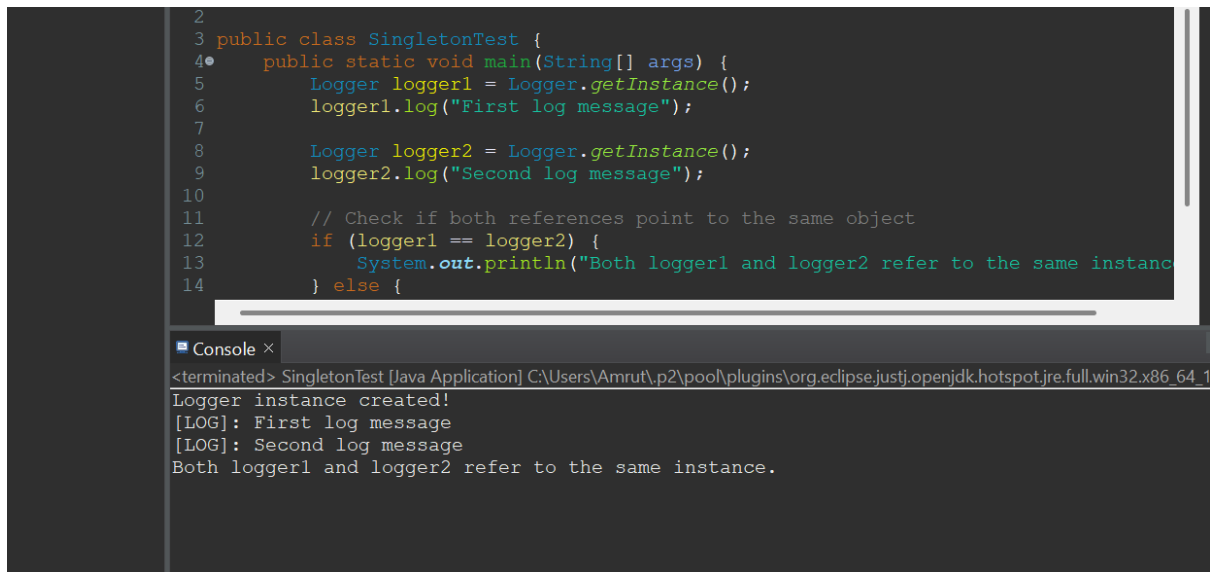
```
    System.out.println("Different instances exist. Singleton not working!");
```

```
}
```



```
}  
}
```

OUTPUT:



```
2  
3 public class SingletonTest {  
4     public static void main(String[] args) {  
5         Logger logger1 = Logger.getInstance();  
6         logger1.log("First log message");  
7  
8         Logger logger2 = Logger.getInstance();  
9         logger2.log("Second log message");  
10  
11         // Check if both references point to the same object  
12         if (logger1 == logger2) {  
13             System.out.println("Both logger1 and logger2 refer to the same instance");  
14         } else {  
15             System.out.println("Both logger1 and logger2 refer to different instances");  
16         }  
17     }  
18 }
```

Console ×
<terminated> SingletonTest [Java Application] C:\Users\Amrut\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_11.0.10.jre\bin\java.exe
Logger instance created!
[LOG]: First log message
[LOG]: Second log message
Both logger1 and logger2 refer to the same instance.

Exercise 2: Implementing the Factory Method Pattern

Code:

```
package factory;
```

```
public class FactoryMethodDemo {
```

```
    // Document interface
```

```
    interface Document {
```

```
        void open();
```

```
    }
```

```
    // Concrete Word document
```

```
    static class WordDocument implements Document {
```

```
        public void open() {
```

```
            System.out.println("Opening Word Document.");
```

```
        }
```

```
    }
```

// Concrete PDF document

```
static class PdfDocument implements Document {  
    public void open() {  
        System.out.println("Opening PDF Document.");  
    }  
}
```

// Concrete Excel document

```
static class ExcelDocument implements Document {  
    public void open() {  
        System.out.println("Opening Excel Document.");  
    }  
}
```

// Abstract Factory

```
static abstract class DocumentFactory {  
    public abstract Document createDocument();  
}
```

// Word document factory

```
static class WordDocumentFactory extends DocumentFactory {  
    public Document createDocument() {  
        return new WordDocument();  
    }  
}
```

// PDF document factory

```
static class PdfDocumentFactory extends DocumentFactory {  
    public Document createDocument() {  
        return new PdfDocument();  
    }  
}
```

```
// Excel document factory

static class ExcelDocumentFactory extends DocumentFactory {

    public Document createDocument() {

        return new ExcelDocument();

    }

}

// Main method to test

public static void main(String[] args) {

    DocumentFactory wordFactory = new WordDocumentFactory();

    Document wordDoc = wordFactory.createDocument();

    wordDoc.open();

    DocumentFactory pdfFactory = new PdfDocumentFactory();

    Document pdfDoc = pdfFactory.createDocument();

    pdfDoc.open();

    DocumentFactory excelFactory = new ExcelDocumentFactory();

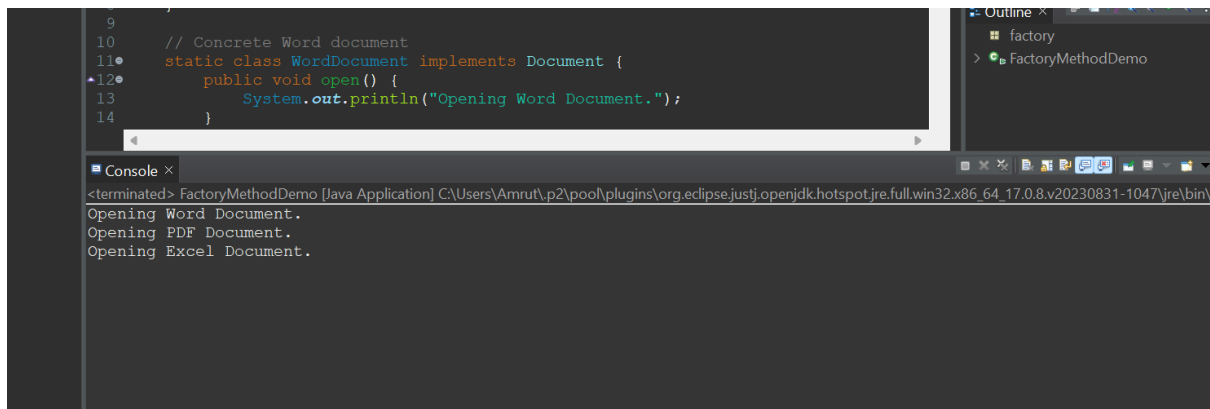
    Document excelDoc = excelFactory.createDocument();

    excelDoc.open();

}

}
```

Output:



The screenshot shows the Eclipse IDE interface. The main editor displays a Java class named `WordDocument` that implements the `Document` interface. It includes a static class `WordDocument` and a `public void open()` method that prints "Opening Word Document.". The `Console` window at the bottom shows the output of the program, which includes the message "Opening Word Document." and "Opening Excel Document.". The `Outline` window on the right shows the project structure, including a package named `factory` and a class named `FactoryMethodDemo`.

```

9
10 // Concrete Word document
11 static class WordDocument implements Document {
12     public void open() {
13         System.out.println("Opening Word Document.");
14     }
15 }
16
17 // Main method to test
18 public static void main(String[] args) {
19     DocumentFactory wordFactory = new WordDocumentFactory();
20     Document wordDoc = wordFactory.createDocument();
21     wordDoc.open();
22
23     DocumentFactory pdfFactory = new PdfDocumentFactory();
24     Document pdfDoc = pdfFactory.createDocument();
25     pdfDoc.open();
26
27     DocumentFactory excelFactory = new ExcelDocumentFactory();
28     Document excelDoc = excelFactory.createDocument();
29     excelDoc.open();
30 }
31 }

```

Console:

```

<terminated> FactoryMethodDemo [Java Application] C:\Users\Amrut\p2\pool\plugins\org.eclipse.justj.openjdk.hotspot.jre.full.win32.x86_64_17.0.8.v20230831-1047\jre\bin\
Opening Word Document.
Opening PDF Document.
Opening Excel Document.

```