

Java Programming For Web Applications.

CSA-0985 , Assignment-03.

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Dept : B-Tech (AI & DS)

Collection and objects:

Single unit of object. collection from work provides many interfaces and classes.

List

Array List

Linked List.

List:

```
Public class main
```

```
{
```

```
    Public static void main (String[] , args)
```

```
    {
```

```
        obj.add ("one");
```

```
        obj.add ("Two");
```

```
        obj.add ("Three");
```

```
        obj.add (1000);
```

```
        obj.add (10000);
```

```
        System.out.println (" Arrays list: " + obj);
```

```
    }
```

```
}
```

ArrayList:

```
import java.util.*;
class main
{
    public static void main (String[] args)
    {
        List < Integer > number = new ArrayList < > ();
        number.add (1);
        number.add (2);
        number.add (3);

        System.out.println ("List" + number);

        int getNumber = number.get (2);
        System.out.println ("element at index 2:" + getNumber);
        number.remove (1);
        System.out.println ("List after removal" + number);
        number.set (1, 4);
        System.out.println ("List after update:" + number);
        System.out.println ("Iterating through the list:");
        for (int number : number)
        {
            System.out.println (number + " ");
        }

        System.out.println ();
    }
}
```

List = [1, 2, 3]

elements at index 2:3

List after removal : [1, 3]

List after update : [1, 4]

Iterating through the list : 1 4

Linked list:

```
import java.util.*; List;
```

```
import java.util.*; LinkedList;
```

```
class main
```

```
{
```

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

```
    {
```

```
        List < String > numbers = new LinkedList < > ();
```

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

```
        numbers.add ("orange");
```

```
        numbers.add ("mango");
```

```
        String number = numbers.get (2),
```

```
        System.out.println ("Allowed element" + numbers);
```

```
        int index = numbers.indexOf ("Apple");
```

```
        System.out.println ("pos of 2 is" + index);
```

```
        numbers.set (2, "banana");
```

```
        System.out.println ("updated list:" + numbers);
```

```

numbers.remove("orange");
system.out.println("final list");
for (String fruit : numbers)
{
    system.out.println(fruit);
}
}

```

Output:

Accessed element : Mango

pos of 'apple' is : 0

updated list : [apple, orange, banana]

final list : apple, banana, grape pineapple

Vector:

```
import java.util.Iterator
```

```
import java.util.Vector
```

```
class main
```

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

```
        Vector < String > fruits = new Vector <>();
```

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

```
        fruits.add ("orange");
```

```
        fruits.add ("mango");
```

```
system.out.println("vector:" + fruits);
```

```
String element = fruit.get(2);
```

```
system.out.println("element at index 2:" + element);
```

```
fruits.add(index & element, "banana");
```

```
system.out.println("vector" + "fruits")
```

```
Vector<String> Indianfruits = new Vector<>();
```

```
Indianfruit.addAll(fruits);
```

```
system.out.println("vector:" + Indianfruits);
```

```
Iterator<String> iterate = indianfruits.iterator();
```

```
system.out.println("vector");
```

```
Iterator<String> iterate = indianfruits.iterator();
```

```
while (iterate.hasNext());
```

```
{ system.out.println(iterate.next());
```

```
system.out.println(",");
```


Sort and reverse:

```
import java.util. arrays  
import java.util. collections
```

```
class Main
```

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

```
{  
    List<String> fruits = new LinkedList<>();
```

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

```
        fruits.add ("orange");
```

```
        fruits.add ("Mango");
```

```
        fruits.add ("Grape");
```

```
        System.out.println ("on list" + fruits);
```

```
        Collections.sort (fruits);
```

```
        System.out.println ("Rev list" + fruits);
```

```
        Collections.sort (fruits);
```

```
        System.out.println (fruits. Collections.reverseOrder());
```

```
        Collections.sort (fruits. Collections.reverseOrder());
```

```
        System.out.println ("sort in des order" + fruits);
```

```
        System.out.println ("fruits in the basket");
```

```
        for (int i=0; i< fruits.size(); i++)
```

```
        {  
            System.out.println (fruits.get(i));
```

```
        }
```

stack
Queue
dequeue.

Stack :

```
import java.util. stack;
```

```
Public class fruitstack
```

```
{
```

```
    Public static void main (String[] , args)
```

```
    {
```

```
        stack < String > fruitstack = new stack <> ();
```

```
        fruitstack.push ("Apple");
```

```
        fruitstack.push ("Banana");
```

```
        fruitstack.push ("cherry");
```

```
        System.out.println ("stack")
```

```
        while (!fruitstack.isEmpty())
```

```
        {
```

```
            System.out.println (fruitstack.pop());
```

```
        }
```

```
    }
```

```
}
```

Stack: Cherry

Banana

Apple .

```

system.out.println ("fruits in the basket (in reverse order)");
for (int i = fruits.size() - 1; i >= 0; i--)
{
    system.out.println (fruits.get(i));
}
}
}

```

Output:

ori list: [apple, orange, mango, grape].

sort list: [apple, orange, mango, grape].

Rev list: [orange, mango, grape, apple].

sort in asc order: [apple, grape, mango, orange].

sort in des order: [orange, mango, grape, apple].

fruits in the basket → orange

mango

Grape

Apple.

Deque:

```
import java.util.ArrayDeque;
import java.util.Deque;

public class fruits deque
{
    public static void main (String[] args)
    {
        Deque<String> fruit deque = new ArrayDeque<>();
        fruit deque.add ("Mango");
        fruit deque.add last ("Peach");
        fruit deque.add first ("Kiwi");

        System.out.println ("deque:");
        while (!fruit deque.isEmpty())
        {
            System.out.println (fruit deque.poll first());
        }
    }
}
```

Output:

deque: Kiwi
Mango
Peach.

map interface.

It is an interface include methods of
collection interface.

```
import java.util.map;
```

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

```
class main {
```

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

```
{
```

```
    map: Integer, String > fruits = new map<>();
```

```
    fruits = new HashMap();
```

```
    fruits.put(1, "Apple")
```

```
    fruits.put(2, "orange")
```

```
    System.out.println("fruits: " + fruits.entrySet());
```

```
    boolean val = fruits.remove(2, "orange");
```

```
    System.out.println("Avail in basket: " + val);
```