

Week 3 Assignment

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1. Please find case 1 and mention the result for the mentioned statements using strings.
2. Find case 2 and mention the result for the statements using integers.
3. Find case 3 and mention how Basic I/O resources are getting closed and the difference that you implemented earlier in the code - `copyBytes.java`
4. Find case 4 and mention the order for 1,2 and 3 using collections

Case 1:

```
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)); // 1. (same  
memory reference) what's the result?  
        System.out.println("str1 == str3: " + (str1 == str3)); //2. (different  
memory references) what's the result?
```

```
// Using equals()
System.out.println("str1.equals(str3): " + str1.equals(str3)); //3.
(same content) what's the result?
System.out.println("str1.equals(str4): " + str1.equals(str4)); //4.
(case-sensitive) what's the result?

// Using equalsIgnoreCase()
System.out.println("str1.equalsIgnoreCase(str4): " +
str1.equalsIgnoreCase(str4)); //5. (case-insensitive) what's the result?
}
}
```

Result :

1) **str1 == str2:**

Since **str1** and **str2** are string literals with the same content, they refer to the same object in the string pool.

Result: true

2) **str1 == str3:**

Here, **str3** is created using the **new** keyword, which creates a new **String** object in the heap, not in the string pool. Even though **str1** and **str3** have the same content, they refer to different objects.

Result: false

3) `str1.equals(str3)`:

The `equals()` method compares the content of the strings, not the memory references. Since `str1` and `str3` have the same content ("Hello"), this will return `true`.

Result: `true`

4) `str1.equals(str4)`:

The `equals()` method is case-sensitive, so comparing "Hello" (`str1`) and "hello" (`str4`) will return `false` because of the difference in case.

Result: `false`

5) `str1.equalsIgnoreCase(str4)`:

The `equalsIgnoreCase()` method compares strings without considering case, so "Hello" and "hello" will be considered equal.

Result: `true`

Output

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

Case 2:

```
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)); // 1. (compares
values)

// Using == with Integer objects (within -128 to 127 range)
System.out.println("intObj1 == intObj2: " + (intObj1 == intObj2)); // 2.
(cached objects)

// Using == with Integer objects (new instance)
System.out.println("intObj1 == intObj3: " + (intObj1 == intObj3)); // 3.
(different instances)

// Using equals() with Integer objects
System.out.println("intObj1.equals(intObj3): " +
intObj1.equals(intObj3)); // 4. (same content)
System.out.println("intObj1.equals(intObj4): " +
intObj1.equals(intObj4)); // 5. (different content)
}
}
```

Result:

1) `int1 == int2`:

Since `int1` and `int2` are primitive `int` types, the `==` operator compares their values directly. Both `int1` and `int2` have the value `100`, so this comparison will return `true`.

Result: `true`

2) `intObj1 == intObj2`:

`Integer` objects within the range `-128` to `127` are cached by the JVM. Therefore, `intObj1` and `intObj2`, both holding the value `100`, point to the same object in memory, so the `==` operator will return `true`.

Result: `true`

3) `intObj1 == intObj3`:

Here, `intObj3` is created using the `new` keyword, which creates a new `Integer` object in the heap, different from the one referenced by `intObj1`. Therefore, `intObj1` and `intObj3` refer to different objects, so the `==` comparison will return `false`.

Result: `false`

4) `intObj1.equals(intObj3)`:

The `equals()` method compares the values inside the `Integer` objects. Since `intObj1` and `intObj3` both contain the value `100`, this comparison will return `true`.

Result: `true`

5) intObj1.equals(intObj4):

The `equals()` method compares the values inside the `Integer` objects. `intObj1` contains 100, while `intObj4` contains 200, so this comparison will return `false`.

Result: `false`

Output

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

Case 3:

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

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

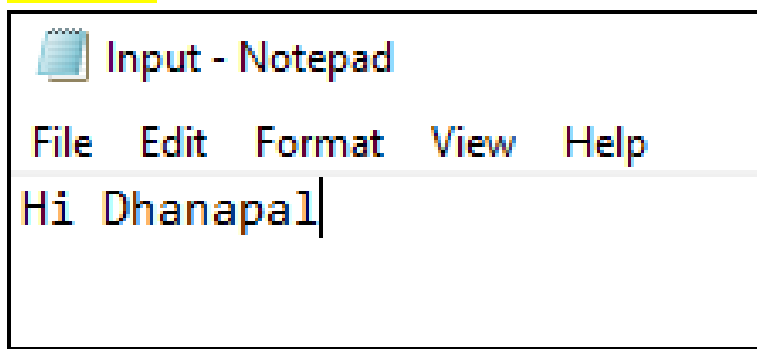
    public static void main(String[] args) {
        // File path (adjust the path as needed)
```

```
String filePath =  
"C:\\Users\\dhanapal.m\\eclipse-workspace\\sample\\src\\tesst\\Input.  
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();  
}  
}
```

Result :

Input.txt



Output:

```
<terminated> case1 [Java /
Hi Dhanapal
|
```

Case 4:

```
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);
}
}
```

Result:

1) HashSet:

Order of Elements: No guaranteed order. The **HashSet** does not maintain any order of elements. The elements could be printed in any order depending on their hash codes.

2) LinkedHashSet:

Order of Elements: Insertion order. The **LinkedHashSet** maintains the order in which the elements were inserted.

3) TreeSet:

Order of Elements: Natural ordering (sorted order). The **TreeSet** sorts the elements according to their natural order (for strings, it is lexicographical order).

Output:

```
HashSet: [Apple, Grapes, Orange, Banana]  
LinkedHashSet: [Banana, Apple, Orange, Grapes]  
TreeSet: [Apple, Banana, Grapes, Orange]
```