



## Exercise

## Code Magnets

Can you reconstruct the code snippets to make a working Java program that produces the output listed below? **NOTE:** To do this exercise, you need one NEW piece of info—if you look in the API for `ArrayList`, you'll find a *second* `add` method that takes two arguments:

`add(int index, Object o)`

It lets you specify to the `ArrayList` *where* to put the object you're adding.

File	Edit	Window	Help	Dance
%	java	ArrayListMagnet		
zero	one	two	three	
zero	one	three	four	
zero	one	three	four	4.2
zero	one	three	four	4.2

```
a.remove(2);
```

```
printAL(a);
```

```
printAL(a);
```

```
a.add(0, "zero");
a.add(1, "one");
```

```
public static void printAL(ArrayList<String> al) {
```

```
if (a.contains("two")) {
    a.add("2.2");
}
```

```
a.add(2, "two");
```

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

```
System.out.print(element + " ");
}
System.out.println(" ");
```

```
if (a.contains("three")) {
    a.add("four");
}
```

```
public class ArrayListMagnet {
```

```
if (a.indexOf("four") != 4) {
    a.add(4, "4.2");
}
```

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

```
printAL(a);
```

```
ArrayList<String> a = new ArrayList<String>();
```

```
for (String element : al) {
```

```
a.add(3, "three");
printAL(a);
```