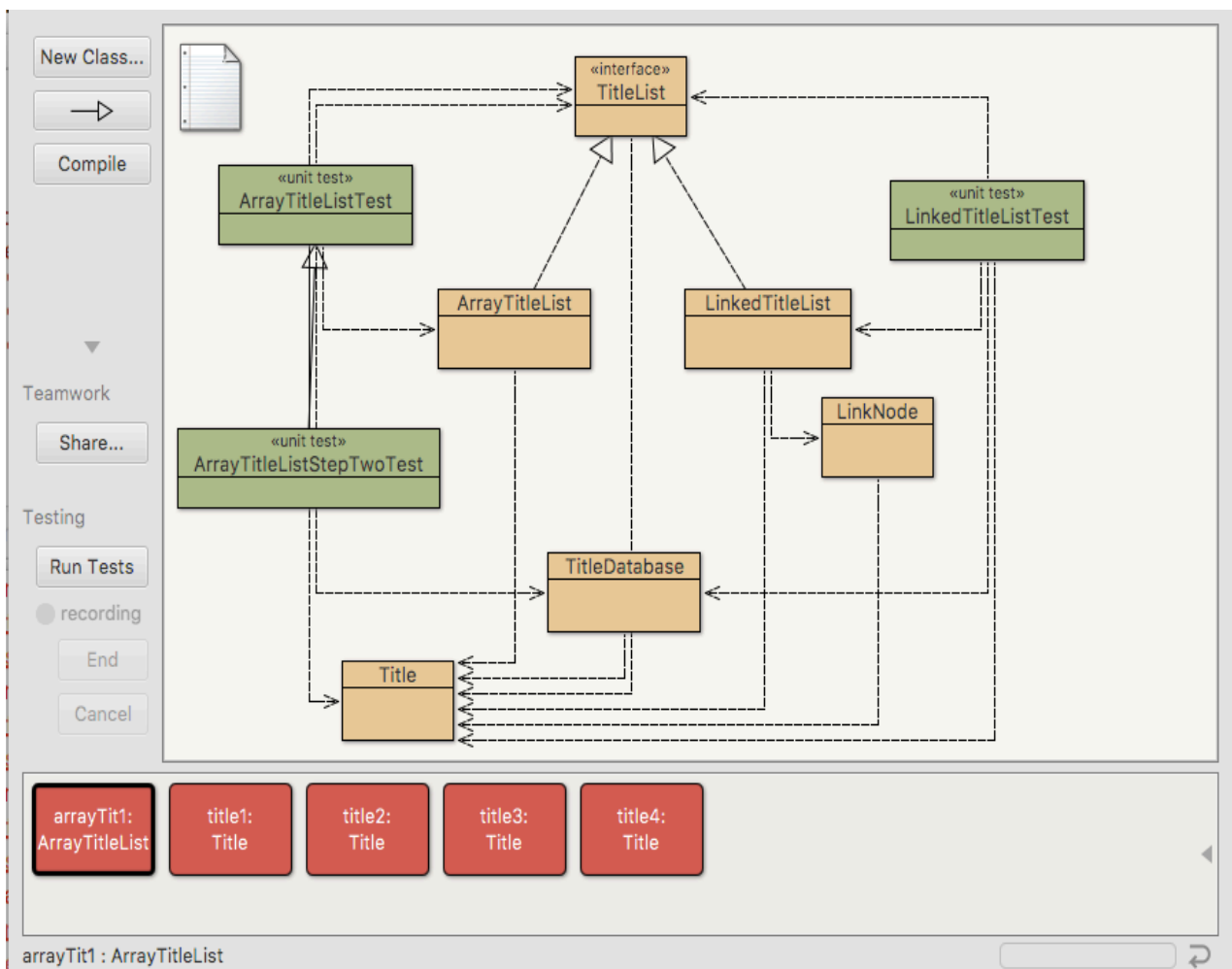
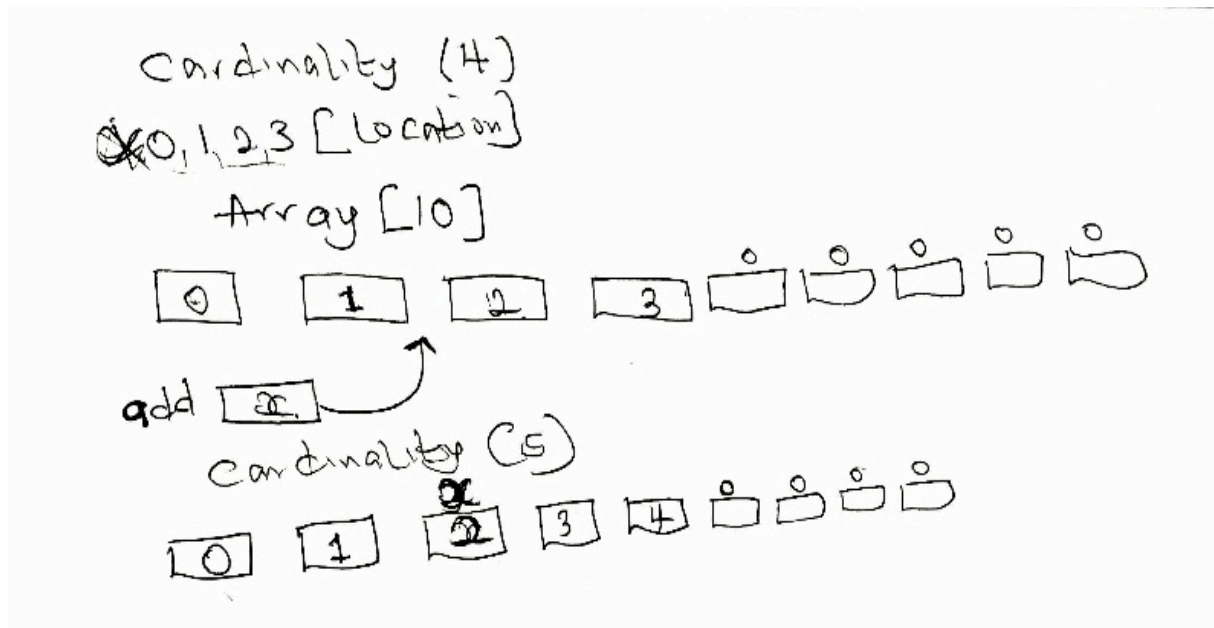


SOL Lab 4:

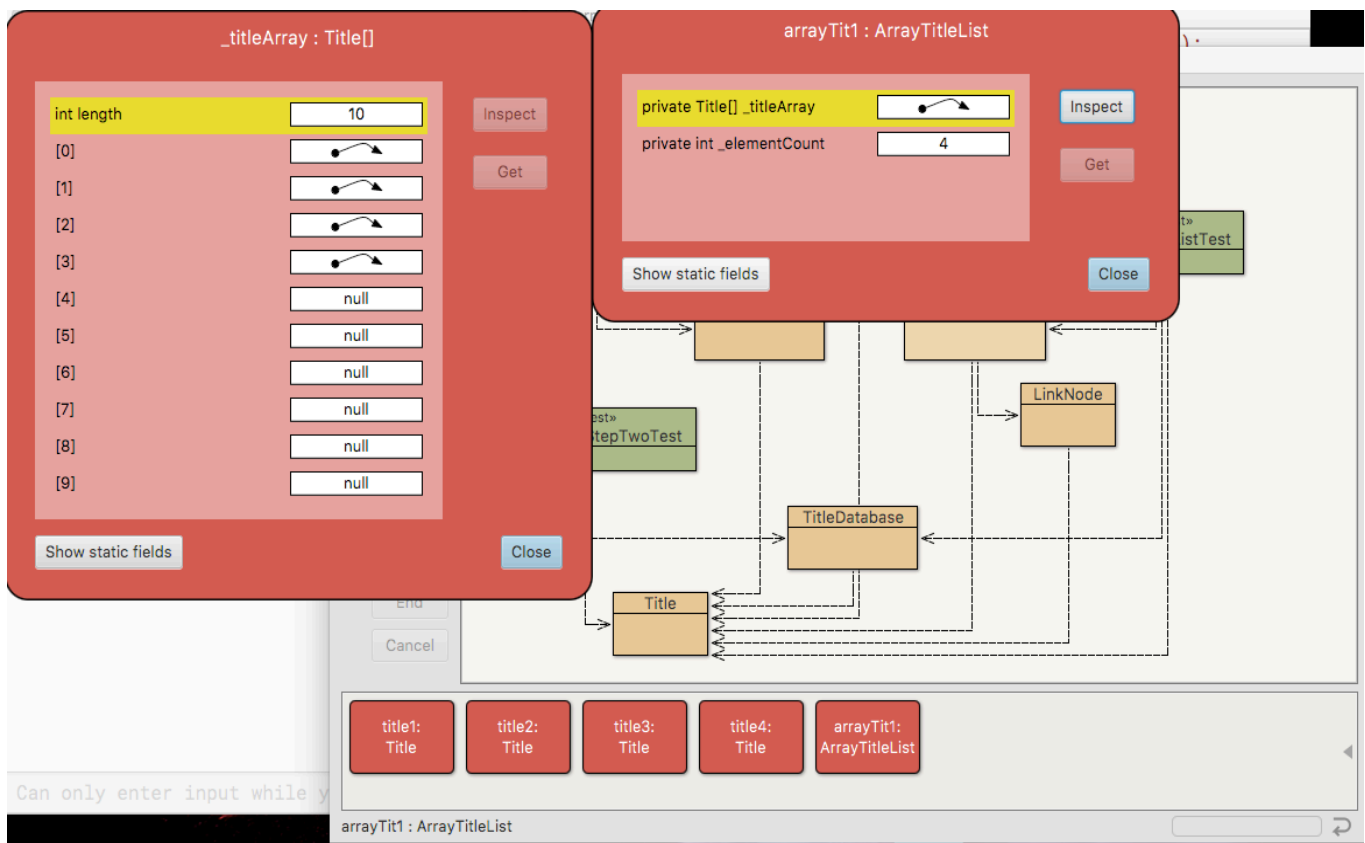
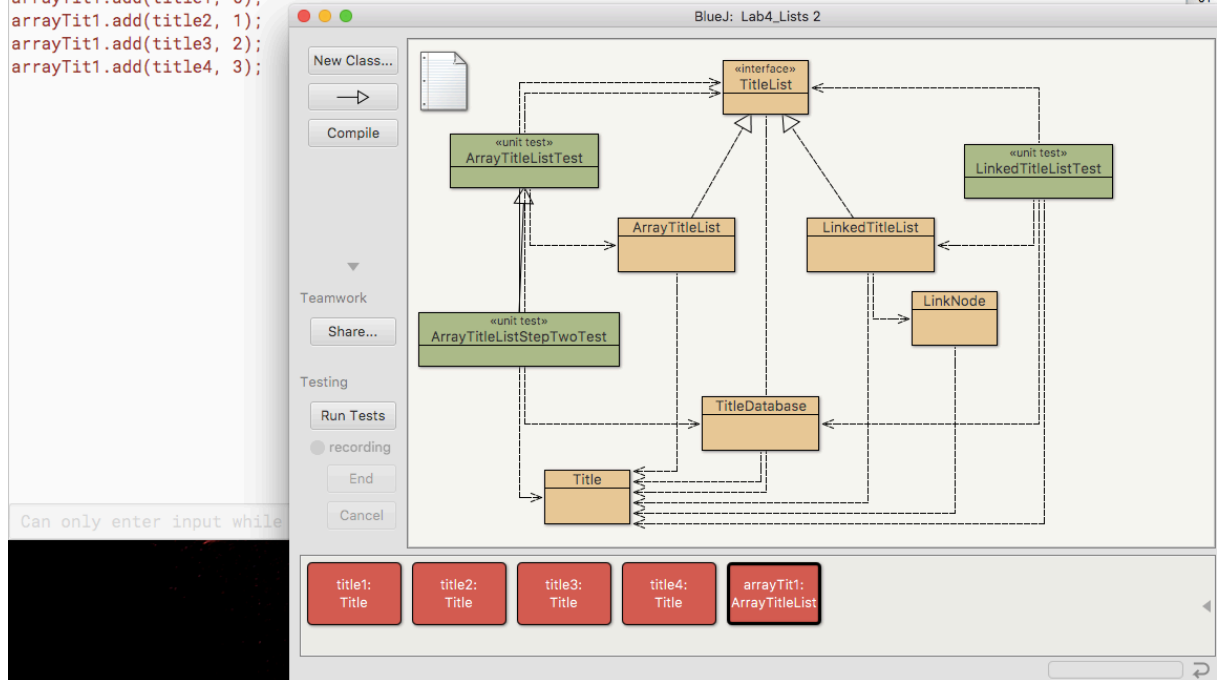
4.1 Array



```

Title title1 = new Title("African Fairytale", "Caecilie Norby", "My Corner Of The Sky", 1996, "Jazz", 345);
Title title2 = new Title("Agua De Beber", "Al Jarreau", "Glow", 1976, "Jazz", 3);
Title title3 = new Title("All Apologies", "Herbie Hancock", "The New Standard", 1996, "Jazz", 9);
Title title4 = new Title("All Blues", "Miles Davis", "Kind of Blue", 1959, "Jazz", 13);
ArrayTitleList arrayTit1 = new ArrayTitleList();
arrayTit1.add(title1, 0);
arrayTit1.add(title2, 1);
arrayTit1.add(title3, 2);
arrayTit1.add(title4, 3);

```



```

ArrayTitleList arrayTit1 = new ArrayTitleList();
Title title1 = new Title("Kind words", "Miles Davis", "The New Standard", 2001, "Jazz", 2);
Title title2 = new Title("clōomds the dog", "glampour Dav", "Kind words", 2001, "Jazz", 13);
Title title3 = new Title("get it off", "Hyper glazz", "Lets get it started", 1996, "Jazz", 13);
arrayTit1.add(title1, 0);
arrayTit1.add(title2, 1);
arrayTit1.add(title3, 2);
arrayTit1.contains(title1)
    returned boolean true
arrayTit1.getLength()
    returned int 3
arrayTit1.delete(2);
arrayTit1.getLength()
    returned int 3
arrayTit1.getTitle(0)
    returned Object <object reference>
arrayTit1.clear();
arrayTit1.add(title1, 0);
arrayTit1.add(title3, 1);
arrayTit1.add(title3, 2);
arrayTit1.delete(1);
arrayTit1.add(title3, 1);
arrayTit1.clear();

```

Can only enter input while your programming

The debugger window shows the state of the `_titleArray` field in the `ArrayTitleList` class. It is an array of `Title` objects with a length of 10. All elements are currently `null`.

Index	Value
0	null
1	null
2	null
3	null
4	null
5	null
6	null
7	null
8	null
9	null

4.2 Linked List:

*** LinkedTitleList**

① Head

② Adding a new LinkNode. (At Start)

new node("title", position) // Create new node
 head = new node("title", position) // Assigning new node as head
 moving head to new node.

③ Removing LinkNode

For Loop to go through all element to get the position
 Set the LinkNode to NULL

