1. Declare a single-dimensional array of 5 integers inside the main method. Traverse the array to print the default values. Then accept records from the user and print the updated values of the array.

```
import java.util.Scanner;
public class Program {
   public static void main(String[] args) {
           Scanner sc = new Scanner(System.in);
           int[] arr = new int[5];
           //displaying the default values in an array
           System.out.println("Default values are: ");
           for(int i=0;i<arr.length;i++) {
                   System.out.println("Array["+i+"]: "+ arr[i]);
           }
           //accepting records from the user
           for(int i=0;i<arr.length;i++) {
                   System.out.print("Enter arr["+i+"]: ");
                   arr[i] = sc.nextInt();
           System.out.println("Updated array: ");
           //printing elements of an array entered by user
           for(int i=0;i<arr.length;i++) {
                   System.out.println("Array["+i+"]: "+arr[i]);
           sc.close();
}
```

2. Declare a single-dimensional array of 5 integers inside the main method. Define a method named acceptRecord to get input from the terminal into the array and another method named printRecord to print the state of the array to the terminal.

```
import java.util.Scanner;
public class Program1 {
   private static Scanner sc = new Scanner(System.in);
   public static void acceptRecord(int[] arr ) {
           if ( arr != null) {
                   for( int i = 0; i < arr.length; i++) {
                           System.out.print("Enter element [ "+i+" ] : ");
                           arr[i] = sc.nextInt();
   public static void printRecord( int[] arr ){
   if( arr != null ){
   System.out.print("Array: [ ");
   for(int i = 0; i < arr.length; i++){
         System.out.print(arr [i]+" ");
           System.out.println("]");
   public static void main(String[] args) {
           int[] arr = new int[5];
           Program1.acceptRecord(arr);
           Program1.printRecord(arr);
           sc.close();
}
```

3. Write a program to find the maximum and minimum values in a single-dimensional array of integers.

public static void maxInArray(int[] arr){

```
if( arr != null ){
                   int max=arr[0];
                   for( int i = 0; i < arr.length; i++){
                           if( arr[0] < arr[i] ) {
                                   max = arr[i];
                           }
                   System.out.println("Maximum in an array is "+ max);
           }
   }
   public static void main(String[] args) {
           int[] arr = new int[5];
           Program2.acceptRecord(arr);
           Program2.printRecord(arr);
           Program2.maxInArray(arr);
           sc.close();
}
```

4. Write a program to remove duplicate elements from a single-dimensional array of integers.

```
import java.util.Arrays;
import java.util.Scanner;
public class Program3 {
   private static Scanner sc = new Scanner( System.in );
   public static void acceptRecord(int[] arr ) {
           if ( arr != null) {
                   for(int i = 0; i < arr.length; i++) {
                          System.out.print("Enter element [ "+i+" ] : ");
                          arr[i] = sc.nextInt();
           }
   public static int[] removeDuplicate(int[] arr) {
           Arrays.sort(arr);
     int[] uniqueArray = new int[arr.length];
     int j = 0;
     for (int i = 0; i < arr.length - 1; i++) {
       if (arr[i] != arr[i + 1]) {
          uniqueArray[j++] = arr[i];
       }
     }
     uniqueArray[j++] = arr[arr.length - 1];
     uniqueArray = Arrays.copyOf(uniqueArray, j);
     return uniqueArray;
   public static void showRecord(int[] uniqueArray) {
     System.out.println("Array without duplicates: " + Arrays.toString(uniqueArray));
  public static void main(String[] args) {
     int[] arr = new int[5];
     int[] newArr = new int[5];
     Program3.acceptRecord(arr);
     newArr = Program3.removeDuplicate(arr);
     Program3.showRecord(newArr);
```

5. Write a program to find the intersection of two single-dimensional arrays. Code:

```
import java.util.Arrays;
```

```
public class Program5 {
  public static void main(String[] args) {
     int[] array1 = \{1, 2, 3, 4, 5, 8, 6\};
     int[] array2 = {3, 4, 5, 6, 7, 8};
     int[] intersectionArr = new int[Math.min(array1.length, array2.length)];
     Arrays.sort(array1);
     Arrays.sort(array2);
     int i = 0, j = 0, k = 0;
     while (i < array1.length && j < array2.length) {
        if (array1[i] == array2[j]) {
          intersectionArr[k++] = array1[i];
          i++;
          j++;
        } else if (array1[i] < array2[j]) {</pre>
          i++;
        } else {
          j++;
```

```
} intersectionArr = Arrays.copyOf(intersectionArr, k);
   System.out.println("Intersection of the two arrays: " +
Arrays.toString(intersectionArr));
}
```

```
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```

6. Write a program to find the missing number in an array of integers ranging from 1 to N. Code:

```
public class Program6 {
   public static void main(String[] args) {
    int[] array = {1, 2, 4, 5, 6};
    int N = 6;
   int expectedSum = N * (N + 1) / 2;
   int actualSum = 0;
   for (int num : array) {
      actualSum += num;
   }
   int missingNumber = expectedSum - actualSum;
   System.out.println("The missing number is: " + missingNumber);
   }
}
```

7. Declare a single-dimensional array as a field inside a class and instantiate it inside the class constructor. Define methods named acceptRecord and printRecord within the class and test their functionality.

```
import java.util.Arrays;
import java.util.Scanner;
public class Program7 {
   int[] arr;
   public static Scanner sc = \text{new Scanner}(\text{System.}in);
   public Program7(int size) {
           arr = new int[size];
   public void acceptRecord() {
           for ( int i = 0; i < arr.length; i++) {
                   System.out.print("Enter element Array["+i+"]:");
                   arr[i] = sc.nextInt();
   public void printRecord() {
           System.out.println("Entered array is: "+Arrays.toString(arr));
   public static void main(String[] args) {
           System.out.print("Enter array size: ");
           int size = sc.nextInt();
           Program7 arr1 = new Program7(size);
           arr1.acceptRecord();
           arr1.printRecord();
           sc.close();
    }}
```

8. Modify the previous assignment to use getter and setter methods instead of acceptRecord and printRecord.

```
Code:
import java.util.Arrays;
import java.util.Scanner;
public class Program8 {
    int[] arr;
    public static Scanner sc = \text{new Scanner}(\text{System.} in);
    public Program8(int size) {
            arr = new int[size];
    public int[] getArr() {
           return arr;
    public int[] setArr() {
           for ( int i = 0; i < arr.length; i++) {
                    System.out.print("Enter element Array["+i+"]:");
                    arr[i] = sc.nextInt();
           return arr;
    public static void main(String[] args) {
           System.out.print("Enter array size: ");
           int size = sc.nextInt();
           Program8 arr1 = new Program8(size);
           arr1.setArr();
```

```
System.out.println("Entered array is: "+Arrays.toString(arr1.getArr()));
sc.close();
}
```

- 9. You need to implement a system to manage airplane seat assignments. The airplane has seats arranged in rows and columns. Implement functionalities to:
 - Initialize the seating arrangement with a given number of rows and columns.
 - Book a seat to mark it as occupied.
 - Cancel a booking to mark a seat as available.
 - Check seat availability to determine if a specific seat is available.
 - Display the current seating chart.

```
import java.util.Scanner;

public class Program9 {
    private char[][] seats;
    private int rows, columns;
    public static Scanner sc = new Scanner(System.in);

public Program9(int rows, int columns) {
    this.rows = rows;
    this.columns = columns;
    seats = new char[rows][columns];
    for (int i = 0; i < rows; i++) {</pre>
```

```
for (int j = 0; j < columns; j++) {
       seats[i][j] = 'A'; //A = available
    }
  }
}
public void displaySeatingChart() {
  System.out.println("Current seating chart:");
  for (int i = 0; i < rows; i++) {
    for (int j = 0; j < columns; j++) {
       System.out.print(seats[i][j] + " ");
    System.out.println();
  }
}
// Method to book a seat
public void bookSeat(int row, int col) {
  if (row < 0 | | row >= rows | | col < 0 | | col >= columns) {
     System.out.println("Invalid seat position!");
  } else if (seats[row][col] == 'X') {
     System.out.println("Seat is already booked.");
  } else {
    seats[row][col] = 'X'; // 'X' indicates the seat is booked
    System.out.println("Seat booked successfully.");
  }
}
// Method to cancel a booking
public void cancelSeat(int row, int col) {
  if (row < 0 || row >= rows || col < 0 || col >= columns) {
     System.out.println("Invalid seat position!");
  } else if (seats[row][col] == 'A') {
     System.out.println("Seat is already available.");
  } else {
     seats[row][col] = 'A'; // Mark the seat as available again
     System.out.println("Booking cancelled successfully.");
}
// Method to check seat availability
public boolean checkSeatAvailability(int row, int col) {
  if (row < 0 | | row >= rows | | col < 0 | | col >= columns) {
    System.out.println("Invalid seat position!");
     return false;
  if (seats[row][col] == 'A') {
```

```
System.out.println("Seat is available.");
    return true;
  } else {
    System.out.println("Seat is occupied.");
    return false;
  }
}
public static void main(String[] args) {
  System.out.print("Enter number of rows: ");
  int rows = sc.nextInt();
  System.out.print("Enter number of columns: ");
  int columns = sc.nextInt();
  // Initialize the seating arrangement
  Program9 airplane = new Program9(rows, columns);
  // Menu-driven program for seat booking system
  while (true) {
    System.out.println("\nMenu:");
    System.out.println("1. Display Seating Chart");
    System.out.println("2. Book a Seat");
    System.out.println("3. Cancel a Booking");
    System.out.println("4. Check Seat Availability");
    System.out.println("5. Exit");
    System.out.print("Choose an option: ");
    int choice = sc.nextInt();
    switch (choice) {
      case 1:
         airplane.displaySeatingChart();
         break;
      case 2:
         System.out.print("Enter row to book: ");
         int bookRow = sc.nextInt();
         System.out.print("Enter column to book: ");
         int bookCol = sc.nextInt();
         airplane.bookSeat(bookRow - 1, bookCol - 1);
         break;
      case 3:
         System.out.print("Enter row to cancel: ");
         int cancelRow = sc.nextInt();
         System.out.print("Enter column to cancel: ");
         int cancelCol = sc.nextInt();
         airplane.cancelSeat(cancelRow - 1, cancelCol - 1);
         break;
      case 4:
```

```
System.out.print("Enter row to check: ");
int checkRow = sc.nextInt();
System.out.print("Enter column to check: ");
int checkCol = sc.nextInt();
airplane.checkSeatAvailability(checkRow - 1, checkCol - 1);
break;
case 5:
    System.out.println("Exiting...");
    sc.close();
    System.exit(0);
    break;
default:
    System.out.println("Invalid option. Please try again.");
}}}
```

📃 Console 🔀 🗾 Program9.java <terminated> Program9 [Java Application] C:\Program Files\Eclipse\eclipse\plugins\org.eclipse.justj.ope Enter number of rows: 4 Enter number of columns: 4 Menu: 1. Display Seating Chart 2. Book a Seat 3. Cancel a Booking 4. Check Seat Availability 5. Exit Choose an option: 1 Current seating chart: AAAA AAAA AAAA AAAA Menu: 1. Display Seating Chart 2. Book a Seat 3. Cancel a Booking 4. Check Seat Availability 5. Exit Choose an option: 2 Enter row to book: 1 Enter column to book: 3 Seat booked successfully. Menu: 1. Display Seating Chart 2. Book a Seat 3. Cancel a Booking 4. Check Seat Availability 5. Exit Choose an option: 1 Current seating chart: A A X AAAAA A A A AAAAA

<terminated> Program9 [Java Application] C:\Program Files\Eclipse\eclipse\plugins\org.eclipse.justj.openjdk.h Menu: Display Seating Chart 2. Book a Seat Cancel a Booking 4. Check Seat Availability 5. Exit Choose an option: 3 Enter row to cancel: 1 Enter column to cancel: 3 Booking cancelled successfully. Menu: 1. Display Seating Chart 2. Book a Seat Cancel a Booking 4. Check Seat Availability 5. Exit Choose an option: 1 Current seating chart: AAAA AAAA AAAA AAAA Menu: 1. Display Seating Chart 2. Book a Seat Cancel a Booking 4. Check Seat Availability 5. Exit Choose an option: 2 Enter row to book: 4 Enter column to book: 4

Seat booked successfully.