

05/08/24

1) Create a stack using linked list

```
class Node {

    int data;

    Node next;

    public Node(int data) {

        this.data = data;

        this.next = null;

    }

}

class Stack {

    Node top;

    public Stack() {

        this.top = null;

    }

    public void push(int data) {

        Node newNode = new Node(data);

        if (this.top == null) {

            this.top = newNode;

        } else {
```

```

        newNode.next = this.top;

        this.top = newNode;
    }

    System.out.println("Pushed element: " + data);
}

public void pop() {
    if (this.top == null) {
        System.out.println("Stack is empty");
    } else {
        int data = this.top.data;
        this.top = this.top.next;

        System.out.println("Popped element: " + data);
    }
}

}

public class Main {

    public static void main(String[] args) {

        Stack stack = new Stack();

        stack.push(1);
        stack.push(2);
        stack.push(3);
        stack.push(4);
        stack.push(5);

        stack.pop();

        stack.pop();
    }
}

```

```
        stack.pop();

        stack.pop();

        stack.pop();

        stack.pop();

    }

}
```

Output

```
^ java -cp /tmp/YtJvfu8CP0/Main
  Pushed element: 1
  Pushed element: 2
  Pushed element: 3
  Pushed element: 4
  Pushed element: 5
  Popped element: 5
  Popped element: 4
  Popped element: 3
  Popped element: 2
  Popped element: 1
  Stack is empty
  |
  === Code Execution Successful ===
```

2)create queue using linked list

```
class Node {

    int data;

    Node next;

    public Node(int data) {
```

```

        this.data = data;

        this.next = null;
    }
}

class Queue {

    Node front;

    Node rear;

    public Queue() {

        this.front = null;

        this.rear = null;
    }

    public void enqueue(int data) {

        Node newNode = new Node(data);

        if (rear == null) {

            front = newNode;

            rear = newNode;

        } else {

            rear.next = newNode;

            rear = newNode;

        }
    }

    public int dequeue() {

        if (front == null) {

```

```
        throw new RuntimeException("Queue is empty");
    }

    int data = front.data;

    front = front.next;

    if (front == null) {
        rear = null;
    }

    return data;
}

public int peek() {
    if (front == null) {
        throw new RuntimeException("Queue is empty");
    }

    return front.data;
}

public boolean isEmpty() {
    return front == null;
}
}

public class Main {

    public static void main(String[] args) {

        Queue queue = new Queue();

        queue.enqueue(1);

        queue.enqueue(2);
```

```
        queue.enqueue(3);

        System.out.println(queue.dequeue());

        System.out.println(queue.dequeue());

        System.out.println(queue.dequeue());

        System.out.println(queue.isEmpty());

    }

}
```

The image shows a screenshot of a code execution environment. At the top, there are two tabs: one orange and one blue. Below the tabs is a light gray box with the title "Output" in blue. Inside the box, the command "java -cp /tmp/GaMFk6rNXw/Main" is shown with a cursor at the start. Below the command, the output of the program is displayed: "1", "2", "3", and "true" on separate lines. At the bottom of the output, it says "=== Code Execution Successful ===".

```
Output

^ java -cp /tmp/GaMFk6rNXw/Main
1
2
3
true

=== Code Execution Successful ===
```

2) Mobile class

```
import java.util.Arrays;

import java.util.Comparator;

class Mobile {

    private double price;

    private String brand;

    private String model;

    private int ram;
```

```
public Mobile(double price, String brand, String model, int ram) {  
    this.price = price;  
    this.brand = brand;  
    this.model = model;  
    this.ram = ram;  
}
```

```
public double getPrice() {  
    return price;  
}
```

```
public void setPrice(double price) {  
    this.price = price;  
}
```

```
public String getBrand() {  
    return brand;  
}
```

```
public void setBrand(String brand) {  
    this.brand = brand;  
}
```

```
public String getModel() {  
    return model;  
}
```

```
public void setModel(String model) {  
    this.model = model;  
}
```

```

    }

    public int getRam() {

        return ram;

    }

    public void setRam(int ram) {

        this.ram = ram;

    }

    @Override

    public String toString() {

        return "Mobile{" +

            "price=" + price +

            ", brand='" + brand + '\'' +

            ", model='" + model + '\'' +

            ", ram=" + ram +

            '}';

    }

}

public class Main {

    public static void main(String[] args) {

        Mobile[] mobiles = new Mobile[] {

            new Mobile(15000, "Samsung", "Galaxy M31", 6),

            new Mobile(20000, "Apple", "iPhone 12", 4),

            new Mobile(10000, "Xiaomi", "Redmi 9", 4),

            new Mobile(25000, "OnePlus", "Nord", 8),

```



```
        new Mobile(12000, "Realme", "6 Pro", 6)

    };

    System.out.println("Unsorted Mobiles:");

    Arrays.stream(mobiles).forEach(System.out::println);

    Arrays.sort(mobiles, Comparator.comparingDouble(Mobile::getPrice));

    System.out.println("\nSorted Mobiles by Price:");

    Arrays.stream(mobiles).forEach(System.out::println);

}

}
```

Output

```
java -cp /tmp/hNX8V4tm51/Main
Unsorted Mobiles:
Mobile{price=15000.0, brand='Samsung', model='Galaxy M31', ram=6}
Mobile{price=20000.0, brand='Apple', model='iPhone 12', ram=4}
Mobile{price=10000.0, brand='Xiaomi', model='Redmi 9', ram=4}
Mobile{price=25000.0, brand='OnePlus', model='Nord', ram=8}
Mobile{price=12000.0, brand='Realme', model='6 Pro', ram=6}

Sorted Mobiles by Price:
Mobile{price=10000.0, brand='Xiaomi', model='Redmi 9', ram=4}
Mobile{price=12000.0, brand='Realme', model='6 Pro', ram=6}
Mobile{price=15000.0, brand='Samsung', model='Galaxy M31', ram=6}
Mobile{price=20000.0, brand='Apple', model='iPhone 12', ram=4}
Mobile{price=25000.0, brand='OnePlus', model='Nord', ram=8}

=== Code Execution Successful ===
```