**Collections**

1. import java.util.Scanner;

public class Main

{

public static void main(String[] args) {

Scanner s=new Scanner(System.in);

int n=s.nextInt();

int[] a=new int[n];

int even=0,odd=0;

for(int i=0;i<n;i++)

{

a[i]=s.nextInt();

}

for(int i=0;i<n;i++)

{

if(i%2==0 && a[i]%2==0)

{

even+=a[i];

}

if(i%2==1 && a[i]%2==1)

{

odd+=a[i];

}

}

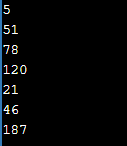
int sum=even+odd;

System.out.println(sum);

}

}

**Output:**

****

1. import java.util.Scanner;

public class Main

{

public static void main(String[] args) {

Scanner s=new Scanner(System.in);

int n=s.nextInt();

int[] a=new int[n];

int even=0;

for(int i=0;i<n;i++)

{

a[i]=s.nextInt();

}

for(int i=1;i<n;i+=2)

{

even+=a[i];

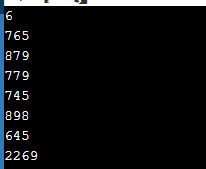
}

System.out.println(even);

}

}

**Output:**

****

1. import java.util.\*;

class Player

{

String name,team,skill;

public Player(String name, String team, String skill)

{

this.name = name;

this.team = team;

this.skill = skill;

}

}

public class Main

{

public static void main(String[] args)

{

Map<Integer,Player> map=new TreeMap<Integer,Player>();

int n;

int i=1,capNumber;

String name,team,skill;

Scanner sc=new Scanner(System.in);

System.out.println("Enter the number of players");

n=sc.nextInt();

while(i<=n)

{

System.out.println("Enter the details of player "+i);

capNumber=sc.nextInt();

Scanner st=new Scanner(System.in);

name=st.nextLine();

team=st.nextLine();

skill=st.nextLine();

Player p=new Player(name,team,skill);

map.put(capNumber,p);

i++;

}

for(Map.Entry<Integer, Player> entry:map.entrySet())

{

int key=entry.getKey();

Player p=entry.getValue();

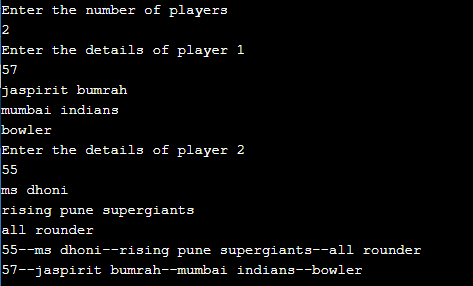
System.out.println(key+"--"+p.name+"--"+p.team+"--"+p.skill);

}

}

}

**Output:**

****