**‘Vector’ class :--**

import java.util.\*;

class First

{

void display()

{

System.out.println("This is display");

}

}

class Demo

{

public static void main(String args[ ])

{

Vector v=new Vector(3,2);

System.out.println(v.capacity());

System.out.println(v.size());

v.addElement("One");

v.addElement("Two");

v.addElement("Three");

System.out.println(v.capacity());

System.out.println(v.size());

v.addElement("Four");

System.out.println(v.capacity());

System.out.println(v.size());

for(int i=0; i<v.size(); i++)

System.out.println((String)v.elementAt(i));

v.insertElementAt("Five", 1);

for(int i=0; i<v.size(); i++)

System.out.println((String)v.elementAt(i));

v.removeElementAt(1);

for(int i=0; i<v.size(); i++)

System.out.println((String)v.elementAt(i));

First f=new First();

v.addElement(f);

First obj=(First)v.elementAt(4);

obj.display();

}

}

/\*

Methods of 'Vector' class :--

i) capacity() :-- final int capacity()

ii) size() :-- final int size()

iii) addElement():-- final void addElement(Object obj)

iv) elementAt():-- final Object elementAt(int index)

v) insertElementAt() :-- final void insertElementAt(Object obj, int index)

vi) removeElementAt() :-- final void removeElementAt(int index)

\*/