Workshop #6: Collection framework

Learning Outcomes:

Upon successful completion of this workshop, you will have demonstrated the abilities to:

- Practice the ArrayList class.
- Practice some basic functions : add, update, remove, display, search,... in the list
- Describe to your instructor what you have learned in completing this workshop.

Total: [10 points]

In this demonstration, ArrayList is used to store a list of students. Student details include: Code, name, mark. A menu is supported for user choosing one operation at a time:

- (1) Add new student
- (2) Search a student based on his/her code
- (3) Update name and mark of a student based on his/her code
- (4) Remove a student based on his/her code
- (5) List all students.

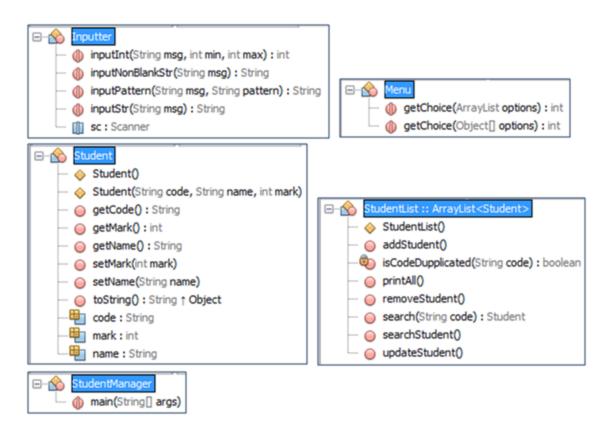
Constraints:

Student code must be in format <\$000>, 0 is a digit.

Student name can not be blank

Mark: 0..10

Design:



Implement:

```
// Class for inputting data using constraints
2  import java.util.Scanner;
     public class Inputter {
 3
          public static Scanner sc = new Scanner(System.in);
          // Get an integer between min... max
 5
          public static int inputInt(String msg, int min, int max) {
 6
              if (min>max) {
7
                  int t = min; min=max; max=t;
8
 9
              }
              int data;
10
11
              do{
12
                  System.out.print(msg);
13
                  data = Integer.parseInt(sc.nextLine());
14
              while (data<min || data>max);
15
              return data;
16
17
          // Get a string with no condition
18
          public static String inputStr (String msg) {
19
              System.out.print(msg);
20
              String data = sc.nextLine().trim();
21
              return data;
22
23
```

```
24
         // get a non-blank string
         public static String inputNonBlankStr (String msg) {
25
             String data;
26
27
             do{
                 System.out.print(msg);
28
                 data = sc.nextLine().trim();
29
30
31
             while (data.length() == 0);
32
             return data;
33
34
         // Get a string following a pattern
35
         public static String inputPattern (String msg, String pattern) {
             String data;
36
37
             do{
                 System.out.print(msq);
38
39
                 data = sc.nextLine().trim();
40
             while (!data.matches(pattern));
41
42
             return data;
43
     }// Inputter class
44
      // Class for a menu from a pre-defined options
   import java.util.ArrayList;
 2
    import java.util.Scanner;
      public class Menu {
 4
          public static int getChoice(ArrayList options) {
 5
 6
              for (int i=0; i<options.size(); i++){
 7
                  System.out.print((i+1) + "-" + options.get(i));
 8
9
              System.out.print("Choose 1.." + options.size() + ": ");
              Scanner sc = new Scanner(System.in);
10
              return Integer.parseInt(sc.nextLine());
11
12
          public static int getChoice(Object[] options) {
13
              for (int i=0; i<options.length; i++) {
14
                   System.out.println((i+1) + "-" + options[i]);
15
16
              System.out.print("Choose 1.." + options.length + ": ");
17
18
              Scanner sc = new Scanner(System.in);
19
              return Integer.parseInt(sc.nextLine());
20
      }// Menu class
21
```

```
// Class for a student
     public class Student {
2 -
         String code=""; String name= ""; int mark=0;
3
         // constructors
4
5 🖵
         public Student() {
6
  public Student(String code, String name, int mark) {
7
             this.code=code.toUpperCase();
8
9
             this.name=name.toUpperCase();
10
             this.mark = (mark>=0 && mark<=10)? mark: 0;
11
12
         // Get data as a string for printing
         @Override
13
=
         public String toString() {
             return code + ", " + name + ", " + mark;
15
16
17 +
         public String getCode() {...3 lines }
         public String getName() {...3 lines }
20 +
23
         public void setName(String name) {
24
             name = name.trim().toUpperCase();
25
             if (name.length()>0)this.name = name;// check validity
26
         public int getMark() {...3 lines }
27 +
30 🖃
         public void setMark(int mark) {
             if (mark>=0 && mark <=10) this.mark = mark; // check validity
31
32
     }// Student class
33
```

```
1 - /* Class for a student list */
public class StudentList extends ArrayList<Student>{
  public StudentList() { // Default Constructor
 4
5
             super();
 6
         1
7
         // Search a student based on student's code. Return the student found
         // This method supports preventing code duplications
8
9
         public Student search(String code) {
             code= code.trim().toUpperCase();
10
              for (int i=0; i<this.size(); i++) // Linear search is used.
12
                 if (this.get(i).getCode().equals(code)) return this.get(i);// found
             return null; // not found
13
14
15
         // checking whether a code is duplicated or not?
16
         private boolean isCodeDupplicated (String code) {
17
             code= code.trim().toUpperCase();
             return search(code)!=null;
18
19
20
         // Add new student
         public void addStudent() {
21 -
22
              // Input data of new student
23
             String newCode, newName;
24
             int newMark;
             boolean codeDuplicated= false;
<u>Q.</u>
             do {// pattern: s000 or S000 ==> Pattern: "[sS][\\d]{3}"
26
               newCode = Inputter.inputPattern("St. code S000: ", "[sS][\\d]{3}");
27
28
               newCode= newCode.trim().toUpperCase();
29
               codeDuplicated = isCodeDupplicated(newCode);//check code duplication
30
               if (codeDuplicated)System.out.println("Code is duplicated!");
31
             while (codeDuplicated==true);
32
33
              newName = Inputter.inputNonBlankStr("Name of new student: ");
             newName= newName.toUpperCase();
34
35
             newMark = Inputter.inputInt("Mark: ", 0, 10); // 0<=mark<=10</pre>
             // Create new student
36
37
              Student st = new Student(newCode, newName, newMark);
             // Add new student to the list
38
39
              this.add(st);
              System.out.println("Student " + newCode + " has been added.");
40
41
```

```
42
          // Search student based on inputted code
          public void searchStudent() {
43 - =
44
              if (this.isEmpty())
                  System.out.println("Empty list. No search can be performed!");
45
46
              else{
                  String sCode =Inputter.inputStr("Input student code for search:");
47
                  Student st= this.search(sCode);// search student based on code
48
49
                  if (st==null)
50
                      System.out.println("Student " + sCode + " doesn't existed!");
                  else System.out.println("Found: " + st);
51
52
53
54
          // Update name and mark based on student's code
55
          public void updateStudent() {
              if (this.isEmpty())
56
                  System.out.println("Empty list. No update can be performed!");
57
58
              else {
59
                  String uCode =Inputter.inputStr("Input code of updated student:");
                  Student st = this.search(uCode);// search student
60
61
                  if (st==null)
                      System.out.println("Student " + uCode + " doesn't existed!");
62
63
                  else{
64
                      // Update student's name
65
                      String oldName = st.getName();
                      String msg = "Old name: " + oldName + ", new name:";
66
                      String newName = Inputter.inputNonBlankStr(msg);
67
68
                      st.setName(newName);
69
                      // Update student's mark
70
                      int oldMark = st.getMark();
                      msg = "Old mark: " + oldMark + ", new mark 0..10:";
71
72
                      int newMark = Inputter.inputInt(msg, 0, 10);
73
                      st.setMark(newMark);
74
                      System.out.println("Student " + uCode + " has been updated.");
75
76
77
78
          // Remove a student based on student's code
79
          public void removeStudent() {
80
              if (this.isEmpty())
81
                  System.out.println("Empty list. No remove can be performed!");
82
              else {
83
                  String rCode =Inputter.inputStr("Input code of removed student:");
84
                  Student st = this.search(rCode);// search student
                  if (st==null)
85
86
                      System.out.println("Student " + rCode + " doesn't existed!");
87
                  else{
                      this.remove(st); // remove this student
88
                      System.out.println("Student " + rCode + " has been removed.");
89
90
91
```

92

```
93
           // List all students
           public void printAll() {
 94
               if (this.isEmpty())System.out.println("Empty list!");
 95
 96
               else{
                   System.out.println("Student list:");
97
                   for (Student st: this) System.out.println(st);
  <u>Q.</u>
99
                   System.out.println("Total: " + this.size() + " student(s).");
100
101
       }// StudentList
102
1 ☐ /* Program for managing student list */
     public class StudentManager {
2
3 🖃
          public static void main(String[] args) {
4
              // options in menu
              String[] options= { "Add new student", "Search a student",
5
                  "Update name and mark", "Remove a student", "List all", "Quit" };
6
<u>Q.</u>
              int choice=0; // user choice
              StudentList list= new StudentList();// Init empty list
8
9
              do{
                  System.out.println("\nStudent managing Program");
10
                  choice = Menu.getChoice(options);
11
                  switch(choice) {
12
                      case 1: list.addStudent(); break;// Add new student
13
                      case 2: list.searchStudent(); break; // Search student
14
                      case 3: list.updateStudent(); break; // Update student
15
                      case 4: list.removeStudent(); break; // Remove student
16
                      case 5: list.printAll(); break; // print all students
17
                      default: System.out.println("Bye!");
18
19
20
21
              while (choice >0 && choice < 6);
22
     }// StudentManager class
23
```

Test cases

Run the program, the following menu allows user to choose one operation at a time:

```
Student managing Program
1-Add new student
2-Search a student
3-Update name and mark
4-Remove a student
5-List all
6-Quit
Choose 1..6:
```

Test case	Option	Input and Result
1	2	No input,

		Output: Message: Empty list. No search can be performed!
2	3	No input,
_	ľ	Output: Message: Empty list. No update can be performed!
3	4	No input.
		Output: Message: Empty list. No remove can be performed!
4	5	No input.
-	3	Output: Message: Empty list!
5	1	Input code : ABC/ A1234/ S12345/S001.
	1	Input name: blank/ James
		Input mark: -2/12/7
		Message: Student S001 has been added.
6	2	Add: S008, Jack, 5
7	3	Add: s004,monica, 8
8	5	Output:
0		Student list:
		S001, JAMES, 7
		S008, JACK, 5
		S004, MONICA, 8
		Total: 3 student(s).
9	2	Input student code for search: Input S123
	-	Output: Student S123 doesn't exist!
10	2	Input student code for search: Input s008
10	-	Output: Found: S008, JACK, 5
11	3	Input code of updated student: Input S123
		Output: Student S123 doesn't exist!
12	3	Input code of updated student: Input s008
		Old name: JACK, new name: input bill
		Old mark: 5, new mark 010: input 10
		Output: Student s008 has been updated.
13	5	Output:
		Student list:
		S001, JAMES, 7
		S008, BILL, 10
		S004, MONICA, 8
		Total: 3 student(s).
14	4	Input code of removed student: Input s123
		Output: Student s123 doesn't exist!
15	4	Input code of removed student: Input s008
		Output: Student s008 has been removed.
16	5	Output:
		Student list:
		S001, JAMES, 7
		S004, MONICA, 8
		Total: 2 student(s).