



Exercise

Code Magnets

Can you reconstruct the code snippets to make a working Java program that produces the output listed below? **NOTE:** To do this exercise, you need one NEW piece of info—if you look in the API for `ArrayList`, you'll find a *second* `add` method that takes two arguments:

`add(int index, Object o)`

It lets you specify to the `ArrayList` *where* to put the object you're adding.

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```
% java ArrayListMagnet
zero one two three
zero one three four
zero one three four 4.2
zero one three four 4.2
```

```
a.remove(2);
```

```
printAL(a);
```

```
printAL(a);
```

```
a.add(0, "zero");
a.add(1, "one");
```

```
public static void printAL(ArrayList<String> al) {
```

```
    if (a.contains("two")) {
        a.add("2.2");
    }
```

```
    a.add(2, "two");
```

```
public static void main (String[] args) {
```

```
    System.out.print(element + " ");
}
    System.out.println(" ");
```

```
    if (a.contains("three")) {
        a.add("four");
    }
```

```
public class ArrayListMagnet {
```

```
    if (a.indexOf("four") != 4) {
        a.add(4, "4.2");
    }
```

```
import java.util.*;
```

```
printAL(a);
```

```
ArrayList<String> a = new ArrayList<String>();
```

```
for (String element : al) {
```

```
    a.add(3, "three");
    printAL(a);
```