

## Assignments on Java Generics

### 1. Write a Java Program to demonstrate a Generic Class.

Write a Java Program to demonstrate Generic Methods.

```
class Box<T>
{
    T item ;

    void setItem(T item)
    {
        this.item=item;
    }
    T getItem()
    {
        return item;
    }
}
class BoxDemo
{
    public static void main(String[] args)
    {
        Box<Integer>b1 = new Box<Integer>();
        Box<String>b2 = new Box<String>();

        b1.setItem(10);
        b2.setItem("hii");

        System.out.println("Values: "+b1.getItem());
        System.out.println("Values: "+b2.getItem());
    }
}
```

### 2 Write a Java Program to demonstrate Wildcards in Java Generics.

Program that demonstrates Upper Bounded Wildcards

```

import java.util.Arrays;
import java.util.List;
class UpperBoundedWildcardDemo
{
    public static void main(String[] args)
    {
        //Upper Bounded Integer List
        List<Integer> list1= Arrays.asList(4,5,6,7);

        //printing the sum of elements in list1
        System.out.println("Total sum is:"+sum(list1));

        //Upper Bounded Double list
        List<Double> list2=Arrays.asList(4.1,5.1,6.1);

        //printing the sum of elements in list2
        System.out.print("Total sum is:"+sum(list2));
    }

    private static double sum(List<? extends Number> list)
    {
        double sum=0.0;
        for (Number i: list)
        {
            sum+=i.doubleValue();
        }

        return sum;
    }
}

```

### **Program that demonstrates Lower Bounded Wildcards**

```

import java.util.Arrays;
import java.util.List;

class LowerBoundedWildcardDemo
{
    public static void main(String[] args)
    {

```

```

//Lower Bounded Integer List
List<Integer> list1 = Arrays.asList(1,2,3,4);

//Integer list object is being passed
print(list1);

//Lower Bounded Number list
List<Number> list2 = Arrays.asList(1,2,3,4);

//Integer list object is being passed
print(list2);
}

public static void print(List<? super Integer> list)
{
    System.out.println(list);
}
}

```

### **Program that demonstrates UnBounded Wildcards**

```

import java.util.Arrays;
import java.util.List;

class UnboundedWildcardDemo {

public static void main(String[] args)
{

    // Integer List
    List<Integer> list1 = Arrays.asList(1, 2, 3);

    // Double list
    List<String> list2 = Arrays.asList("s","d","f");

    printlist(list1);
    printlist(list2);
}

private static void printlist(List<?> list)

```

```

    {
        System.out.println(list);
    }
}

```

## 2. Assignments on List Interface

1. Write a Java program to create List containing list of items of type String and use for-each loop to print the items of the list.

```

import java.util.*;

public class ArrayListIteration
{
    public static void main(String args[])
    {
        List<String> al= new ArrayList<String>();

        al.add("Ann");
        al.add("Bill");
        al.add("Cathy");

        // Using the Get method and the for loop

        for (int i = 0; i < al.size(); i++)
        {
            System.out.print(al.get(i) + " ");
        }

        System.out.println();

        // Using the for each loop
        for (String str : al)
            System.out.print(str + " ");
    }
}

```

2. Write a Java program to create List containing list of items and use ListIterator interface to print items present in the list. Also print the list in reverse/ backward

direction.

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

```
public class ListIterators
```

```
{
```

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

```
    {
```

```
        List<String> names = new LinkedList<>();
```

```
        names.add("First");
```

```
        names.add("Middle");
```

```
        names.add("Last");
```

```
        // Getting ListIterator
```

```
        ListIterator<String> listIterator= names.listIterator();
```

```
        // Traversing elements
```

```
        System.out.println("Forward Direction Iteration:");
```

```
        while (listIterator.hasNext())
```

```
        {
```

```
            System.out.println(listIterator.next());
```

```
        }
```

```
        // Traversing elements, the iterator is at the end
```

```
        // at this point
```

```
        System.out.println("Backward Direction Iteration:");
```

```
        while (listIterator.hasPrevious())
```

```
        {
```

```
            System.out.println(listIterator.previous());
```

```
        }
```

```
    }
```

```
}
```

### 3. Assignments on Set Interface

1. Write a Java program to create a Set containing list of items of type String and print the items in the list using Iterator interface. Also print the list in reverse/ backward direction.

```
import java.util.*;

public class SetTest
{
    public static void main(String[] args)
    {
        // Declaring object of type String
        Set<String> hashSet = new HashSet<String>();

        // Adding elements to the Set
        // using add() method
        hashSet.add("Car");
        hashSet.add("Bike");
        hashSet.add("Train");
        hashSet.add("Truck");
        hashSet.add("Helicopter");

        //using iterator interface
        Iterator<String> hashIterator= hashSet.iterator();
        while (hashIterator.hasNext())
        {
            // Returns the next element.
            System.out.println(hashIterator.next());
        }

        // Printing elements of HashSet object
        System.out.println("\n"+hashSet);

        //convert the hashset into an array List
        ArrayList<String> a1 = new ArrayList<String>(hashSet);

        //using Listiterator to traverse through the arrayList
        ListIterator<String> Listiterator = a1.listIterator();

        //Reverse the ArrayList
```

```

        System.out.println("\nItems in reverse order: ");
        Collections.reverse(a1);

        while(Listiterator.hasNext())
        {
            System.out.println(Listiterator.next());
        }
    }
}

```

2. Write a Java program using Set interface containing list of items and perform the following operations:

- a. Add items in the set.
- b. Insert items of one set in to other set.
- c. Remove items from the set
- d. Search the specified item in the set

```

import java.util.*;
public class SetApp
{
    public static void main(String args[])
    {
        HashSet <String> one = new HashSet <String>();
        HashSet <String> two = new HashSet <String>();

        //1. Add item in set
        one.add("English");
        one.add("Maths");
        two.add("Science");
        two.add("History");
        two.add("Geography");

        System.out.println("Set one"+ one);
        System.out.println("Set two: "+ two);

        //2. Add items from one set to another set
        one.addAll(two);
        System.out.println("Updated Set one: "+one);

        //3. Remove item from set
    }
}

```

```

        one.remove("English");
        System.out.println("Set after removing "+ "English: " + one);

        //4. Search particular item from set
        System.out.println("Set contains History: "+one.contains("History"));
    }
}

```

#### 4. Assignments on Map Interface

Write a Java program using Map interface containing list of items having keys and associated values and perform the following operations:

- a. Add items in the map.
- b. Remove items from the map
- c. Search specific key from the map
- d. Get value of the specified key
- e. Insert map elements of one map in to other map.
- f. Print all keys and values of the map.

```

import java.util.*;

public class HashMapApp
{
    public static void main(String[] args)
    {
        HashMap<Integer, String> hashmap = new HashMap<Integer, String>();

        //1. Mapping string values to int keys
        hashmap.put(10, "Angel");
        hashmap.put(30, "Liza");
        hashmap.put(20, "Steve");

        //2. Displaying the HashMap=>
        for (Map.Entry<Integer, String> ViewMap : hashmap.entrySet())
        {
            System.out.println(ViewMap.getKey() + " " + ViewMap.getValue());
        }

        //3. Removing the existing key mapping
        String RemovedValue = (String)hashmap.remove(20);
    }
}

```



```

//4. Verifying the returned value
System.out.println("\nRemoved value is: "+ RemovedValue);

//5. Displaying the new map
System.out.println("New map is: "+ hashmap);

//6. Search for a specific key
System.out.println("\nHashMap contains key 10: "+hashmap.containsKey(10));
System.out.println("\nHashMap contains key 60: "+hashmap.containsKey(60));

//7. Get value of specified key
System.out.println("\nThe Value for key 30 is: " + hashmap.get(30));

//8. Insert map elements of one map in to other map.
HashMap<Integer, String> secondmap = new HashMap<Integer, String>();
hashmap.put(40, "Betty");

//9. Print all keys and values of the map
secondmap.putAll(hashmap);
System.out.println("\nSecond map is: "+ secondmap);
}
}

```

## 5. Assignments on Lambda Expression

**1. Write a Java program using Lambda Expression to print "Hello World".**

```

//Functional Interface
interface MyFunctionalInterface
{
    //A method with single parameter
    public void say(String str);
}

public class SingleParamLambda
{
    public static void main(String args[])
    {
        // lambda expression
        MyFunctionalInterface msg = (str) ->
        {

```

```

        System.out.println(str);
    };
    msg.say("Hello World");
}
}

```

## 2. Write a Java program using Lambda Expression with single parameters.

```

//Functional Interface
interface MyFunctionalInterface
{
    //A method with single parameter
    public void say(String str);
}

public class SingleParamLambda
{
    public static void main(String args[])
    {
        // lambda expression
        MyFunctionalInterface msg = (str) ->
        {
            System.out.println(str);
        };
        msg.say("Hello World");
    }
}

```

## 3. Write a Java program using Lambda Expression with multiple parameters to add two numbers.

```

interface FunctionalInt
{
    int operation(int a,int b);
}

class LambdaDemo
{
    public static void main(String[] args)
    {
        FunctionalInt addImpl=(x,y)->{return x+y;};
        System.out.println("ADDITION: "+addImpl.operation(4,5));
    }
}

```

```
    }  
}
```

4. Write a Java program using Lambda Expression to calculate the following:

**a. Convert Fahrenheit to Celcius**

```
interface FahrenToCels  
{  
    float InCelcius(float Fahrenheit );  
}  
  
public class FahrenheitToCelsius  
{  
    public static void main(String[] args)  
    {  
        FahrenToCels Convert= (Fahrenheit)-> ((Fahrenheit-32)*5)/9 ;  
        System.out.println("Temperature in Celsius is: "+Convert.InCelcius(54));  
    }  
}
```

**b. Convert Kilometers to Miles.**

```
interface KmToMiles  
{  
    double InMiles(double Kilometers);  
}  
  
public class KilometerToMiles {  
  
    public static void main(String[] args)  
    {  
  
        KmToMiles Convert=(Kilometers)-> Kilometers / 1.6;  
        System.out.println( "Kilometer In Miles is: a" +Convert.InMiles(10));  
    }  
}
```

**5. Write a Java program using Lambda Expression with or without return keyword.**

```
interface Addable
{
    int add(int a,int b);
}

public class ReturnValue
{
    public static void main(String[] args)
    {

        // Lambda expression without return keyword.
        Addable ad1=(a,b)->(a+b);
        System.out.println(ad1.add(10,20));

        // Lambda expression with return keyword.
        Addable ad2=(int a,int b)->
        {
            return (a+b);
        };

        System.out.println(ad2.add(100,200));
    }
}
```

**6. Write a Java program using Lambda Expression to concatenate two strings.**

```
//Functional Interface
interface MyFunctionalInterface
{
    //A method with single parameter
    public void say(String str1, String str2);
}

public class ConcatString
{
    public static void main(String args[])
    {
        // lambda expression
    }
}
```

```
MyFunctionalInterface msg = (str1, str2) ->
{
    System.out.println(str1 + " " + str2);
};
msg.say("Hello", "Java");
}
```