

Introduction to Programming with Java

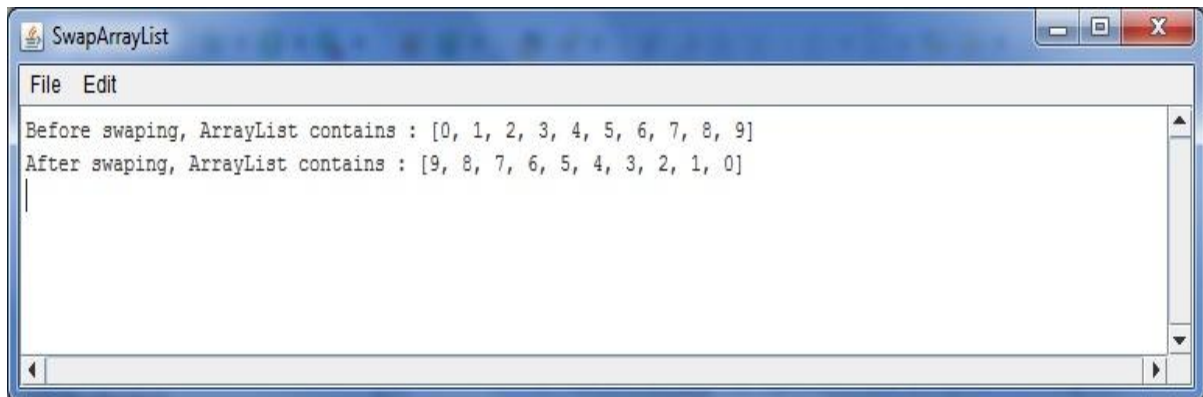
Class: **SwapArrayList.java**

Score: ★★ (Easy)

Description:

Implement a program which swaps the contents of an `ArrayList`. The program is supposed to fill the `ArrayList` with values from 0 to a pre-defined constant and display the contents of the `ArrayList`. Then it should call a function which swaps the contents of this array list and displays it again.

Sample Run:

A screenshot of a Java Swing window titled "SwapArrayList". The window has a menu bar with "File" and "Edit". The main text area contains two lines of text: "Before swaping, ArrayList contains : [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]" and "After swaping, ArrayList contains : [9, 8, 7, 6, 5, 4, 3, 2, 1, 0]". The text is displayed in a monospaced font. The window has standard Windows-style window controls (minimize, maximize, close) in the top right corner.

```
File Edit
Before swaping, ArrayList contains : [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
After swaping, ArrayList contains : [9, 8, 7, 6, 5, 4, 3, 2, 1, 0]
```