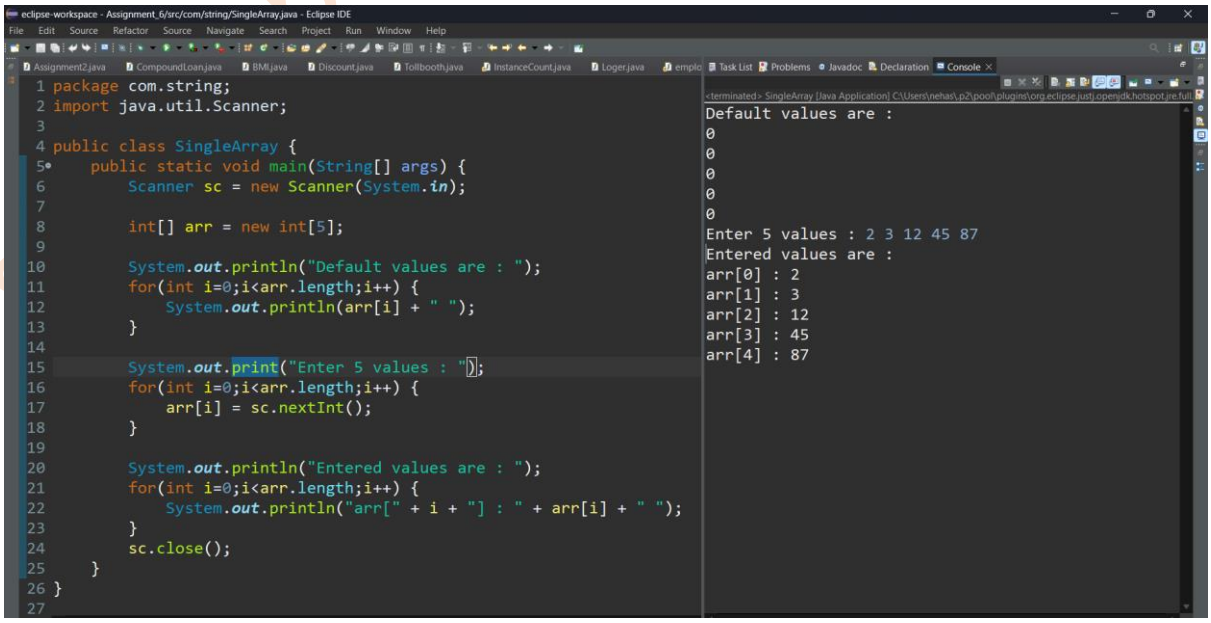
ASSIGNMENT NO.7

1. Declare a single-dimensional array of 5 integers inside the `main` method. Traverse the array to print the default values. Then accept records from the user and print the updated values of the array.

```
package com.string;
import java.util.Scanner;

public class SingleArray {
    public static void main(String[] args) {
            Scanner sc = new Scanner(System.in);

            int[] arr = new int[5];

            System.out.println("Default values are : ");
            for(int i=0;i<arr.length;i++) {
                System.out.println(arr[i] + " ");
            }

            System.out.print("Enter 5 values : ");
            for(int i=0;i<arr.length;i++) {
                arr[i] = sc.nextInt();
            }

            System.out.println("Entered values are : ");
            for(int i=0;i<arr.length;i++) {
                System.out.println("arr[" + i + "] : " + arr[i] + " ");
            }
            sc.close();
    }
}
```



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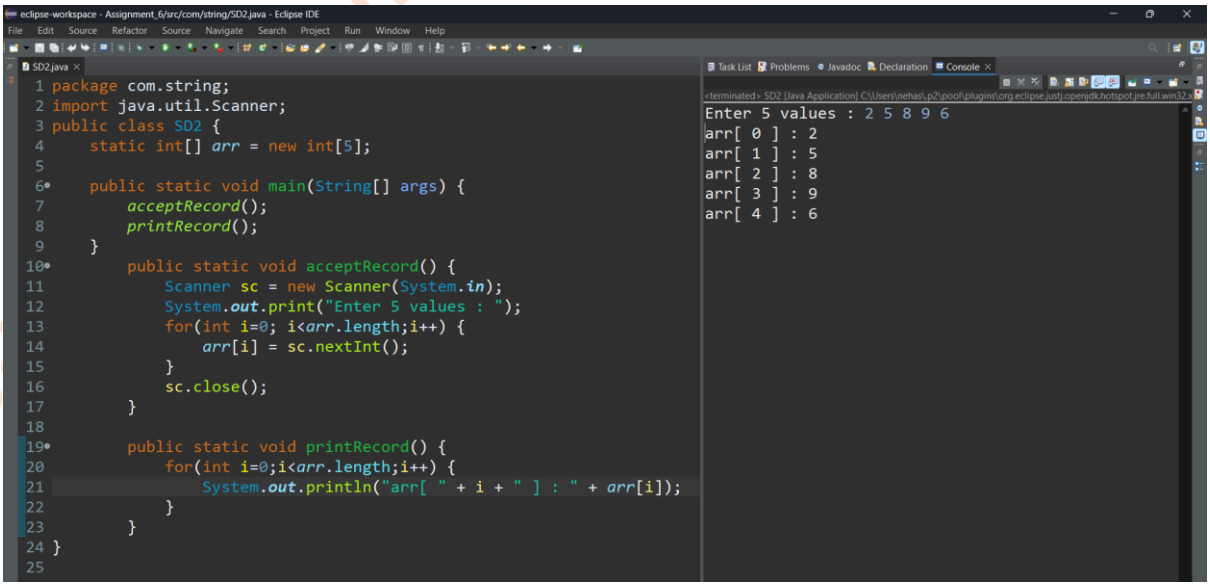
2. Declare a single-dimensional array of 5 integers inside the `main` method. Define a method named `acceptRecord` to get input from the terminal into the array and another method named `printRecord` to print the state of the array to the terminal.

```
package com.string;
import java.util.Scanner;
public class SD2 {
	static int[] arr = new int[5];

	public static void main(String[] args) {
		acceptRecord();
		printRecord();
	}
		public static void acceptRecord() {
			Scanner sc = new Scanner(System.in);
			System.out.print("Enter 5 values : ");
			for(int i=0; i<arr.length;i++) {
				arr[i] = sc.nextInt();
			}
			sc.close();
		}

		public static void printRecord() {
			for(int i=0;i<arr.length;i++) {
				System.out.println("arr[ " + i + " ] : " + arr[i]);
			}
		}
}
```



3. Write a program to find the maximum and minimum values in a single-dimensional array of integers.

```
package com.string;
import java.util.Scanner;
```

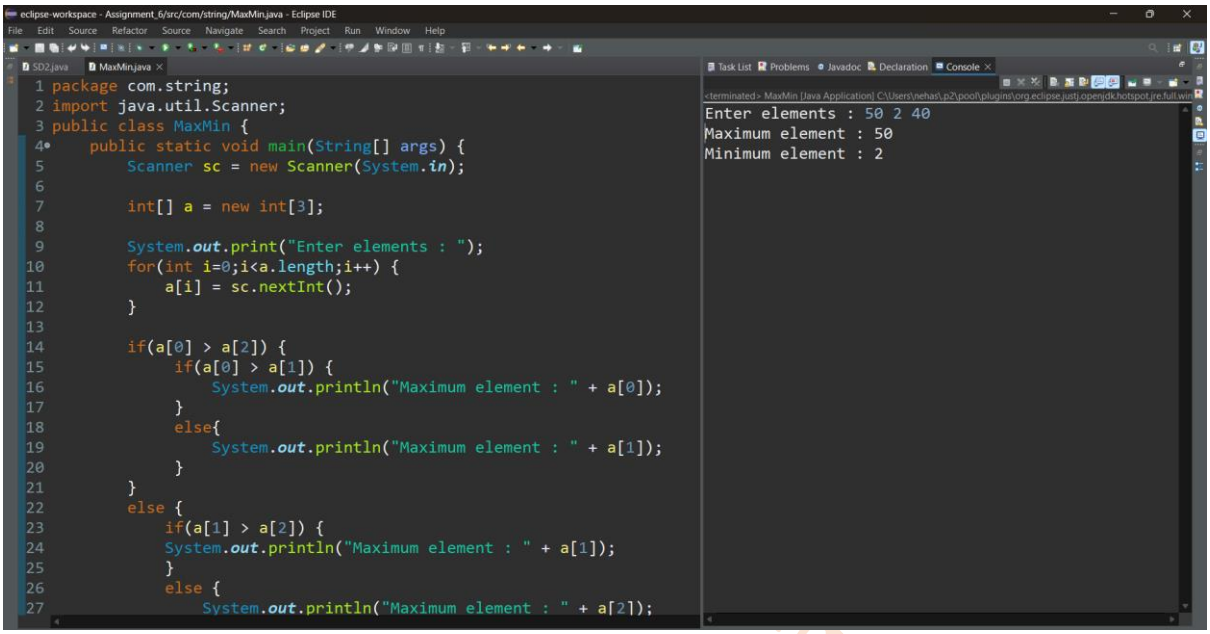
```
public class MaxMin {
	public static void main(String[] args) {
		Scanner sc = new Scanner(System.in);

		int[] a = new int[3];

		System.out.print("Enter elements : ");
		for(int i=0;i<a.length;i++) {
			a[i] = sc.nextInt();
		}

		if(a[0] > a[2]) {
			 if(a[0] > a[1]) {
				System.out.println("Maximum element : " + a[0]);
			 }
			 else{
				System.out.println("Maximum element : " + a[1]);
			 }
		}
		else {
			if(a[1] > a[2]) {
			System.out.println("Maximum element : " + a[1]);
			}
			else {
				System.out.println("Maximum element : " + a[2]);
			}
		}

		if(a[0] < a[2]) {
			 if(a[0] < a[1]) {
				System.out.println("Minimum element : " + a[0]);
			 }
			 else{
				System.out.println("Minimum element : " + a[1]);
			 }
		}
		else {
			if(a[1] < a[2]) {
			System.out.println("Minimum element : " + a[1]);
			}
			else {
				System.out.println("Minimum element : " + a[2]);
			}
		}
		sc.close();
	}
}
```



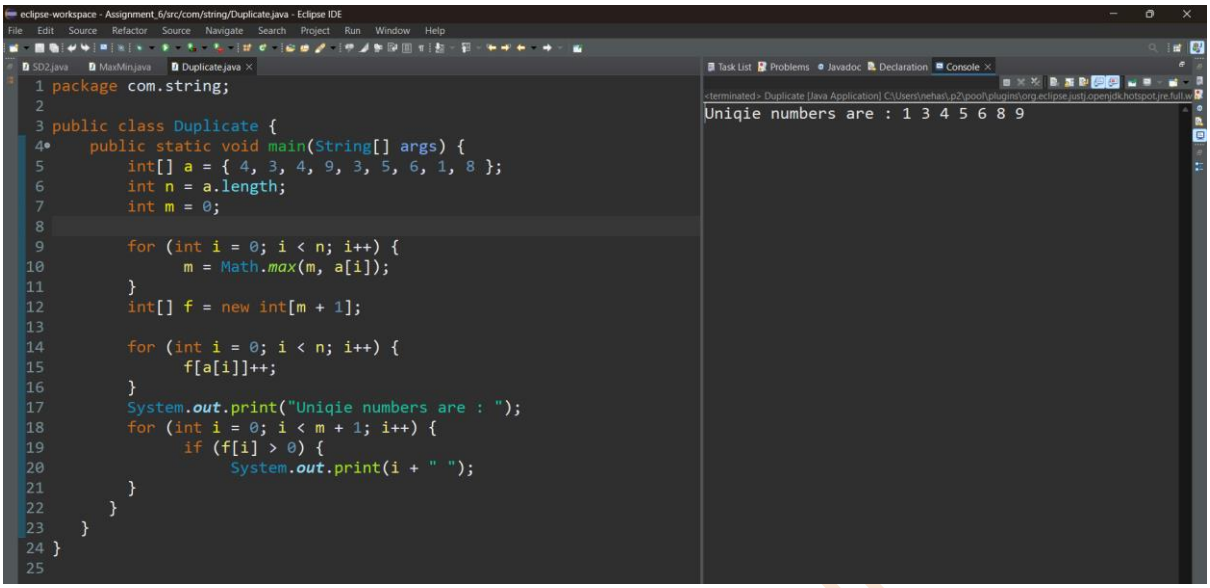
4. Write a program to remove duplicate elements from a single-dimensional array of integers.

```
package com.string;

public class Duplicate {
	public static void main(String[] args) {
		int[] a = { 4, 3, 4, 9, 3, 5, 6, 1, 8 };
		int n = a.length;
		int m = 0;

		for (int i = 0; i < n; i++) {
			m = Math.max(m, a[i]);
		}
		int[] f = new int[m + 1];

		for (int i = 0; i < n; i++) {
			f[a[i]]++;
		}
		System.out.print("Uniqie numbers are : ");
		for (int i = 0; i < m + 1; i++) {
			if (f[i] > 0) {
				System.out.print(i + " ");
			}
		}
	}
}
```



```java
package com.string;

public class Duplicate {
    public static void main(String[] args) {
        int[] a = { 4, 3, 4, 9, 3, 5, 6, 1, 8 };
        int n = a.length;
        int m = 0;

        for (int i = 0; i < n; i++) {
            m = Math.max(m, a[i]);
        }
        int[] f = new int[m + 1];

        for (int i = 0; i < n; i++) {
            f[a[i]]++;
        }
        System.out.print("Uniqie numbers are : ");
        for (int i = 0; i < m + 1; i++) {
            if (f[i] > 0) {
                System.out.print(i + " ");
            }
        }
    }
}
```

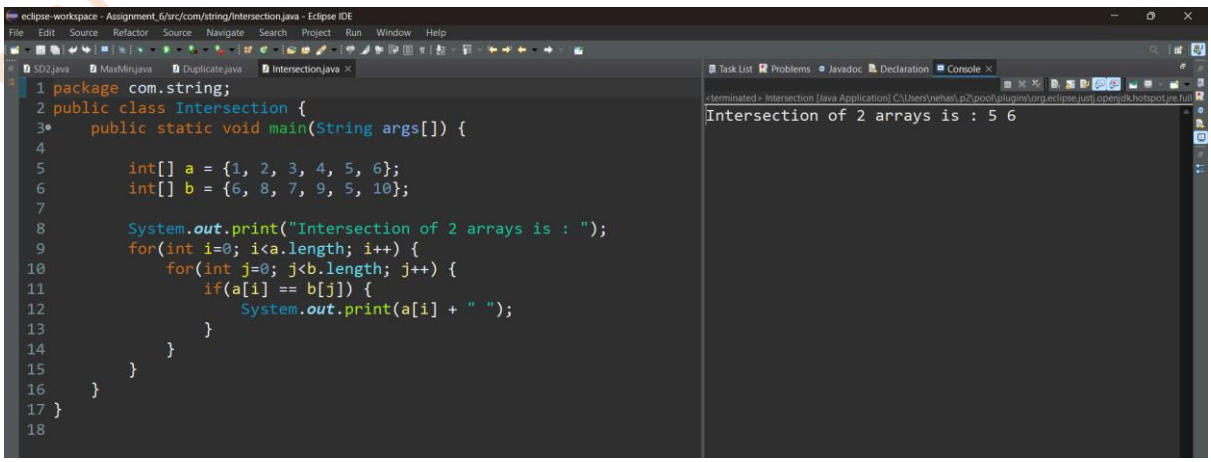
```
Uniqie numbers are : 1 3 4 5 6 8 9
```

5. Write a program to find the intersection of two single-dimensional arrays.

```java
package com.string;
public class Intersection {
    public static void main(String args[]) {

        int[] a = {1, 2, 3, 4, 5, 6};
        int[] b = {6, 8, 7, 9, 5, 10};

        System.out.print("Intersection of 2 arrays is : ");
        for(int i=0; i<a.length; i++) {
            for(int j=0; j<b.length; j++) {
                if(a[i] == b[j]) {
                    System.out.print(a[i] + " ");
                }
            }
        }
    }
}
```



```java
package com.string;
public class Intersection {
    public static void main(String args[]) {

        int[] a = {1, 2, 3, 4, 5, 6};
        int[] b = {6, 8, 7, 9, 5, 10};

        System.out.print("Intersection of 2 arrays is : ");
        for(int i=0; i<a.length; i++) {
            for(int j=0; j<b.length; j++) {
                if(a[i] == b[j]) {
                    System.out.print(a[i] + " ");
                }
            }
        }
    }
}
```

```
Intersection of 2 arrays is : 5 6
```

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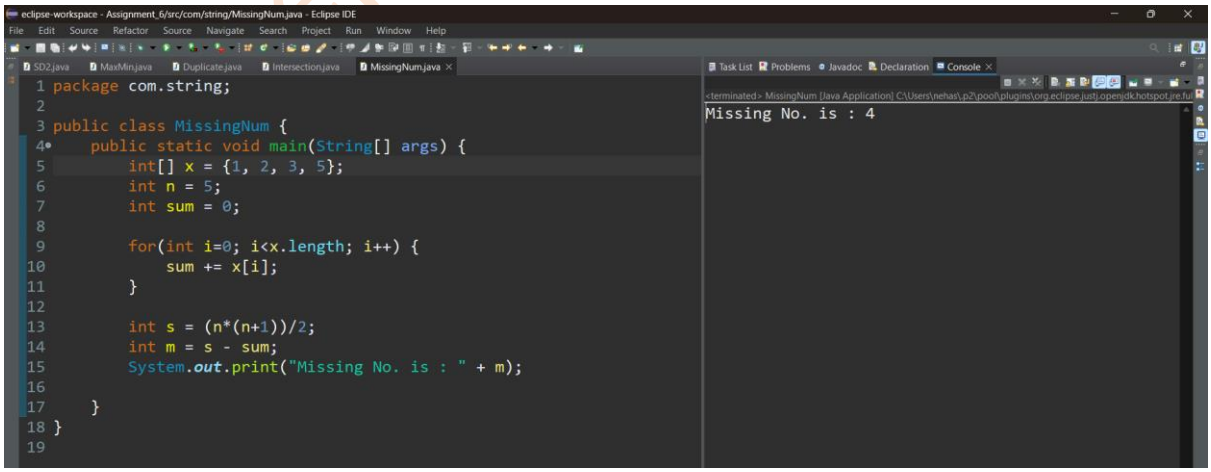
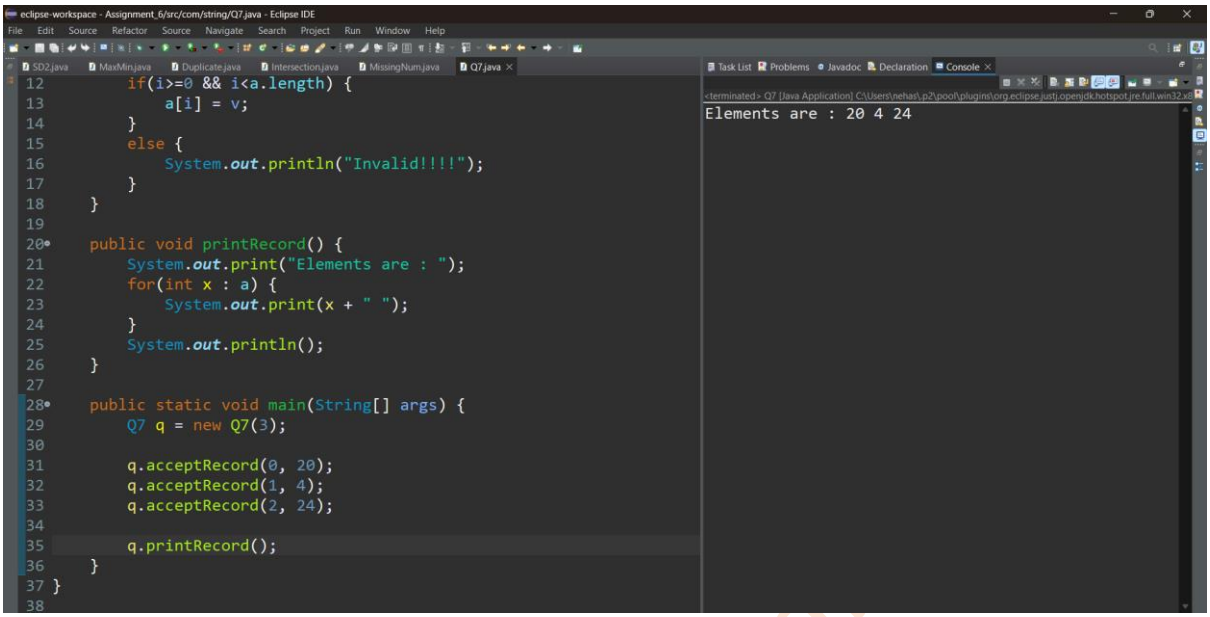
6. Write a program to find the missing number in an array of integers ranging from 1 to N.

```
package com.string;

public class MissingNum {

	public static void main(String[] args) {

		int[] x = {1, 2, 3, 5};

		int n = 5;

		int sum = 0;

		for(int i=0; i<x.length; i++) {

			sum += x[i];

		}

		int s = (n*(n+1))/2;

		int m = s - sum;

		System.out.print("Missing No. is : " + m);

	}

}
```



7. Declare a single-dimensional array as a field inside a class and instantiate it inside the class constructor. Define methods named `acceptRecord` and `printRecord` within the class and test their functionality.

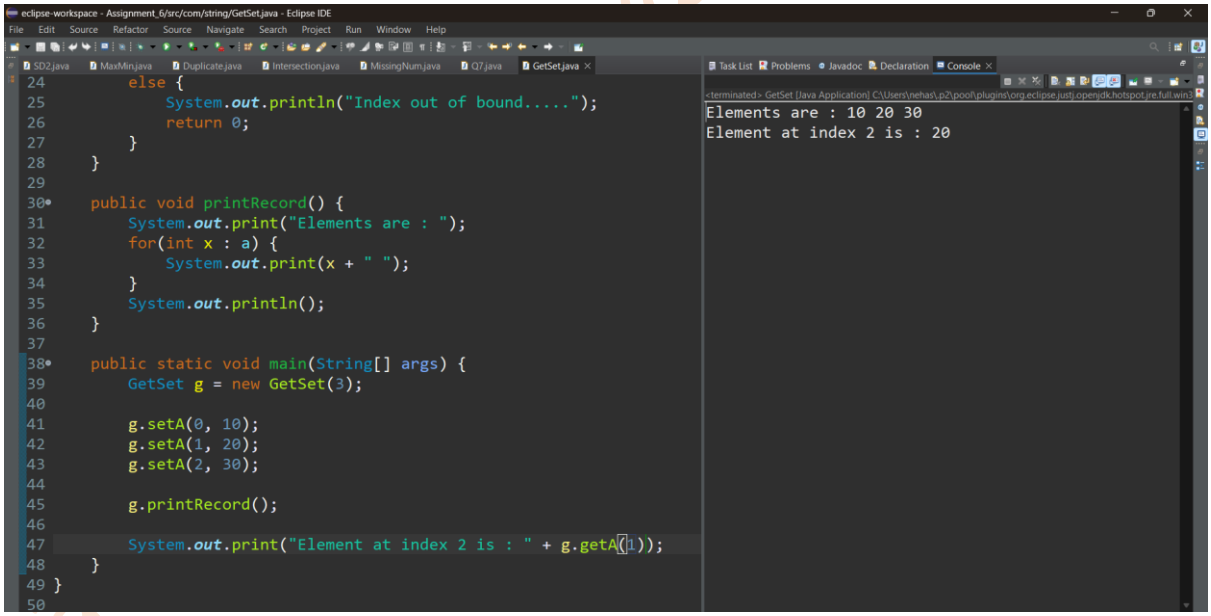
```
package com.string;

public class Q7 {

	private int[] a;

	Q7(int s){
		a = new int[s];
	}

	public void acceptRecord(int i, int v) {
		if(i>=0 && i<a.length) {
			a[i] = v;
		}
		else {
			System.out.println("Invalid!!!!");
		}
	}

	public void printRecord() {
		System.out.print("Elements are : ");
		for(int x : a) {
			System.out.print(x + " ");
		}
		System.out.println();
	}

	public static void main(String[] args) {
		Q7 q = new Q7(3);

		q.acceptRecord(0, 20);
		q.acceptRecord(1, 4);
		q.acceptRecord(2, 24);

		q.printRecord();
	}
}
```



8. Modify the previous assignment to use getter and setter methods instead of `acceptRecord` and `printRecord`.

```
package com.string;

public class GetSet {

	private int[] a;

	public GetSet(int s) {
		a = new int[s];
	}

	public void setA(int i, int v) {
		if(i>=0 && i<a.length) {
			a[i] = v;
		}
		else {
			System.out.println("Index out of bound.....");
		}
	}

	public int getA(int i) {
		if(i>=0 && i< a.length) {
			return a[i];
		}
		else {
			System.out.println("Index out of bound.....");
			return 0;
		}
	}
```

```
    public void printRecord() {
        System.out.print("Elements are : ");
        for(int x : a) {
            System.out.print(x + " ");
        }
        System.out.println();
    }

    public static void main(String[] args) {
        GetSet g = new GetSet(3);

        g.setA(0, 10);
        g.setA(1, 20);
        g.setA(2, 30);

        g.printRecord();

        System.out.print("Element at index 2 is : " + g.getA(1));
    }
}
```



9. You need to implement a system to manage airplane seat assignments. The airplane has seats arranged in rows and columns. Implement functionalities to:

- Initialize the seating arrangement with a given number of rows and columns.
- Book a seat to mark it as occupied.
- Cancel a booking to mark a seat as available.
- Check seat availability to determine if a specific seat is available.
- Display the current seating chart.

```
package com.string;
```

```
public class PlaneSeating {
	private char[][] seat;
	private int row;
	private int col;

	public PlaneSeating(int row, int col) {
		this.row = row;
		this.col = col;
		seat = new char[row][col];
		for(int i=0; i<row; i++) {
			for(int j=0; j<col; j++) {
				seat[i][j] = 'A';
			}
		}
	}

	public void bookSeat(int row, int col) {
		if(seat[row][col] == 'A') {
			seat[row][col] = 'x';
			System.out.println("Seat book sucessfully.");
		}else {
			System.out.println("Seat not available.");
		}
	}
```

```
public void cancelSeat(int row, int col) {
        if(seat[row][col] == 'x') {
                seat[row][col] = 'A';
                System.out.println("Seat cancelled sucessfully.");
        }else {
                System.out.println("Seat is available.");
        }
}

public void displayRecord() {
        System.out.println("Seats available : ");
        for(int i=0; i<row; i++) {
                for(int j=0; j<col; j++) {
                        System.out.print(seat[i][j]);
                }
                System.out.println();
        }
}

public static void main(String[] args) {
        PlaneSeating p = new PlaneSeating(4, 4);
        p.bookSeat(2,2);
        p.displayRecord();
```

```
            p.cancelSeat(2,2);

            p.displayRecord();

        }

}
```