

# ArrayList

# Switch Case

# Ternary Operator

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# ArrayList.

int[] arr = new int[10];

↓  
Array of a fixed size 10.



fixed size

60 students

↓  
array size = 60

a new student joined ?

- ① You can occupy  
that student

m → Mukul

A = Z ② place m b/w the array?

Not possible

arr = [1, 2, 5, 7]  
③ → [1, 2, 5, 3, 7]

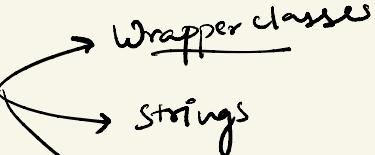
## Arrays

- A continuous chunk of memory
- fixed size (static)
- primitive data types, Generics

`int[] arr = new int[10];` → Collections

`char[] brr = new char[10];`

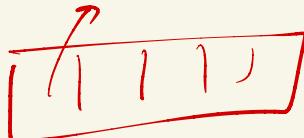
`float[]`



class A

==

Y ↗  
A



`Integer[] arr = new Integer[10];`

`String[] arr = new String[10];`

A[] `arr = new A[10];`

## ArrayList

- ① Continuous Memory
- ② Size is variable (Dynamic array)
- \* ③ Generics → Wrapper classes }  
→ String  
→ Collections.

\* We can't make ArrayList of primitive datatype.

new ArrayList< >( )

↓

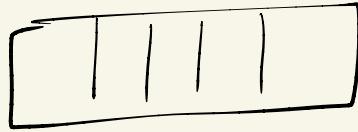
default → 

max size

new ArrayList< >(5)

↓

size → 



add (6)  
\_\_\_\_\_

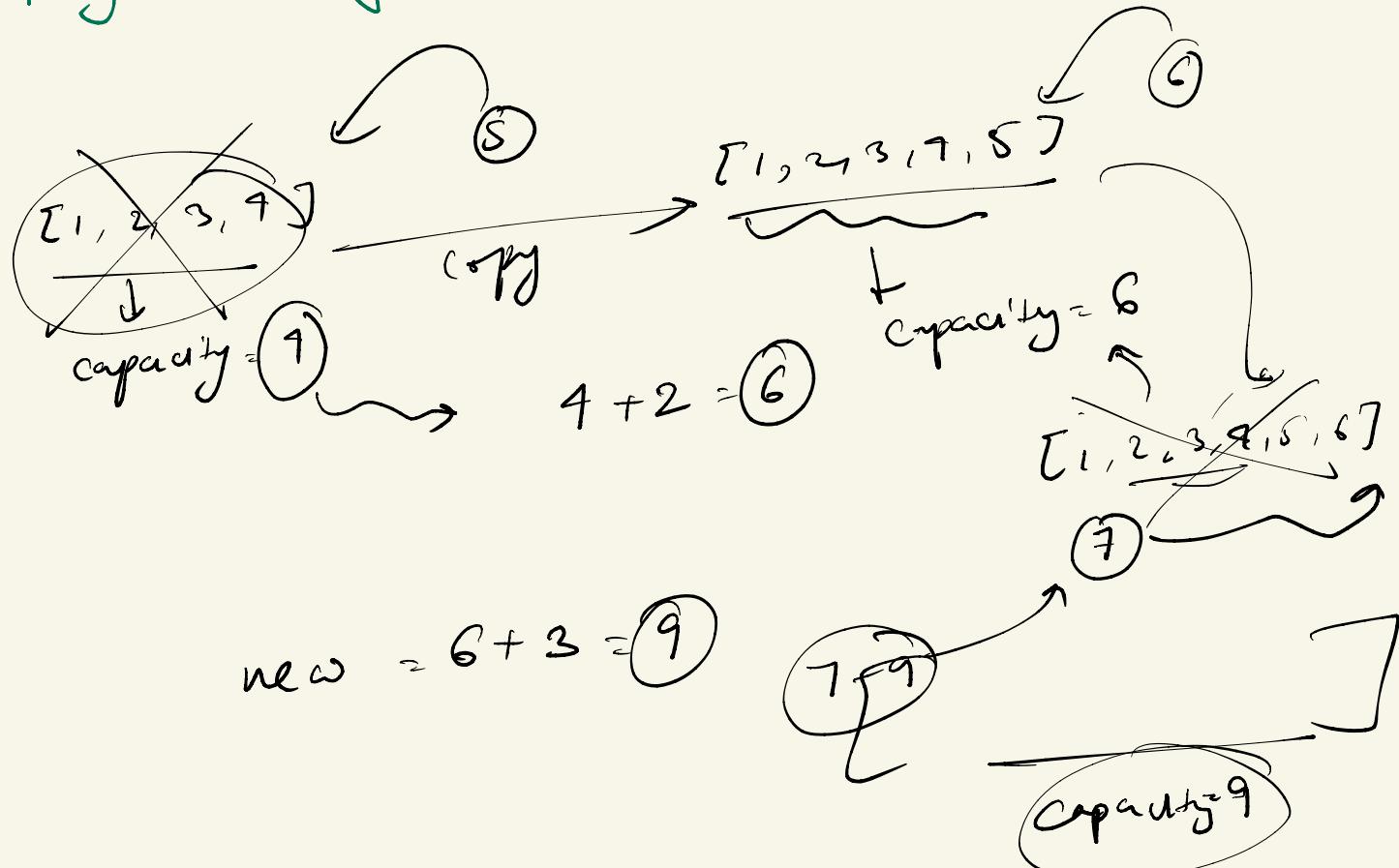
ArrayList<Integer> list = new ArrayList();

{ 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 }  
\_\_\_\_\_ 22  
size = 16  
capacity = 10

capacity ! 10  
\_\_\_\_\_

capacity 15  
\_\_\_\_\_ 15 + 7 = 22

`ArrayList<Integer> list = new ArrayList(4);`



~~Capacity ≠ size~~

} Maximum it can hold

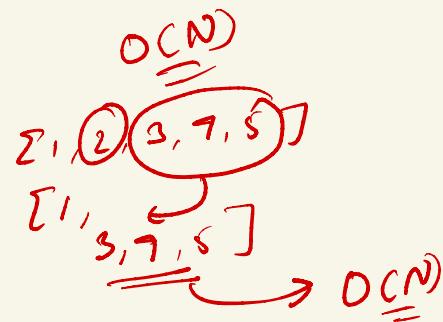
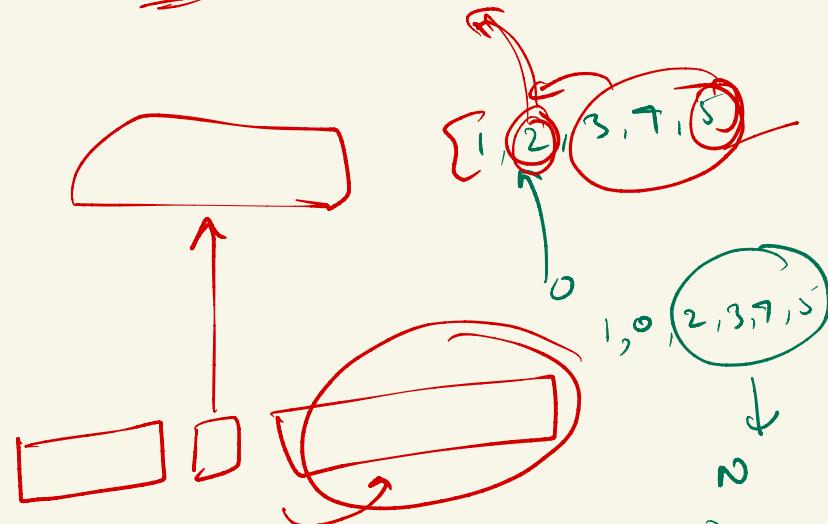
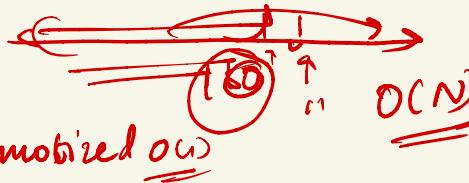
→ { No. Elements  
Currently holding }  
=====

Array List  $\text{list} = \text{new ArrayList()}$

$\{1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11\}$

↓  
size 11  
capacity

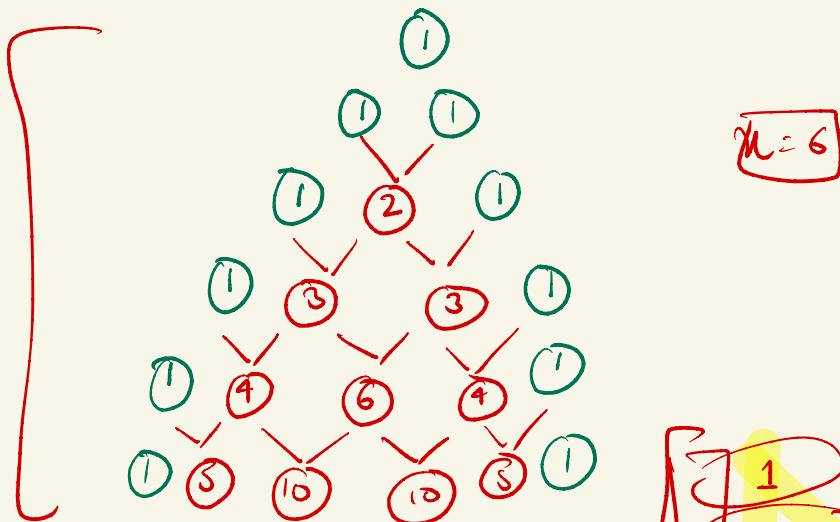
- ① add ( $v$ )  $\rightarrow O(1)$   
 ② add ( $i, v$ )  $\rightarrow O(N)$   
 ③ get  $\rightarrow O(1)$   
 ④ set  $\rightarrow O(1)$   
 ⑤ size  $\rightarrow O(1)$   
 ⑥ remove  $\rightarrow$  last · between  
 ⑦ sort  $\rightarrow O(N \log N)$



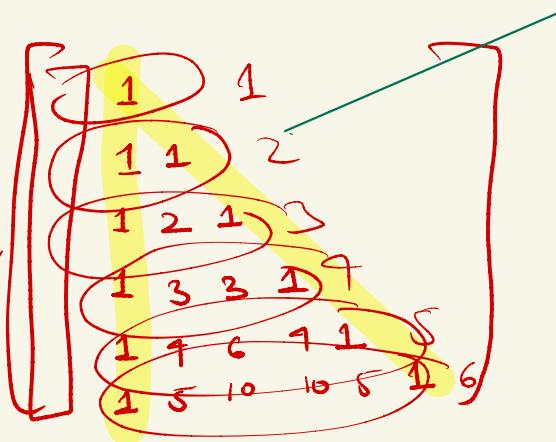
## Q. Composite Number

arraylist [1, 2, 3, 7, 5, 6]  
↓ Remove all the Composite Number  
from this

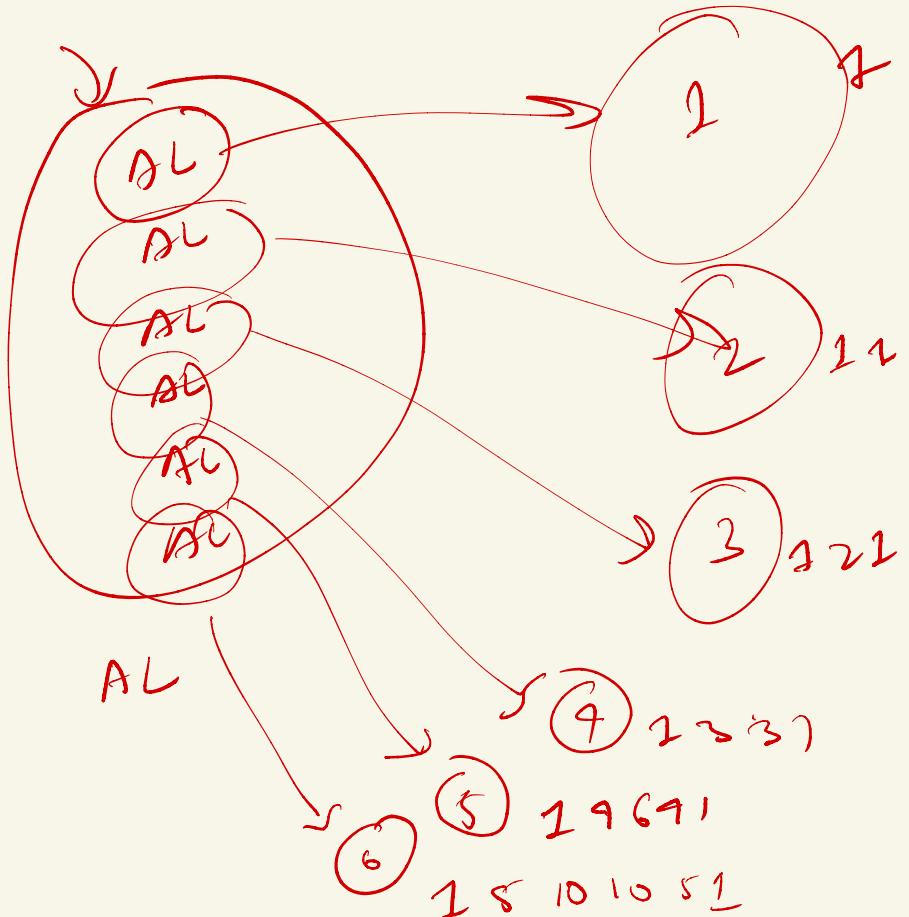
✓ [1, 2, 3, 5]



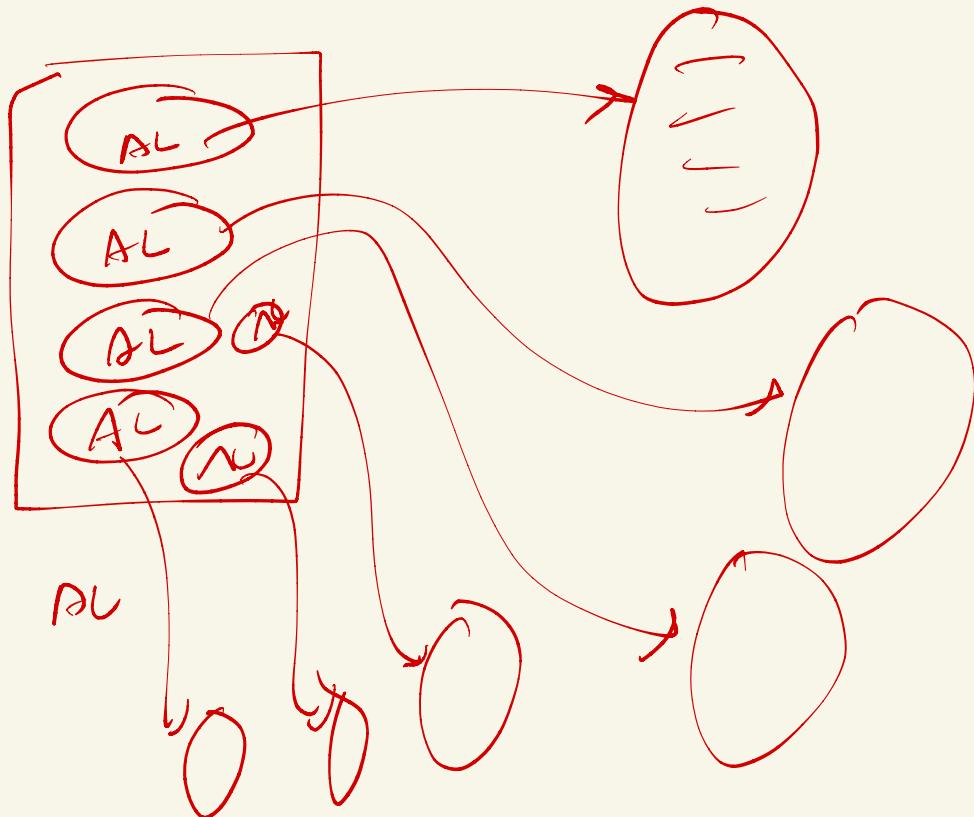
$\text{ArrayList}$   $\leftarrow$   $\text{ArrayList}$   $\leftarrow$   $\text{ArrayList}$   $\leftarrow$   $\text{ArrayList}$

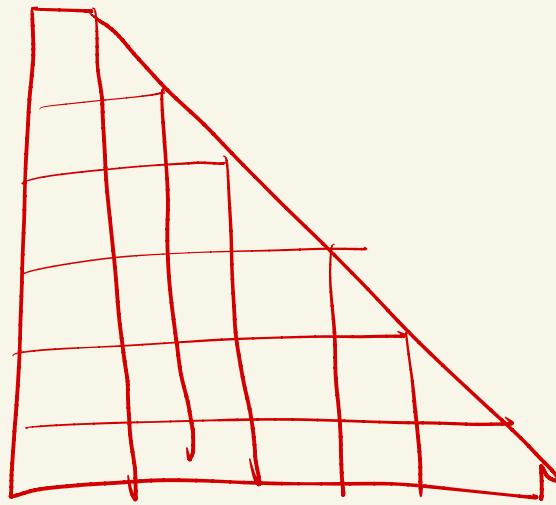


6



6





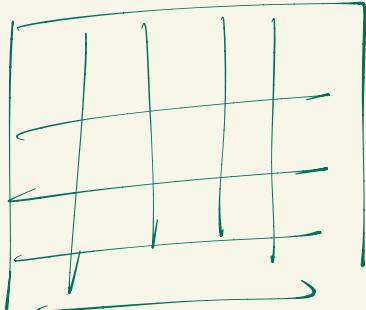
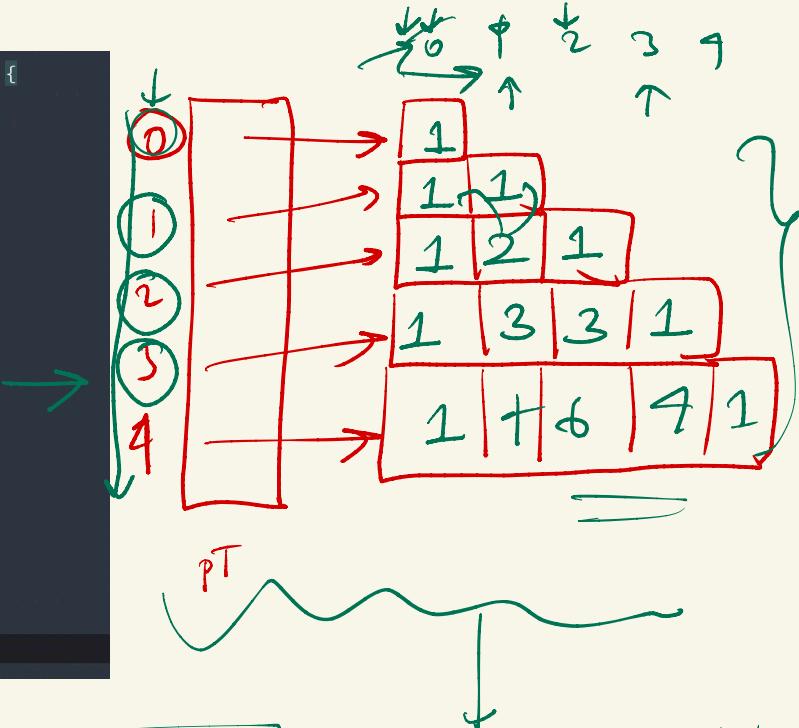
```

public static ArrayList<ArrayList<Integer>> pascalTriangle(int n) {
    // write code here
    ArrayList<ArrayList<Integer>> pT = new ArrayList<ArrayList<Integer>>(n);
    for (int i = 0; i < n; i++) {
        pT.add(new ArrayList<Integer>(i + 1));
    }

    for (int i = 0; i < n; i++) {
        for (int j = 0; j <= i; j++) {
            if (j == 0 || j == i) {
                pT.get(i).add(1);
            } else {
                int getAbove = pT.get(i - 1).get(j);
                int aboveDiag = pT.get(i - 1).get(j - 1);
                pT.get(i).add(getAbove + aboveDiag);
            }
        }
    }

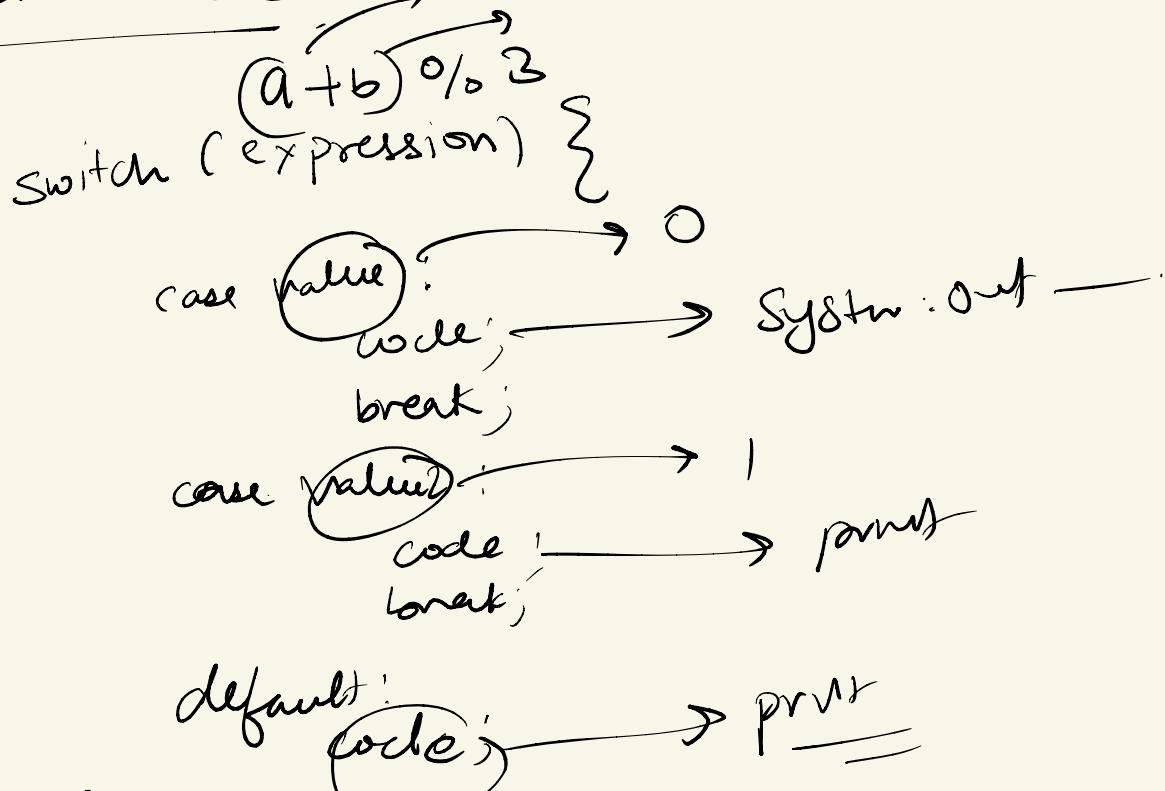
    return pT;
}

```



2D Array list

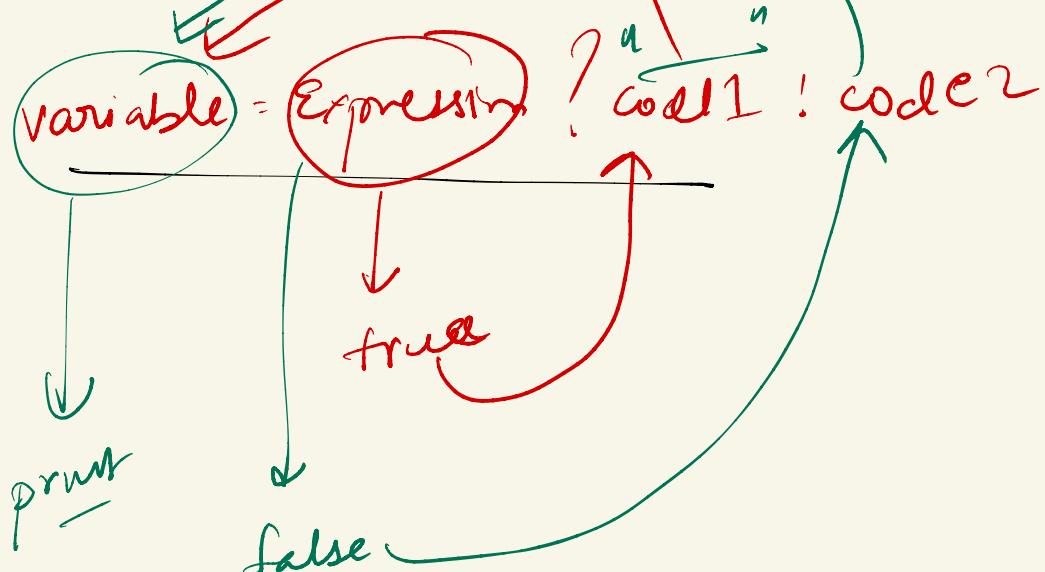
## Switch Cases



g

## Ternary Operator

```
if ( )  
  { }  
else  
  { }
```



`ArrayList<x> list = new ArrayList<x>()`

The diagram shows the state of the `list` variable after its creation. It consists of two main parts enclosed by a large curly brace labeled "list":

- A face icon, representing the state of the list.
- A "Set C" icon, representing the collection of elements in the list.

An arrow points from the "Set C" icon to the method call `list.add()`, indicating that the list is currently empty (represented by the face icon) and ready to receive new elements.

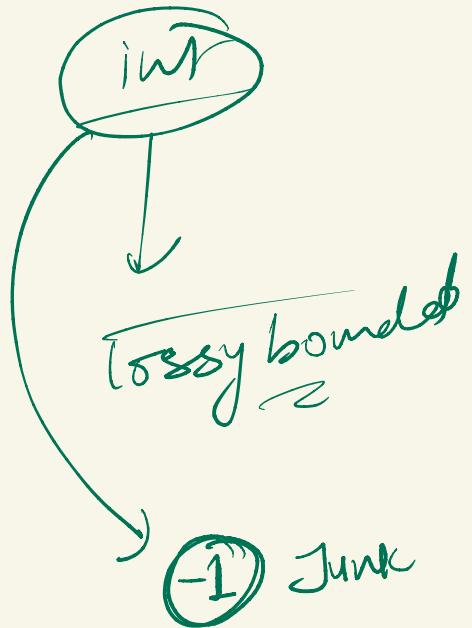
Integer

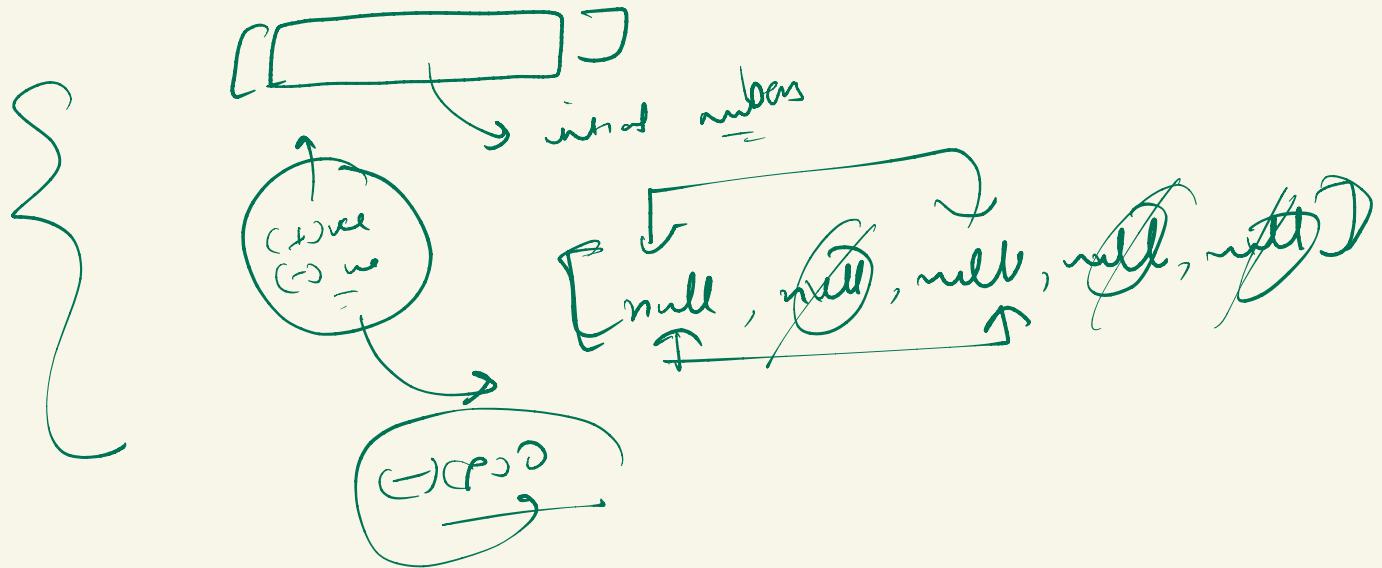
~~Null~~

Junk value

Finitely Bounded

T





0,0	0,1	0,2	0,3
1,0	1,1		
2,0	2,1	2,2	
3,0	3,1	3,2	3,3

$(i-1, j) \leftarrow$   
 $\underline{(i-1, j-1)}$

