

## CSC248 FUNDAMENTALS OF DATA STRUCTURE

## **LAB ASSIGNMENT 3**

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## FriendApp Class

```
import java.util.Scanner;
import java.util.LinkedList;
public class FriendApp {
   public static int choice;
   static Scanner in = new Scanner(System.in);
    static Scanner in1 = new Scanner(System.in);
   public static void main(String[] args) {
       LinkedList<Friend> sList = new LinkedList<Friend>();
       menuSelection();
       do {
           switch (choice) {
               case 1:
                   System.out.println();
                   System.out.print("Enter ID : ");
                   int id = in1.nextInt();
                   System.out.print("Enter name : ");
                   String name = in.nextLine();
                   System.out.print("Enter HP : ");
                   String hp = in.nextLine();
                   System.out.print("Enter email: ");
                   String email = in.nextLine();
                   System.out.print("Enter index: ");
                   int ind = in1.nextInt();
                   Friend f = new Friend(id, name, hp, email);
                   // Verify no duplicates
                   for (Friend friend : sList) {
                       if (friend.getId() == id) {
                           System.out.println("\u00e4nFriend ID already
exists.");
                           break;
                   try {
                       sList.add(ind, f);
                       System.out.println("\u00e4nFriend added.");
                   } catch (IndexOutOfBoundsException e) {
                       sList.add(f);
                       ind = sList.indexOf(f);
                       System.out.println(
```

```
"¥nDue to index out of bounds, the new name
was added at the end of the list instead, which is at index "
                                        + ind);
                    break;
                case 2:
                    boolean found = false;
                    if (sList.size() == 0) {
                        System.out.println("\u00e4nList is empty.");
                    } else {
                        System.out.print("Enter ID: ");
                        int id1 = in1.nextInt();
                        for (Friend friend : sList) {
                            if (friend.getId() == id1) {
                                found = true;
                                System.out.println();
                                System.out.println("Index: " +
sList.indexOf(friend));
                               System.out.println(friend);
                        if (!found) {
                            System.out.println("\u00e4nFriend ID not found.");
                        }
                    break;
                case 3:
                    boolean found2 = false;
                    if (sList.size() == 0) {
                        System.out.println("\u00e4nAction not allowed. List is
empty.");
                    } else if (sList.size() == 1) {
                        System.out.println("\u00e4nAction not allowed. List has
only 1 friend.");
                    } else {
                        System.out.print("Enter ID: ");
                        int id2 = in1.nextInt();
                        for (Friend friend : sList) {
                            if (friend.getId() == id2) {
                                found2 = true;
```

```
System.out.println("Are you sure you want
to remove this friend? (Y/N)");
                                String confirm = in.nextLine();
                                if (confirm.equalsIgnoreCase("Y")) {
                                    sList.remove(friend);
                                    System.out.println("\u00e4nFriend
removed.");
                                } else {
                                    System.out.println("\u00e4nFriend not
removed.");
                                }
                        if (!found2) {
                            System.out.println("\u00e4nFriend ID not found.");
                    break;
                case 4:
                    boolean found3 = false;
                    if (sList.size() == 0) {
                        System.out.println("\u00e4nAction not allowed. List is
empty.");
                    } else {
                        System.out.print("Enter ID: ");
                        int id3 = in1.nextInt();
                        for (Friend friend : sList) {
                            if (friend.getId() == id3) {
                                found3 = true;
                                System.out.print("Enter new HP
                                                                 : ");
                                String hp1 = in.nextLine();
                                System.out.print("Enter new email: ");
                                String email1 = in.nextLine();
                                friend.setHP(hp1);
                                friend.setEmail(email1);
                                System.out.println("\u00e4nFriend updated.");
                                break;
                        if (!found3) {
                            System.out.println("\u00e4nFriend ID not found.");
```

```
break;
                case 5:
                    if (sList.size() == 0) {
                        System.out.println("\u00e4nList is empty.");
                        System.out.print("\u00e4n\u00e4tList of friends");
                        for (Friend friend : sList) {
                            System.out.println();
                            System.out.println("Index: " +
sList.indexOf(friend));
                            System.out.println(friend);
                    break;
                default:
                    System.out.println("\u00e4nInvalid choice.");
                    break;
            System.out.println();
            menuSelection();
        } while (choice != 6);
    public static void menuSelection() {
        System.out.println(
                "¥n¥tMenu Selection¥n1. Add Friend¥n2. View Friend¥n3.
Remove Friend¥n4. Update Friend¥n5. Display All Friends¥n6. Exit");
        System.out.print("\u00e4nEnter choice: ");
        choice = in1.nextInt();
```

## **Friend Class**

```
public class Friend {
    private int idno;
    private String name, hpno, email;
    public Friend(int id, String n, String hp, String em) {
       this.idno = id;
       this.name = n;
       this.hpno = hp;
       this.email = em;
    }
   public int getId() {
       return this.idno;
    }
   public String getName() {
       return this.name;
   public String getHP() {
       return this.hpno;
    public String getEmail() {
       return this.email;
    public void setName(String n) {
       this.name = n;
    public void setHP(String hp) {
       this.hpno = hp;
   public void setEmail(String mail) {
       this.email = mail;
    }
   public String toString() {
       return "ID : " + this.idno + "\u00e4nName : " + this.name + "\u00e4nHP
 + this.hpno + "\u00e4nEmail: " + this.email;
```