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BATCH-5(AI&ML)

## **EXPERIMENT NO – 9**

**TITLE:** Collections

**1. Write a program for the following:**

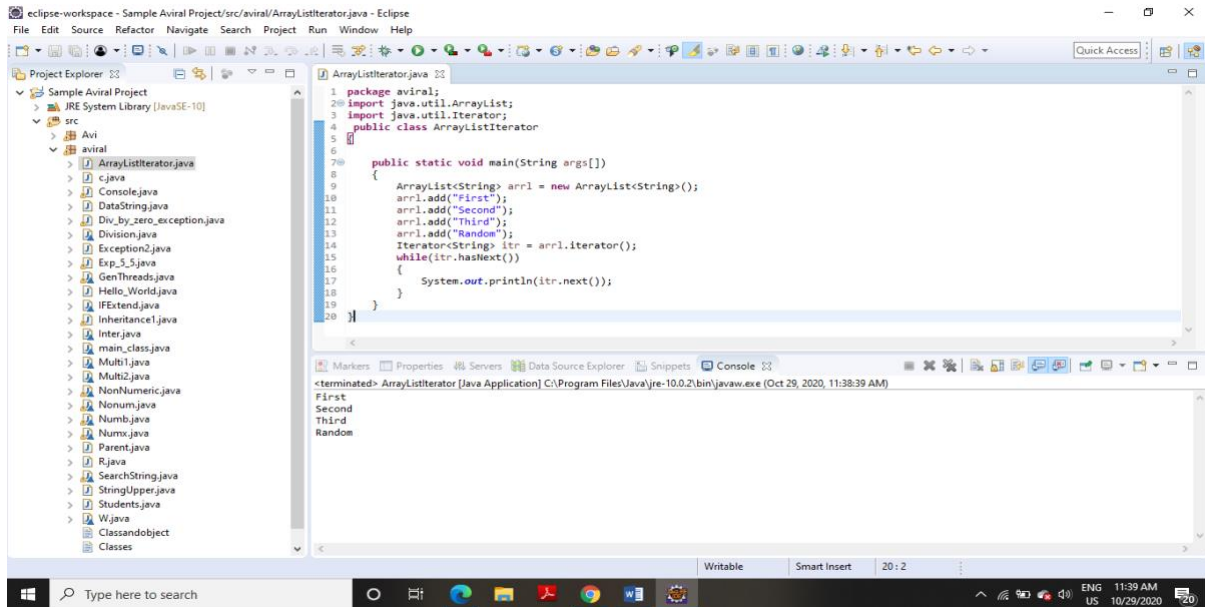
**(i) Read all elements from ArrayList by using Iterator.**

**CODE**

```
package rohan;
import java.util.ArrayList;
import java.util.Iterator;
public class ArrayListIterator
{

    public static void main(String args[])
    {
        ArrayList<String> arrl = new ArrayList<String>();
        arrl.add("First");
        arrl.add("Second");
        arrl.add("Third");
        arrl.add("Random");
        Iterator<String> itr = arrl.iterator();
        while(itr.hasNext())
        {
            System.out.println(itr.next());
        }
    }
}
```

**OUTPUT**



(ii) Create duplicate object of an ArrayList instance.

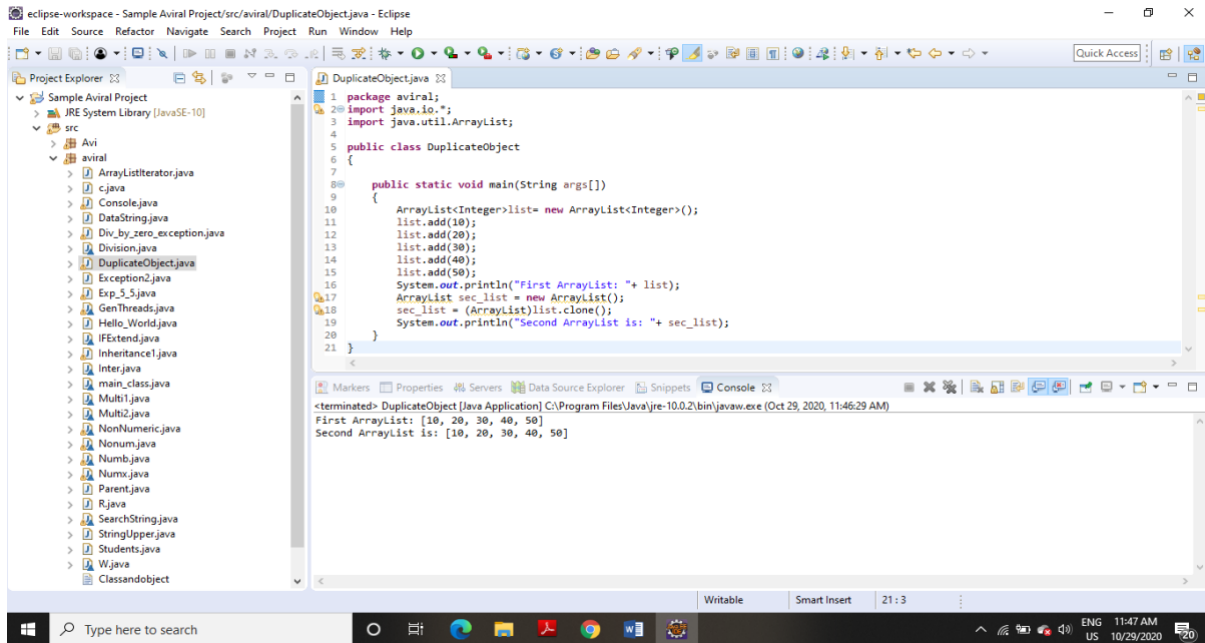
## CODE

```
package rohan;
import java.io.*;
import java.util.ArrayList;
```

```
public class DuplicateObject
{
```

```
    public static void main(String args[])
    {
        ArrayList<Integer>list= new ArrayList<Integer>();
        list.add(10);
        list.add(20);
        list.add(30);
        list.add(40);
        list.add(50);
        System.out.println("First ArrayList: "+ list);
        ArrayList sec_list = new ArrayList();
        sec_list = (ArrayList)list.clone();
        System.out.println("Second ArrayList is: "+ sec_list);
    }
}
```

## OUTPUT



### (iii) Reverse ArrayList content.

#### CODE

```
package rohan;
```

```
import java.util.ArrayList;
```

```
import java.util.Collections;
```

```
public class ArrayListReverse
```

```
{
```

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

```
    {
```

```
        ArrayList<String> list = new ArrayList<String>();
```

```
        list.add("Java");
```

```
        list.add("Cric");
```

```
        list.add("Play");
```

```
        list.add("Watch");
```

```
        list.add("Glass");
```

```
        Collections.reverse(list);
```

```
        System.out.println("Results after reverse operation:");
```

```
        for(String str: list)
```

```
        {
```

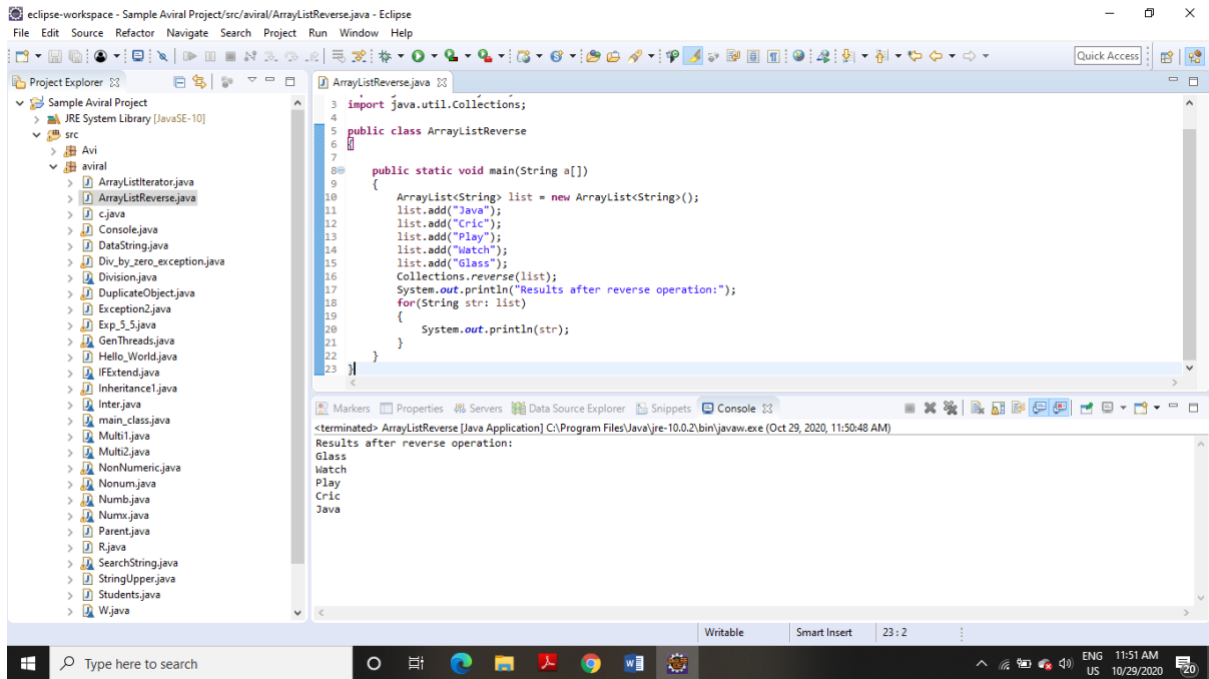
```
            System.out.println(str);
```

```
        }
```

```
    }
```

```
}
```

#### OUTPUT



## 2. Write a program for the following HashMap:

(i) find whether specified key exists or not.

**CODE**

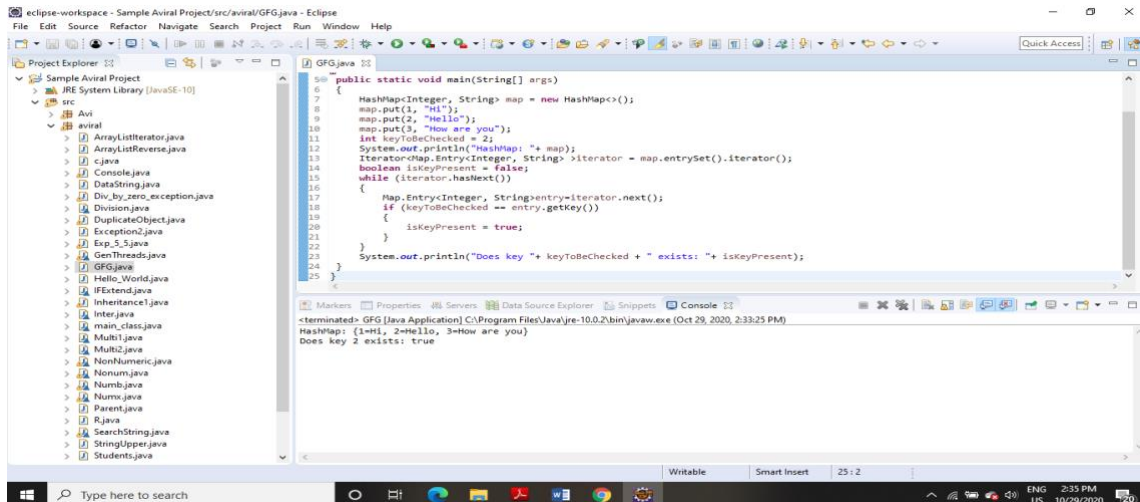
```
package rohan;
import java.util.*;
public class GFG
{
    public static void main(String[] args)
    {
        HashMap<Integer, String> map = new HashMap<>();
        map.put(1, "Hi");
        map.put(2, "Hello");
        map.put(3, "How are you");
        int keyToBeChecked = 2;
        System.out.println("HashMap: " + map);
        Iterator<Map.Entry<Integer, String> > iterator = map.entrySet().iterator();
        boolean isKeyPresent = false;
        while (iterator.hasNext())
        {
            Map.Entry<Integer, String> entry = iterator.next();
            if (keyToBeChecked == entry.getKey())
            {
                isKeyPresent = true;
            }
        }
    }
}
```

```

        System.out.println("Does key " + keyToBeChecked + " exists: " +
isKeyPresent);
    }
}

```

## OUTPUT



(ii) find whether specified value exists or not

## CODE

```

package rohan;
import java.util.HashMap;
public class CheckValue
{

```

```

    public static void main(String[] args)
    {

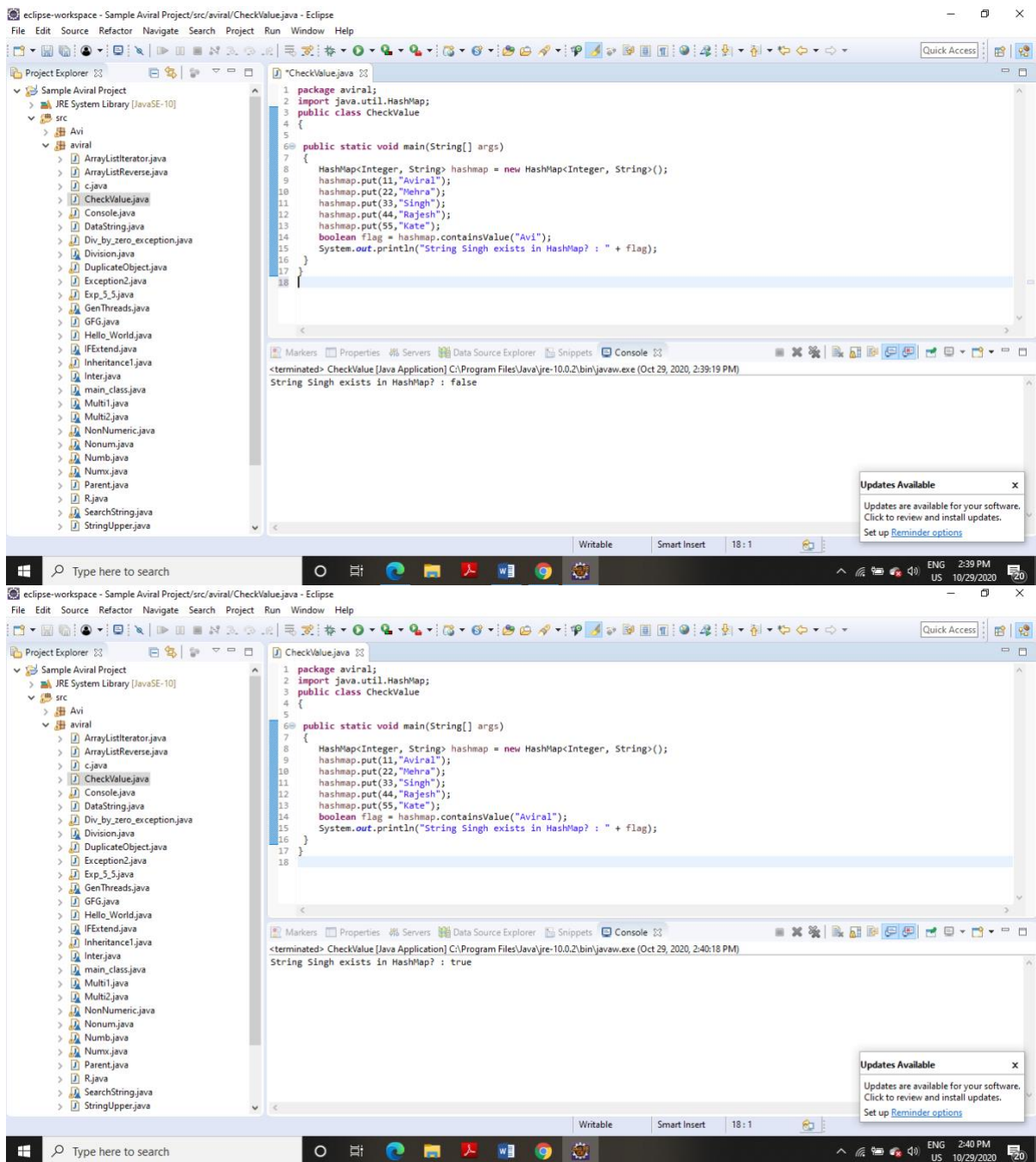
```

```

        HashMap<Integer, String> hashmap = new HashMap<Integer, String>();
        hashmap.put(11,"Aviral");
        hashmap.put(22,"Mehra");
        hashmap.put(33,"Singh");
        hashmap.put(44,"Rajesh");
        hashmap.put(55,"Kate");
        boolean flag = hashmap.containsValue("Avi");
        System.out.println("String Singh exists in HashMap? : " + flag);
    }
}

```

## OUTPUT



(iii) get all keys from the given HashMap

**package** rohan;

**import** java.util.HashMap;

**import** java.util.Set;

**public class** HashMapKeys

{

**public static void** main(String a[])

{

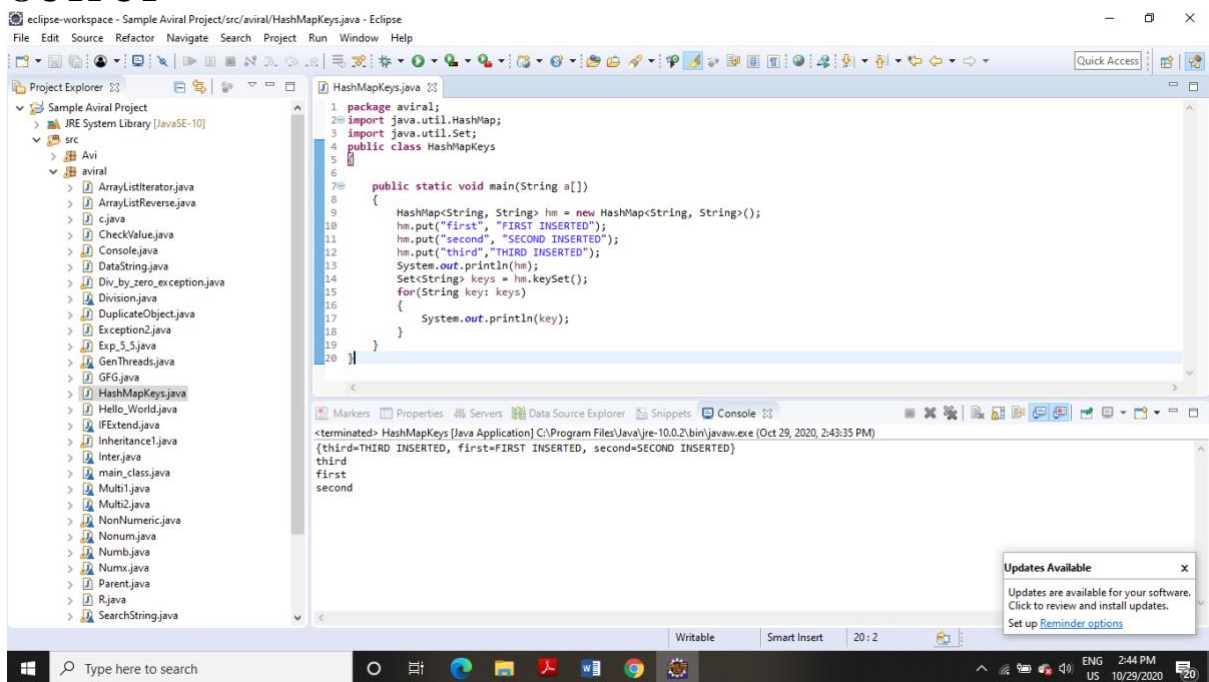
HashMap<String, String> hm = **new** HashMap<String, String>();

```

hm.put("first", "FIRST INSERTED");
hm.put("second", "SECOND INSERTED");
hm.put("third", "THIRD INSERTED");
System.out.println(hm);
Set<String> keys = hm.keySet();
for(String key: keys)
{
    System.out.println(key);
}
}

```

## OUTPUT



(iv) get all key-value pair as Entry objects

## CODE

```

package rohan;
import java.util.HashMap;
import java.util.Map.Entry;
import java.util.Set;
public class HashEntrySet
{

```

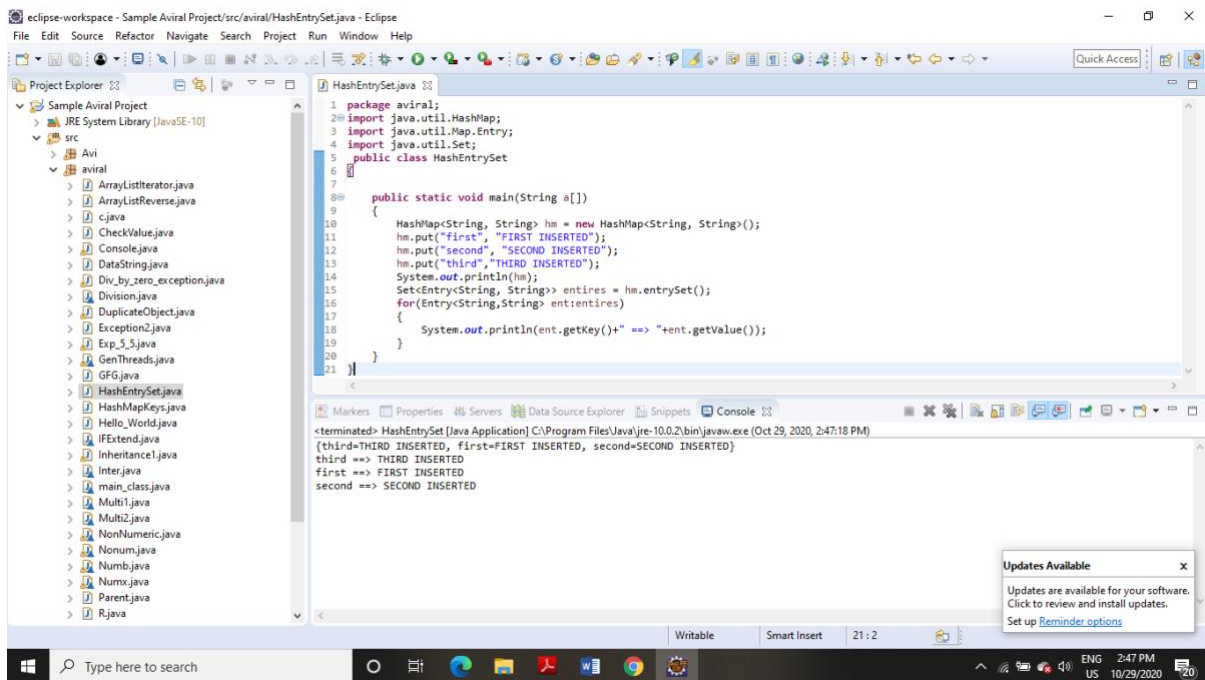


```

public static void main(String a[])
{
    HashMap<String, String> hm = new HashMap<String, String>();
    hm.put("first", "FIRST INSERTED");
    hm.put("second", "SECOND INSERTED");
    hm.put("third", "THIRD INSERTED");
    System.out.println(hm);
    Set<Entry<String, String>> entires = hm.entrySet();
    for(Entry<String,String> ent:entires)
    {
        System.out.println(ent.getKey()+" ==> "+ent.getValue());
    }
}
}

```

## OUTPUT



### 3. Write a program for the following:

(i) HashSet copy another collection object to HashSet object.

#### CODE

```

package rohan;
import java.util.HashSet;
public class HashSetCopy
{
    public static void main(String a[])

```

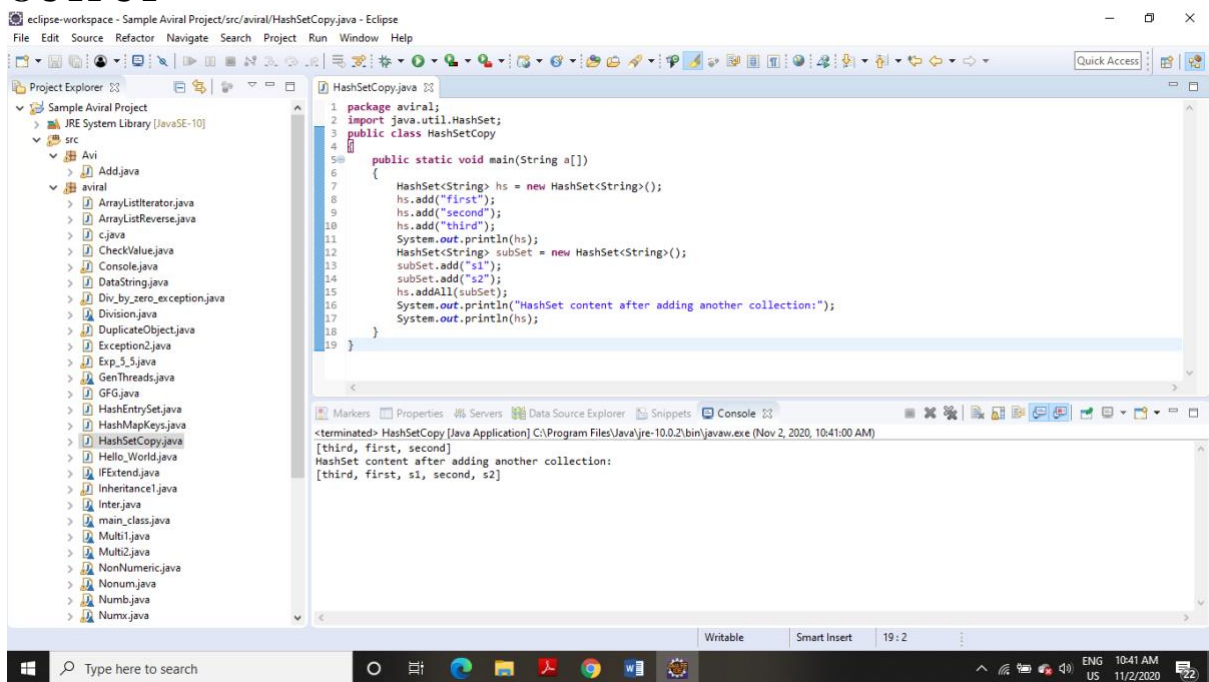


```

{
    HashSet<String> hs = new HashSet<String>();
    hs.add("first");
    hs.add("second");
    hs.add("third");
    System.out.println(hs);
    HashSet<String> subSet = new HashSet<String>();
    subSet.add("s1");
    subSet.add("s2");
    hs.addAll(subSet);
    System.out.println("HashSet content after adding another collection:");
    System.out.println(hs);
}
}

```

## OUTPUT



(ii) delete all entries at one call from HashSet

## CODE

```

package rohan;
import java.util.HashSet;
public class HashSetClear
{
    public static void main(String a[])
    {

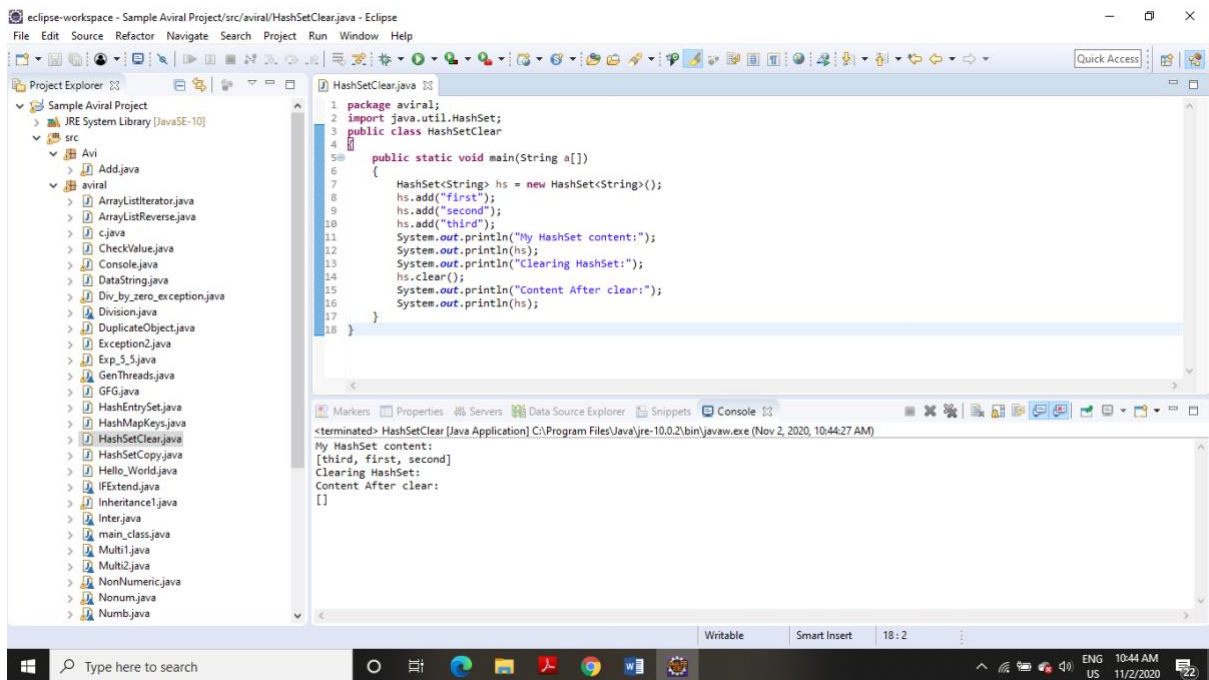
```

```

HashSet<String> hs = new HashSet<String>();
hs.add("first");
hs.add("second");
hs.add("third");
System.out.println("My HashSet content:");
System.out.println(hs);
System.out.println("Clearing HashSet:");
hs.clear();
System.out.println("Content After clear:");
System.out.println(hs);
}
}

```

## OUTPUT



### (iii) search user defined objects from HashSet

## CODE

```

package rohan;
import java.util.HashSet;
public class HashSetSearchObject
{
    public static void main(String a[])
    {
        HashSet<Price> lhs = new HashSet<Price>();

```

```

    lhs.add(new Price("Banana", 20));
    lhs.add(new Price("Apple", 40));
    lhs.add(new Price("Orange", 30));
    for(Price pr:lhs)
    {
        System.out.println(pr);
    }
    Price key = new Price("Banana", 20);
    System.out.println("Does set contains key? "+lhs.contains(key));
}
}

```

```

class Price
{

```

```

    private String item;
    private int price;

```

```

    public Price(String itm, int pr)
    {
        this.item = itm;
        this.price = pr;
    }

```

```

    public int hashCode()
    {
        System.out.println("In hashCode");
        int hashCode = 0;
        hashCode = price*20;
        hashCode += item.hashCode();
        return hashCode;
    }

```

```

    public boolean equals(Object obj)
    {
        System.out.println("In equals");
        if (obj instanceof Price)
        {
            Price pp = (Price) obj;
            return (pp.item.equals(this.item) && pp.price == this.price);
        } else
        {
            return false;
        }
    }

```

```

    }
}

public String getItem()
{
    return item;
}

public void setItem(String item)
{
    this.item = item;
}

public int getPrice()
{
    return price;
}

public void setPrice(int price)
{
    this.price = price;
}

public String toString()
{
    return "item: "+item+" price: "+price;
}
}

```

## OUTPUT

The screenshot shows the Eclipse IDE with the following components:

- Project Explorer:** Displays the project structure. The 'src' folder contains several Java files, including 'HashSetSearchObject.java' which is currently selected.
- Editor:** Shows the source code of 'HashSetSearchObject.java'. The code includes methods for getting and setting 'item' and 'price', and a 'toString()' method that formats the data as 'item: ' + item + ' price: ' + price.
- Console:** Displays the output of the application. It shows the following text:
 

```

<terminated> HashSetSearchObject [Java Application] C:\Program Files\Java\jre-10.0.2\bin\javaw.exe (Nov 2, 2020, 10:50:04 AM)
In hashCode
In hashCode
item: Apple price: 40
item: Orange price: 30
item: Banana price: 20
In hashCode
In equals
Does set contains key? true
      
```

