# Java Assignment -6 The Collections framework in Java

# Sanjana K S Engineering Intern Tecnotree Mysore

1.Create a program that uses an ArrayList to store a list of names. The program should allow the user to add and remove names from the list, and should display the current list of names after each modification.

### https://codeshare.io/wnv8jB

```
② arrays.java ② elements.java ③ loop2.java ② dowhile.java ② p1.java ×

Arrayыst<>tring> names = new Arrayыst<>();
                                Scanner input = new Scanner(System.in);
                                while (true) {
                                     System.out.println("Enter 1 to add a name, 2 to remove a name");
                                     int choice = input.nextInt();
                                     if (choice == 1) {
                                          System.out.println("Enter the name to add:");
                                         String name = input.next();
                                         names.add(name);
                                         System.out.println("Current list of names: " + names);
                                     } else if (choice == 2) {
    System.out.println("Enter the name to remove:");
                                         String name = input.next();
                                         names.remove(name);
System out println/"Current list of names." + names).

    Problems @ Javadoc    □ Declaration    □ Console ×

p1 (2) [Java Application] C:\Program Files\Java\jdk-19\bin\javaw.exe (01-Mar-2023, 5:54:14 am) [pid: 14884]
Enter 1 to add a name, 2 to remove a name
Enter the name to add:
sanjana
Current list of names: [sanjana]
Enter 1 to add a name, 2 to remove a name
Enter the name to add:
Current list of names: [sanjana, gowda]
Enter 1 to add a name, 2 to remove a name
Enter the name to remove:
Current list of names: [sanjana]
Enter 1 to add a name, 2 to remove a name
```

2.Create a program that uses a HashMap to store a dictionary of words and their meanings. The program should allow the user to add new words and meanings, and should display the meaning of a word when the user enters the word.

## https://codeshare.io/km8qeA

```
### HashMap<String, String> dictionary = new HashMap<>();

### Scanner scanner = new Scanner(System.in);

### // Add initial words and meanings to the dictionary dictionary.put("Apple", "a fruit that is red or green and round");

### dictionary.put("Apple", "a set of written or printed pages, bound together");

### dictionary.put("Apple", "a set of written or printed pages, bound together");

### dictionary.put("Apple", "a set of written or printed pages, bound together");

### dictionary.put("Apple", "a set of written or printed pages, bound together");

### dictionary.put("Apple apple apple
```

3.Create a program that uses a TreeSet to store a list of integers. The program should allow the user to add and remove integers from the set, and should display the current set of integers after each modification.

#### https://codeshare.io/DZEpe3

4.Create a program that uses a LinkedList to implement a queue. The program should allow the user to add and remove items from the queue, and should display the current contents of the queue after each modification.

### https://codeshare.io/MNEzm3

5.Create a program that uses a HashSet to store a set of strings. The program should read in a text file, and should add each word in the file to the set of strings. After all words have been added, the program should display the number of unique words in the file.

#### https://codeshare.io/eV6WIK