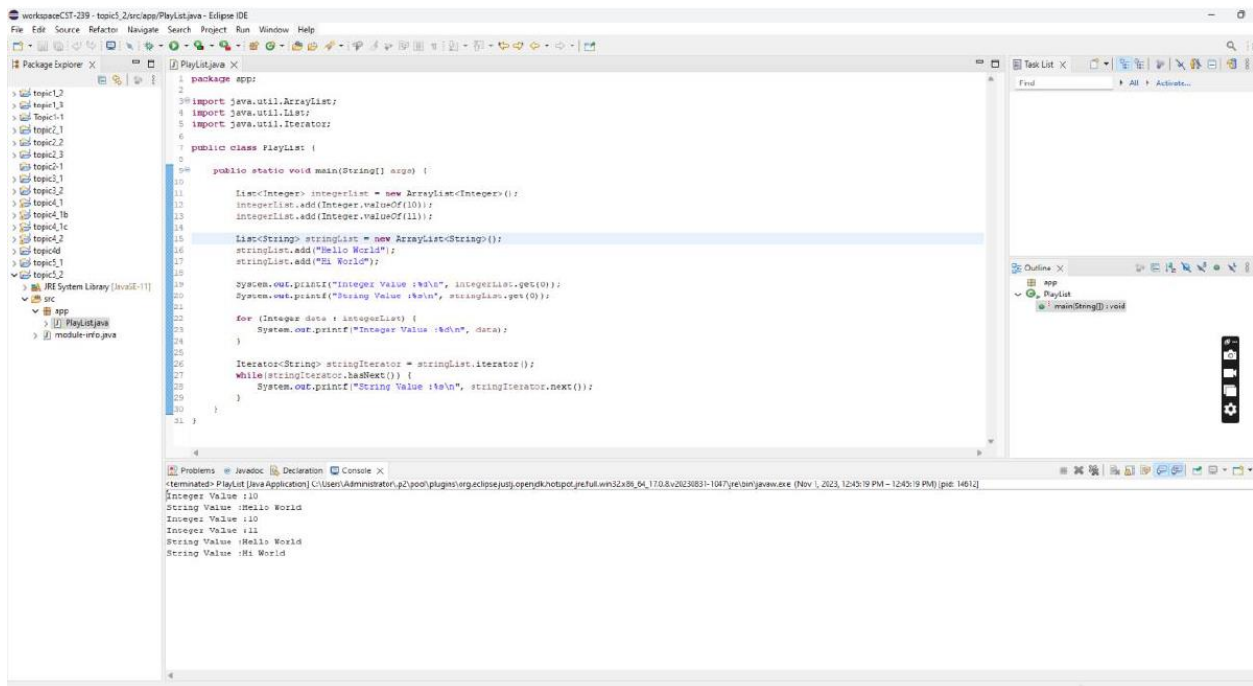


ScreenShot of output:

5-2

PlayList Class:



The screenshot shows the Eclipse IDE with the `PlayList.java` file open. The code defines a `Playlist` class with a `main` method that demonstrates the use of `ArrayList`, `Integer`, `String`, `Iterator`, and `StringIterator`. The console output shows the execution results.

```
package app;

import java.util.ArrayList;
import java.util.List;
import java.util.Iterator;

public class Playlist {

    public static void main(String[] args) {

        List<Integer> integerList = new ArrayList<Integer>();
        integerList.add(Integer.valueOf(10));
        integerList.add(Integer.valueOf(11));

        List<String> stringList = new ArrayList<String>();
        stringList.add("Hello World");
        stringList.add("Hi World");

        System.out.println("Integer Value :%d\n", integerList.get(0));
        System.out.println("String Value :%s\n", stringList.get(0));

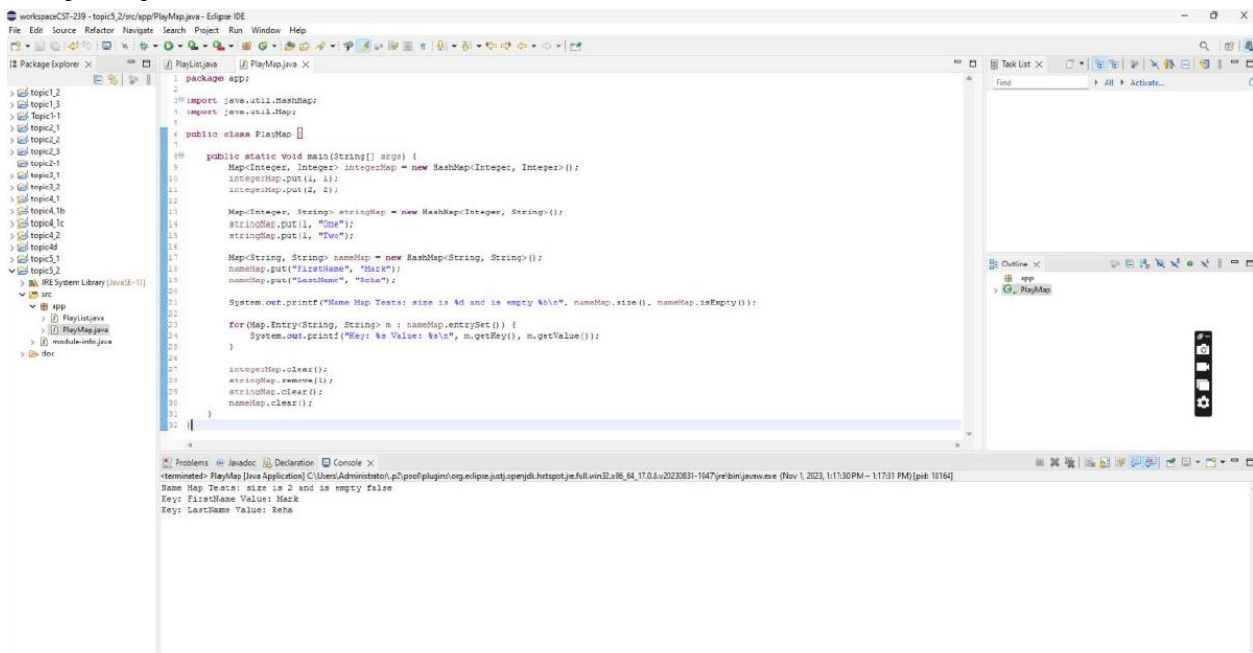
        for (Integer data : integerList) {
            System.out.println("Integer Value :%d\n", data);
        }

        Iterator<String> stringIterator = stringList.iterator();
        while (stringIterator.hasNext()) {
            System.out.println("String Value :%s\n", stringIterator.next());
        }
    }
}
```

Console Output:

```
Integer Value :10
String Value :Hello World
Integer Value :10
Integer Value :11
String Value :Hello World
String Value :Hi World
```

PlayMap Class:



The screenshot shows the Eclipse IDE with the `PlayMap.java` file open. The code defines a `PlayMap` class with a `main` method that demonstrates the use of `HashMap`, `StringMap`, and `StringSet`. The console output shows the execution results.

```
package app;

import java.util.HashMap;
import java.util.Map;

public class PlayMap {

    public static void main(String[] args) {

        Map<Integer, Integer> integerMap = new HashMap<Integer, Integer>();
        integerMap.put(1, 1);
        integerMap.put(2, 2);

        Map<Integer, String> stringMap = new HashMap<Integer, String>();
        stringMap.put(1, "One");
        stringMap.put(2, "Two");

        Map<String, String> nameMap = new HashMap<String, String>();
        nameMap.put("firstName", "Mark");
        nameMap.put("lastName", "Reha");

        System.out.println("Name Map Tests: size is %d and is empty %b\n", nameMap.size(), nameMap.isEmpty());

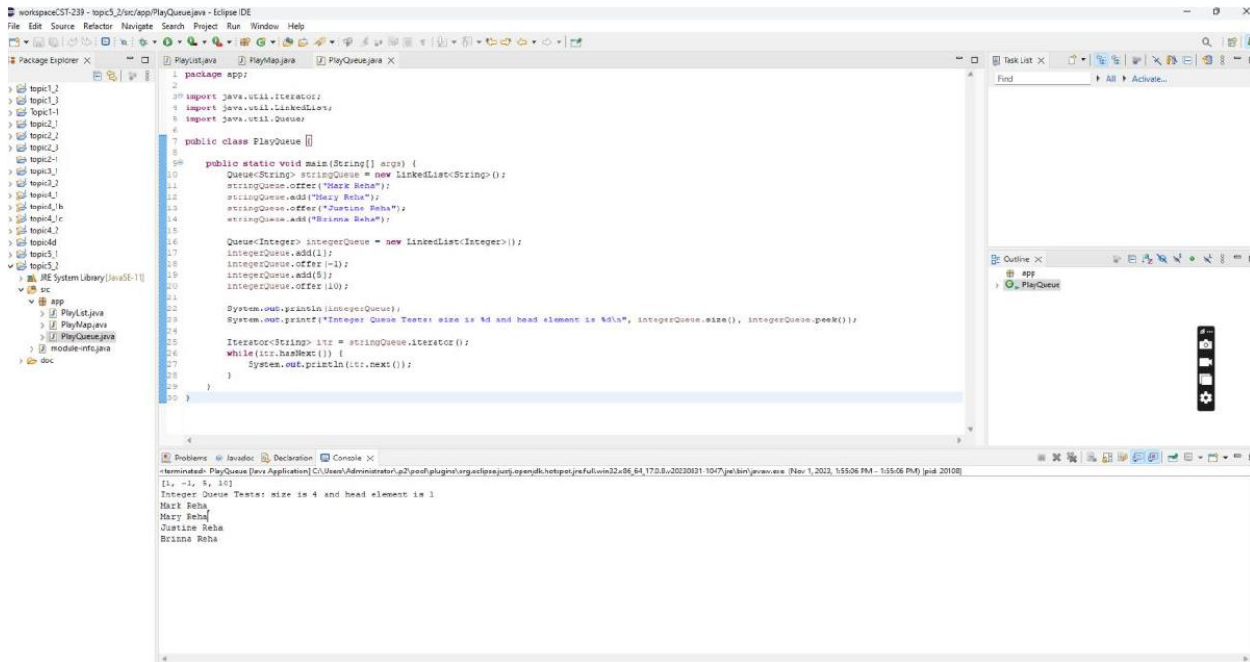
        for (Map.Entry<String, String> m : nameMap.entrySet()) {
            System.out.println("Key: %s Value: %s\n", m.getKey(), m.getValue());
        }

        integerMap.clear();
        stringMap.clear();
        nameMap.clear();
    }
}
```

Console Output:

```
Name Map Tests: size is 2 and is empty false
Key: firstName Value: Mark
Key: lastName Value: Reha
```

PlayQueue Class:



The screenshot shows the Eclipse IDE with the `PlayQueue.java` file open. The code defines a `PlayQueue` class with a `main` method that demonstrates the use of `LinkedList` and `Queue` interfaces. The console output shows the results of the program execution.

```
package app;

import java.util.Iterator;
import java.util.LinkedList;
import java.util.Queue;

public class PlayQueue {

    public static void main(String[] args) {
        Queue<String> stringQueue = new LinkedList<String>();
        stringQueue.offer("Mark Reha");
        stringQueue.add("Mary Reha");
        stringQueue.offer("Justin Reha");
        stringQueue.add("Brianna Reha");

        Queue<Integer> integerQueue = new LinkedList<Integer>();
        integerQueue.add(1);
        integerQueue.offer(-1);
        integerQueue.add(5);
        integerQueue.offer(10);

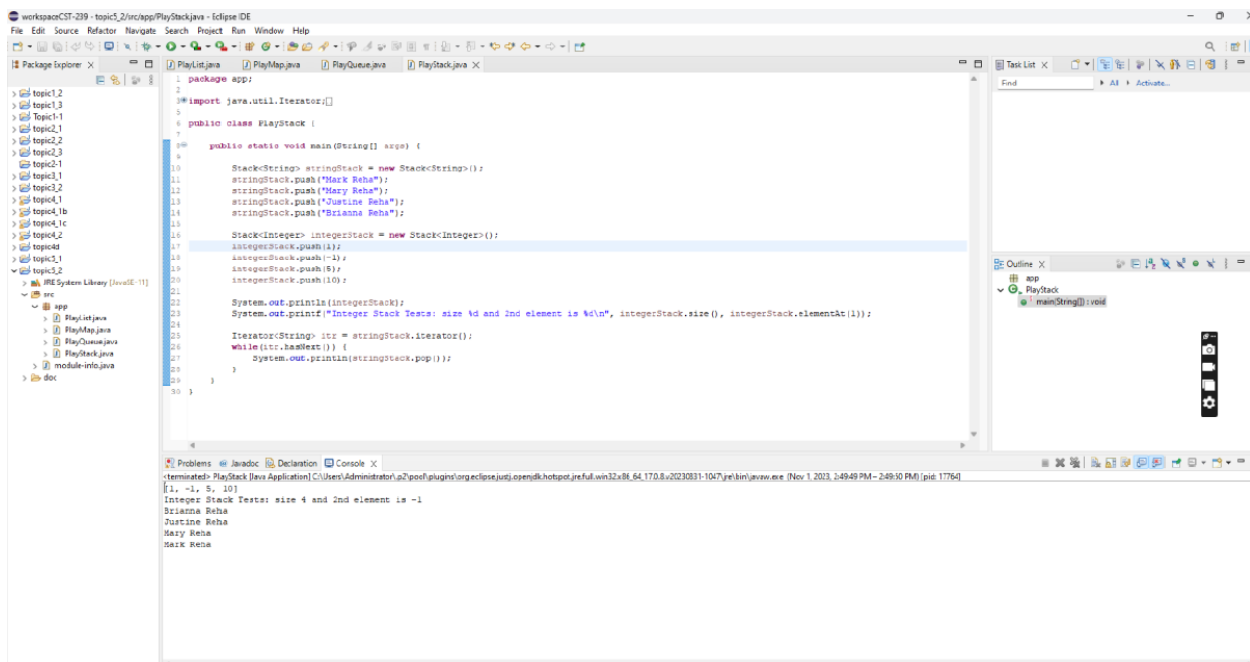
        System.out.println(integerQueue);
        System.out.print("Integer Queue Tests: size is " + integerQueue.size() + ", integerQueue.peek()");
        System.out.println();

        Iterator<String> itr = stringQueue.iterator();
        while(itr.hasNext()) {
            System.out.println(itr.next());
        }
    }
}
```

Console Output:

```
<terminated: PlayQueue [Java Application] C:\Users\Administrator\p2\workspace\org.eclipse.jdt.core\org.eclipse.jdt.core\workspace\playqueue\src\app\PlayQueue.java [Nov 1, 2023, 1:55:06 PM - 1:55:06 PM] [pid 17760]
[1, -1, 5, 10]
Integer Queue Tests: size is 4 and head element is 1
Mark Reha
Mary Reha
Justin Reha
Brianna Reha
```

playStack class:



The screenshot shows the Eclipse IDE with the `playStack.java` file open. The code defines a `playStack` class with a `main` method that demonstrates the use of `Stack` and `Iterator` interfaces. The console output shows the results of the program execution.

```
package app;

import java.util.Iterator;

public class playStack {

    public static void main(String[] args) {
        Stack<String> stringStack = new Stack<String>();
        stringStack.push("Mark Reha");
        stringStack.push("Mary Reha");
        stringStack.push("Justin Reha");
        stringStack.push("Brianna Reha");

        Stack<Integer> integerStack = new Stack<Integer>();
        integerStack.push(1);
        integerStack.push(-1);
        integerStack.push(5);
        integerStack.push(10);

        System.out.println(integerStack);
        System.out.print("Integer Stack Tests: size " + integerStack.size() + " and 2nd element is " + integerStack.elementAt(1));
        System.out.println();

        Iterator<String> itr = stringStack.iterator();
        while(itr.hasNext()) {
            System.out.println(stringStack.pop());
        }
    }
}
```

Console Output:

```
<terminated: playStack [Java Application] C:\Users\Administrator\p2\workspace\org.eclipse.jdt.core\org.eclipse.jdt.core\workspace\playstack\src\app\playStack.java [Nov 1, 2023, 1:49:49 PM - 1:49:49 PM] [pid 17760]
[1, -1, 5, 10]
Integer Stack Tests: size 4 and 2nd element is -1
Brianna Reha
Justin Reha
Mary Reha
Mark Reha
```

No write up was requested in this activity.

No UML was requested in this activity.