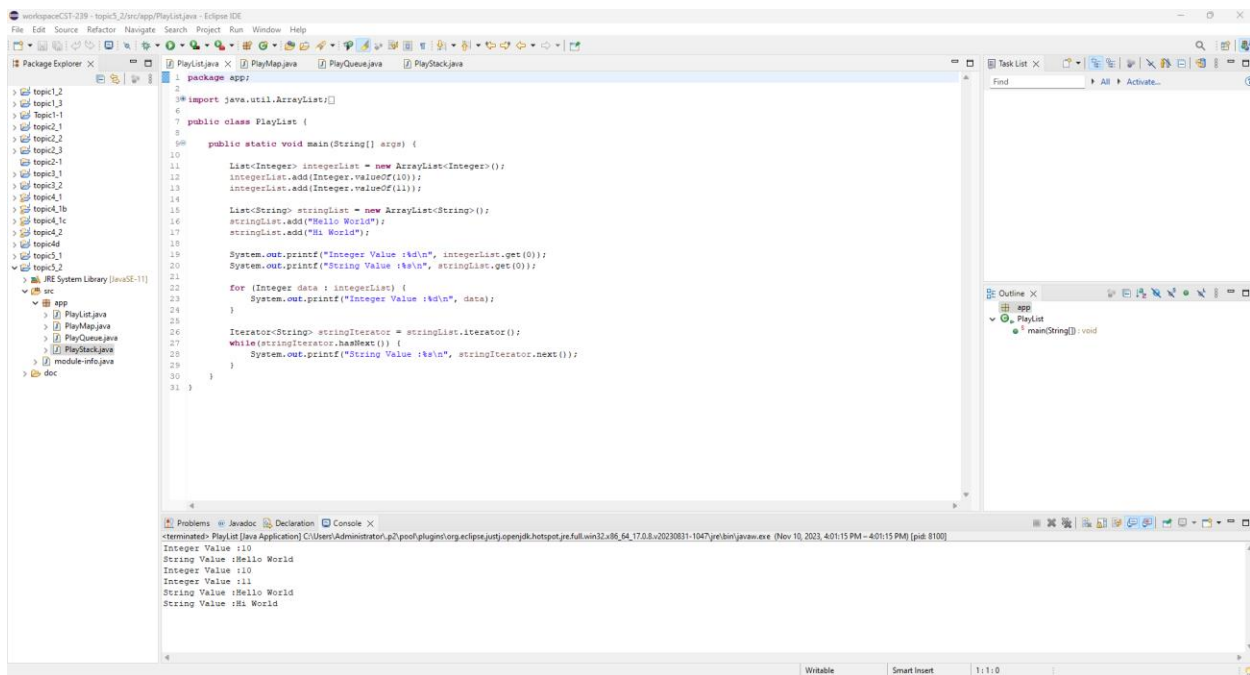


# Activity number 5-2

## PlayList Class:

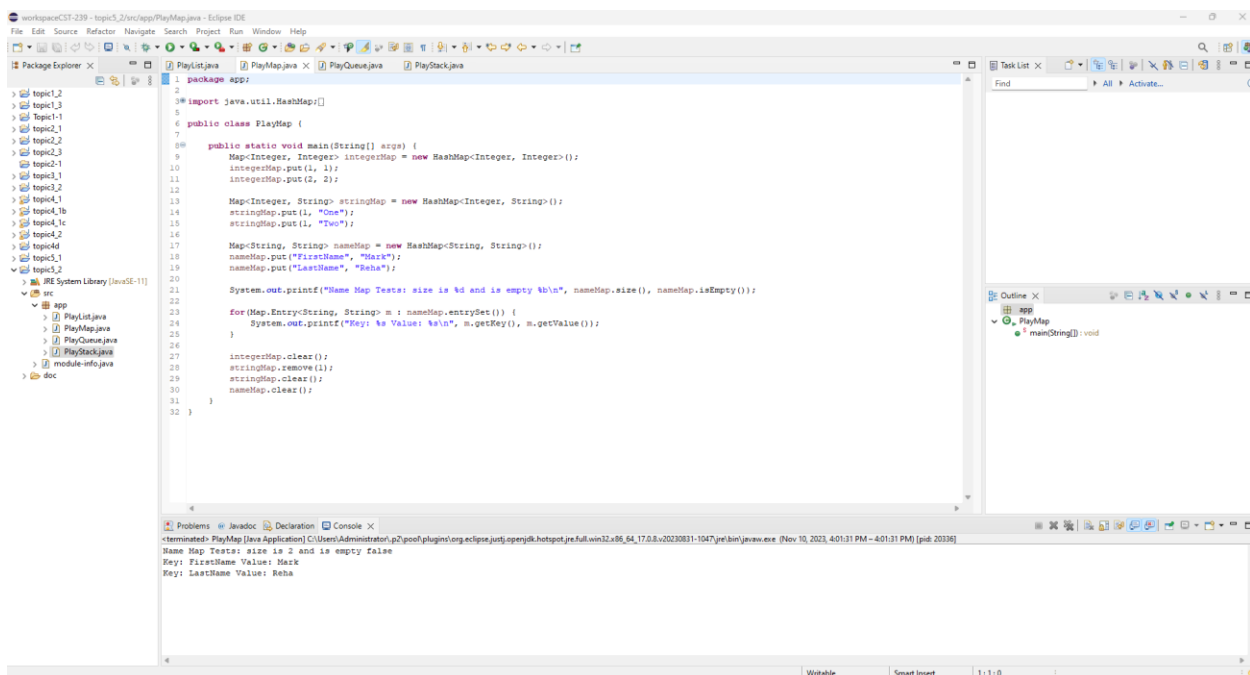


```
1 package app;
2
3 import java.util.ArrayList;
4
5 public class Playlist {
6
7     public static void main(String[] args) {
8
9         List<Integer> integerList = new ArrayList<Integer>();
10        integerList.add(Integer.valueOf(10));
11        integerList.add(Integer.valueOf(11));
12
13        List<String> stringList = new ArrayList<String>();
14        stringList.add("Hello World");
15        stringList.add("Hi World");
16
17        System.out.printf("Integer Value :%d\n", integerList.get(0));
18        System.out.printf("String Value :%s\n", stringList.get(0));
19
20        for (Integer data : integerList) {
21            System.out.printf("Integer Value :%d\n", data);
22        }
23
24        Iterator<String> stringIterator = stringList.iterator();
25        while(stringIterator.hasNext()) {
26            System.out.printf("String Value :%s\n", stringIterator.next());
27        }
28    }
29 }
30
31 }
```

Console Output:

```
<terminated: PlayList [Java Application] C:\Users\Administrator\p2\workspace\topic5_2\src\app\PlayList.java (Nov 10, 2023, 4:01:15 PM - 4:01:15 PM) [pid: 8100]
Integer Value :10
String Value :Hello World
Integer Value :11
String Value :Hi World
String Value :Hello World
String Value :Hi World
```

## PlayMap Class:

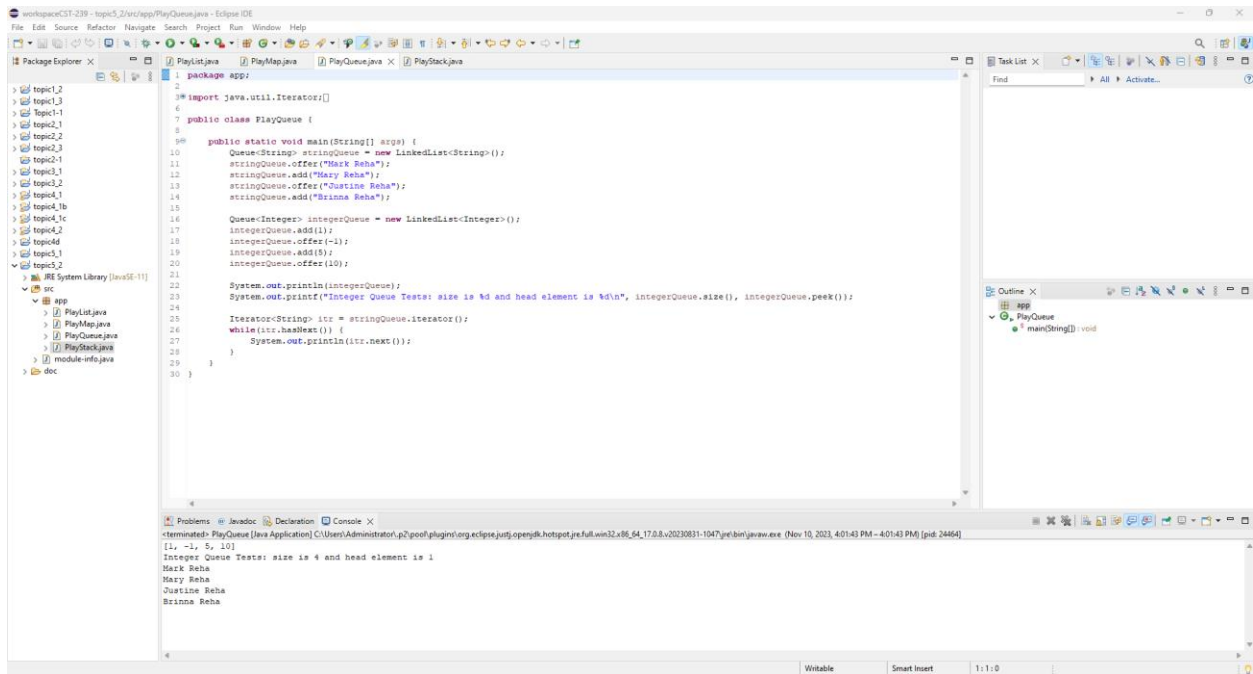


```
1 package app;
2
3 import java.util.HashMap;
4
5 public class PlayMap {
6
7     public static void main(String[] args) {
8
9         Map<Integer, Integer> integerMap = new HashMap<Integer, Integer>();
10        integerMap.put(1, 1);
11        integerMap.put(2, 2);
12
13        Map<Integer, String> stringMap = new HashMap<Integer, String>();
14        stringMap.put(1, "One");
15        stringMap.put(1, "Two");
16
17        Map<String, String> nameMap = new HashMap<String, String>();
18        nameMap.put("FirstName", "Mark");
19        nameMap.put("LastName", "Reha");
20
21        System.out.printf("Name Map Tests: size is %d and is empty %b\n", nameMap.size(), nameMap.isEmpty());
22
23        for (Map.Entry<String, String> m : nameMap.entrySet()) {
24            System.out.printf("Key: %s Value: %s\n", m.getKey(), m.getValue());
25        }
26
27        integerMap.clear();
28        stringMap.remove(1);
29        stringMap.clear();
30        nameMap.clear();
31    }
32 }
```

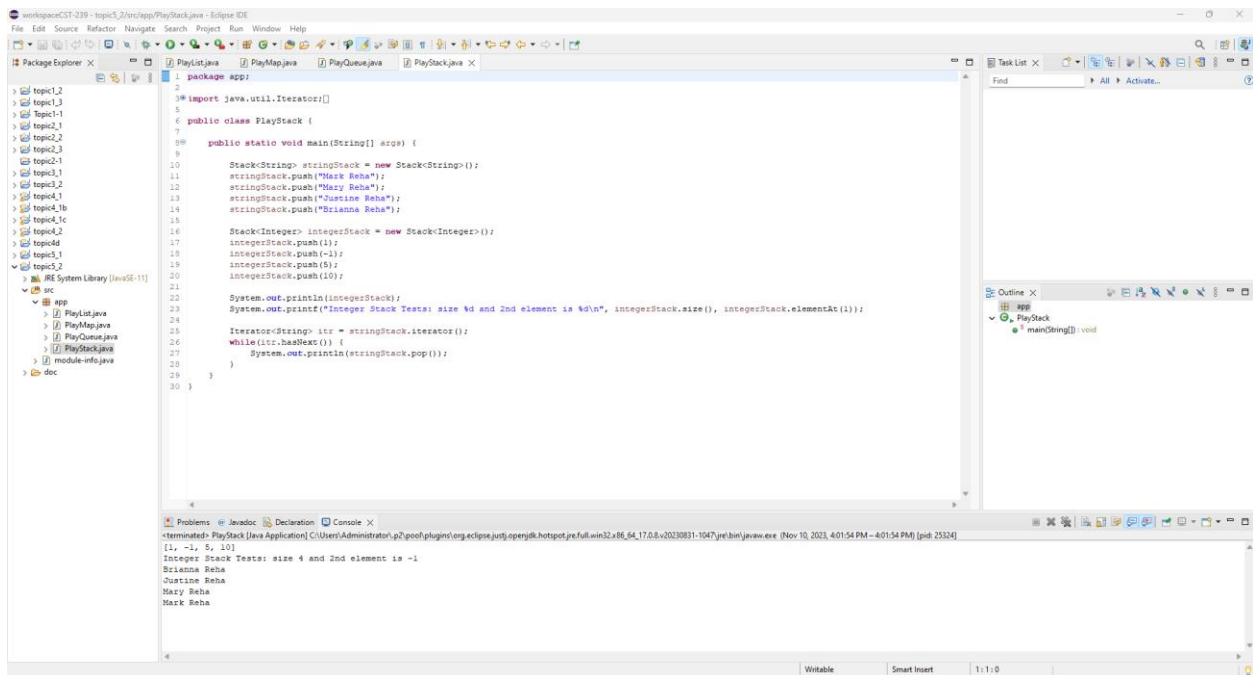
Console Output:

```
<terminated: PlayMap [Java Application] C:\Users\Administrator\p2\workspace\topic5_2\src\app\PlayMap.java (Nov 10, 2023, 4:01:31 PM - 4:01:31 PM) [pid: 20336]
Name Map Tests: size is 2 and is empty false
Key: FirstName Value: Mark
Key: LastName Value: Reha
```

## PlayQueue Class:



## PlayStack Class:



## UML diagram:

Activity 5-2

