**Array**

public class Array\_Example {

public static void main(String[] args) {

int a[] = new int[6]; **//Array declaration and Creation. 6 is length of array.**

a[0] = 10; **//initialize 1st array element**

a[1] = 12; **//initialize 2nd array element**

a[2] = 48; **//initialize 3rd array element**

a[3] = 17; **//initialize 4th array element**

a[4] = 5; **//initialize 5th array element**

a[5] = 49; **//initialize 6th array element**

for(int i=0; i<a.length; i++){

System.out.println(a[i]);

}

}

}

**Two Dimensional Array**

public class Twodimarray {

public static void main(String[] args) {

String str[][] = new String[3][2]; **//3 rows, 2 columns**

str[0][0]="User1";

str[1][0]="User2";

str[2][0]="User3";

str[0][1]="Password1";

str[1][1]="Password2";

str[2][1]="Password3";

for(int i=0; i<str.length; i++){**//This for loop will be total executed 3 times.**

for(int j=0; j<str[i].length; j++){**//This for loop will be executed for 2 time on every iteration.**

System.out.println(str[i][j]);

}

}

}

}

**List**

**//Import ArrayList class header file**

import java.util.ArrayList;

public class ArrayList\_Example {

public static void main(String[] args) {

**//Create object of ArrayList class. It will store only string values.**

**ArrayList<String> Sample = new ArrayList<String>();**

**//Now you can store any number of values In this arraylist as bellow. Size constrain will comes never.**

**Sample.add("button1")**; **//Putting an Item In arraylist at Index = 0.**

Sample.add("button2"); **//Putting an Item In arraylist at Index = 1.**

Sample.add("button3"); **//Putting an Item In arraylist at Index = 2.**

Sample.add("button4"); **//Putting an Item In arraylist at Index = 3.**

for(int i=0; i<**Sample.size()**;i++){**//loop will execute till size of arraylist.**

System.out.println(**Sample.get(i)**); **//print arraylist values one by one.**

}

System.out.println("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

**//To get the Index of an Item from arraylist.**

int ItemIndex = **Sample.indexOf**("button3");

System.out.println("Index Of button3 Item = "+ItemIndex);

System.out.println("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

**Sample.remove(1)**;**//To remove an Item from arraylist.**

for(int i=0; i<Sample.size();i++){

System.out.println(Sample.get(i));

}

System.out.println("\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*");

**Sample.set(2, "Button8")**;**//To reset value of an arraylist item.**

for(int i=0; i<Sample.size();i++){

System.out.println(Sample.get(i));

}

}

}

**Hashable**

**//Import Hashtable header file.**

import java.util.Hashtable;

public class Hash {

public static void main(String[] args) {

**//Created hashtable class object to use Its different properties.**

Hashtable<String, Integer> t1 = new Hashtable<String, Integer>();

**t1.put("Legs", 4)**; **//Store value 4 In key = Legs**

**t1.put("Eyes",2)**; **//Store value 2 In key = Eyes**

**t1.put("Mouth",1)**; **//Store value 1 In key = Mouth**

**//Accessing hash table values using keys.**

System.out.println("Animal Legs = " +**t1.get("Legs")**);

System.out.println("Animal Eyes = " +**t1.get("Eyes")**);

System.out.println("Animal Mouth = " +**t1.get("Mouth")**);

}

}