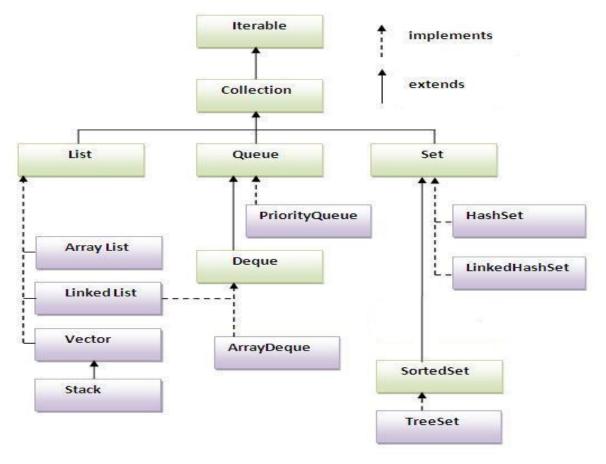
# Lab 1) Implement the following Data Structure in JAVA

- Linked Lists
- Stacks
- Queues
- Set
- Map

The **java.util** package contains all the classes and interfaces for Collection framework.



### **Methods of Collection interface**

There are many methods declared in the Collection interface. They are as follows:

No	. Method			Description
1	public	boolean	add(Object	is used to insert an element in this collection.
	element)			

2	public boolean addAll(Collection c)	is used to insert the specified collection elements in the invoking collection.
3	public boolean remove(Object element)	is used to delete an element from this collection.
4	public boolean removeAll(Collection c)	is used to delete all the elements of specified collection from the invoking collection.
5	public boolean retainAll(Collection c)	is used to delete all the elements of invoking collection except the specified collection.
6	public int size()	return the total number of elements in the collection.
7	public void clear()	removes the total no of element from the collection.
8	public boolean contains(Object element)	is used to search an element.
9	public boolean containsAll(Collection c)	is used to search the specified collection in this collection.
10	public Iterator iterator()	returns an iterator.
11	<pre>public Object[] toArray()</pre>	converts collection into array.
12	public boolean isEmpty()	checks if collection is empty.

### SKELTON OF JAVA.UTIL.COLLECTION INTERFACE

```
public interface Collection<E> extends
      Iterable<E> {int size();
     boolean isEmpty();
     boolean
     contains(Object o);
      Iterator<E> iterator();
     Object[] toArray();
      <T> T[] toArray(T[] a); boolean add(E e);
     boolean remove(Object o);
     boolean addAll(Collection<?
     extends E> c);boolean
     removeAll(Collection<?> c);
     boolean retainAll(Collection<?>
     c);
     void clear();
      boolean
     equals(Object o); int
     hashCode(); }
```

# **ALGORITHM for All C}ollection Data**

## Structures:-Steps of Creation of

### Collection

- 1. Create a Object of Generic Type E,T,K or V
- 2. Create a Model class or Plain Old Java Object (POJO) of type.
- Generate Setters and Getters
- 4. Create a Collection Object of type either Set or List or Map or Queue
- 5. Add Objects to the

collection Boolean

add(E e)

6. Add Collection to the Collection.

Boolean addAll(Collection)

7. Remove or retain data from

Collection Remove(Collection)

retailAll(Collection)

8. Iterate Objects using Enumeration or Iterator

or ListIteratorIterator listIterator()

- 9. Display Objects from Collection
- 10. **END**

### **SAMPLE INPUT:**

```
Sample
Employee
Data Set:
(employee.txt
)
e100,james,asst.prof,cse,8000,16000,4000,8.7
e101,jack,asst.prof,cse,8350,17000,4500,9.2
e102,jane,assoc.prof,cse,15000,30000,8000,7.8
e104,john,prof,cse,30000,60000,15000.8.8
e105,peter,assoc.prof,cse,16500,33000,8600,6.9
e106,david,assoc.prof,cse,18000,36000,9500,8.3
e107,daniel,asst.prof,cse,9400,19000,5000,7.9
e108,ramu,assoc.prof,cse,17000,34000,9000,6.8
e109,rani,asst.prof,cse,10000,21500,4800,6.4
e110, murthy, prof, cse, 35000, 71500, 15000, 9, 3
```

#### **EXPECTED OUTPUT:-**

Prints the information of employee with all its attributes