

Day 13

23-07-25

VIJAY M

4. Write a program to get integers as input and store in the arraylist. Traverse the input list, if the number is even store in a arraylist called evenNumbersList and oddnumbers in oddNumberList. Print the input list and the lists containing even numbers and odd numbers.

```
import java.util.ArrayList;

import java.util.Scanner;

public class Main {

    public static void main(String[] args) {

        ArrayList<Integer> inputList = new ArrayList<>();

        ArrayList<Integer> evenNumbersList = new ArrayList<>();

        ArrayList<Integer> oddNumbersList = new ArrayList<>();

        Scanner scanner = new Scanner(System.in);

        System.out.print("Enter the number of elements you want to input: ");

        int n = scanner.nextInt();

        System.out.println("Enter " + n + " integers:");

        for (int i = 0; i < n; i++) {

            int num = scanner.nextInt();

            inputList.add(num);

        }

        for (int num : inputList) {

            if (num % 2 == 0) {

                evenNumbersList.add(num);

            } else {

                oddNumbersList.add(num);

            }

        }

    }

}
```

```

        }

    }

    System.out.println("Input List: " + inputList);

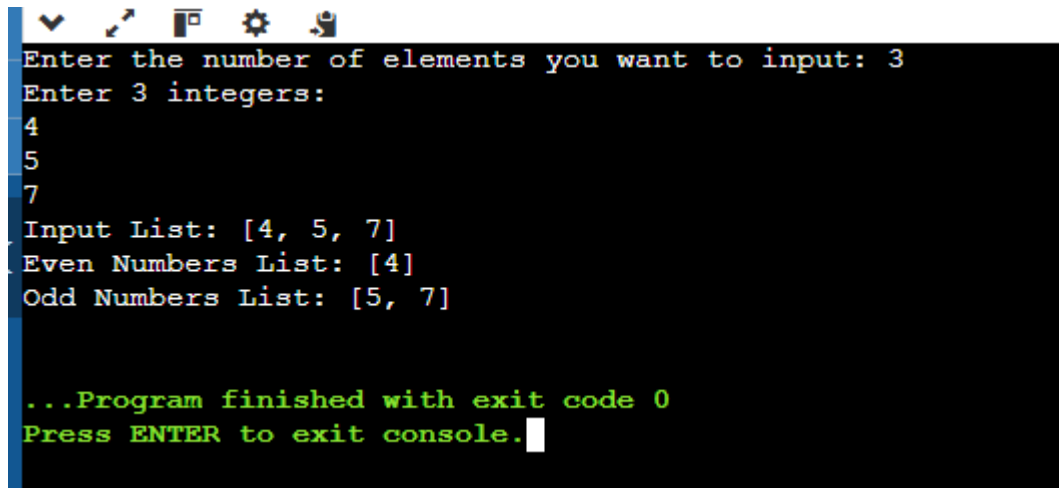
    System.out.println("Even Numbers List: " + evenNumbersList);

    System.out.println("Odd Numbers List: " + oddNumbersList);

    scanner.close();

}
}

```



```

Enter the number of elements you want to input: 3
Enter 3 integers:
4
5
7
Input List: [4, 5, 7]
Even Numbers List: [4]
Odd Numbers List: [5, 7]

...Program finished with exit code 0
Press ENTER to exit console.

```

3. Read student details as input. The details would include name, mark in the given order. The datatype for name is string, mark is float. Create a hashmap that contains name as key and mark as value. Get student name as input and display the student grade.

1. If Mark is less than 60, then grade is FAIL.
2. If Mark is greater than or equal to 60, then grade is PASS.

```

import java.util.HashMap;

import java.util.Scanner;

public class Main {

    public static void main(String[] args) {

        HashMap<String, Float> studentDetails = new HashMap<>();

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

```

```
System.out.print("Enter the number of students: ");

int numStudents = scanner.nextInt();

scanner.nextLine();

for (int i = 0; i < numStudents; i++) {

    System.out.print("Enter student name: ");

    String name = scanner.nextLine();

    System.out.print("Enter marks for " + name + ": ");

    float marks = scanner.nextFloat();

    scanner.nextLine();

    studentDetails.put(name, marks);

}

System.out.print("Enter the student name to get grade: ");

String studentName = scanner.nextLine();

if (studentDetails.containsKey(studentName)) {

    float marks = studentDetails.get(studentName);

    String grade = (marks < 60) ? "FAIL" : "PASS";

    System.out.println(studentName + " has grade: " + grade);

} else {

    System.out.println("Student not found!");

}

scanner.close();

}

}
```

```
Enter the number of students: 4
Enter student name: vijay
Enter marks for vijay: 40
Enter student name: yuvi
Enter marks for yuvi: 70
Enter student name: kumar
Enter marks for kumar: 80
Enter student name: logesh
Enter marks for logesh: 70
Enter the student name to get grade: vijay
vijay has grade: FAIL

...Program finished with exit code 0
Press ENTER to exit console.
```

2. Write a program to read two integer array lists of size 5 each as input and to merge the two arrayLists, sort the merged arraylist in ascending order and fetch the elements at 2nd, 6th and 8th index into a new arrayList and return the final ArrayList.

```
import java.util.ArrayList;

import java.util.Collections;

import java.util.Scanner;

public class Main {

    public static void main(String[] args) {

        ArrayList<Integer> list1 = new ArrayList<>();

        ArrayList<Integer> list2 = new ArrayList<>();

        Scanner scanner = new Scanner(System.in);

        System.out.println("Enter 5 integers for the first list:");

        for (int i = 0; i < 5; i++) {

            list1.add(scanner.nextInt());

        }

    }

}
```

```

        System.out.println("Enter 5 integers for the second list:");

        for (int i = 0; i < 5; i++) {

            list2.add(scanner.nextInt());

        }

        ArrayList<Integer> mergedList = new ArrayList<>(list1);

        mergedList.addAll(list2);

        Collections.sort(mergedList);

        ArrayList<Integer> selectedElements = new ArrayList<>();

        if (mergedList.size() > 2) selectedElements.add(mergedList.get(2));

        if (mergedList.size() > 6) selectedElements.add(mergedList.get(6));

        if (mergedList.size() > 8) selectedElements.add(mergedList.get(8));

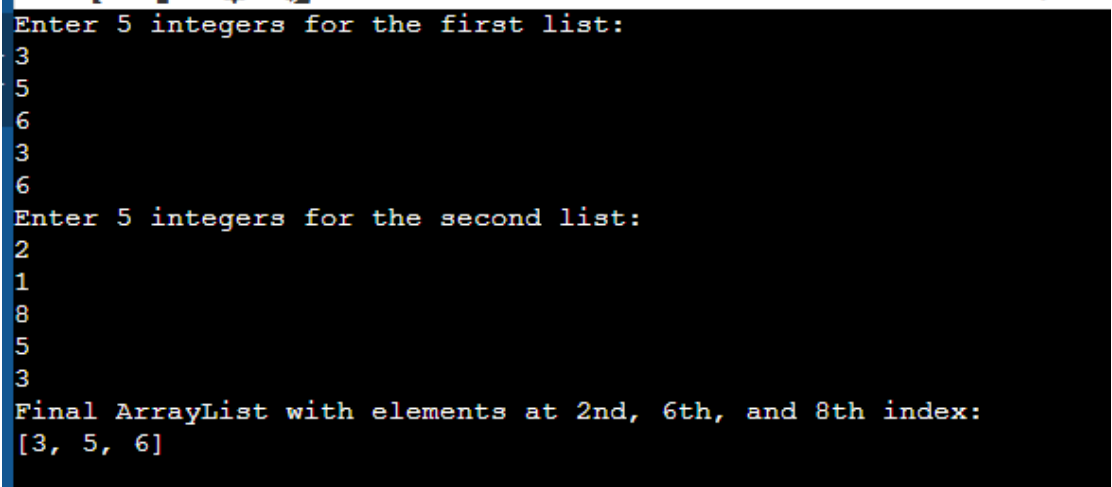
        System.out.println("Final ArrayList with elements at 2nd, 6th, and 8th index:");

        System.out.println(selectedElements);

        scanner.close();

    }
}

```



```

Enter 5 integers for the first list:
3
5
6
3
6
Enter 5 integers for the second list:
2
1
8
5
3
Final ArrayList with elements at 2nd, 6th, and 8th index:
[3, 5, 6]

```

1. A library needs to develop an online application for two types of users/roles, Adults and children. Both of these users should be able to register an account. Any user who is less than 12 years of age will be registered as a child and they can borrow a "Kids" category book for 10 days, whereas an adult can borrow "Fiction" category books which need to be returned within 7 days.

```
void registerAccount();
```

```
void requestBook();  
}
```

```
class KidUser implements LibraryUser {
```

```
    int age;
```

```
    String bookType;
```

```
    public KidUser(int age, String bookType) {
```

```
        this.age = age;
```

```
        this.bookType = bookType;
```

```
    }
```

```
    @Override
```

```
    public void registerAccount() {
```

```
        if (age < 12) {
```

```
            System.out.println("You have successfully registered under a Kids Account.");
```

```
        } else {
```

```
            System.out.println("Sorry, Age must be less than 12 to register as a kid.");
```

```
        }
```

```
    }
```

```
    @Override
```

```
    public void requestBook() {
```

```
        if ("Kids".equals(bookType)) {
```

```
            System.out.println("Book Issued successfully, please return the book within 10 days.");
```

```
        } else {
```

```
            System.out.println("You are allowed to take only kids books.");
```

```
        }
```

```
    }  
}
```

```
class AdultUser implements LibraryUser {
```

```
    int age;
```

```
    String bookType;
```

```
    public AdultUser(int age, String bookType) {
```

```
        this.age = age;
```

```
        this.bookType = bookType;
```

```
    }
```

```
@Override
```

```
public void registerAccount() {
```

```
    if (age > 12) {
```

```
        System.out.println("You have successfully registered under an Adult Account.");
```

```
    } else {
```

```
        System.out.println("Sorry, Age must be greater than 12 to register as an adult.");
```

```
    }
```

```
}
```

```
@Override
```

```
public void requestBook() {
```

```
    if ("Fiction".equals(bookType)) {
```

```
        System.out.println("Book Issued successfully, please return the book within 7 days.");
```

```
    } else {
```



```
        System.out.println("You are allowed to take only adult Fiction books.");
    }
}
}
```

```
public class Main {
    public static void main(String[] args) {
        // Test for KidUser
        System.out.println("Testing Kid User:");
        KidUser kid1 = new KidUser(10, "Kids");
        kid1.registerAccount();
        kid1.requestBook();

        KidUser kid2 = new KidUser(14, "Kids");
        kid2.registerAccount();
        kid2.requestBook();

        System.out.println("\nTesting Adult User:");
        AdultUser adult1 = new AdultUser(25, "Fiction");
        adult1.registerAccount();
        adult1.requestBook();

        AdultUser adult2 = new AdultUser(10, "Fiction");
        adult2.registerAccount();
        adult2.requestBook();
    }
}
```

```
input
Testing Kid User:
You have successfully registered under a Kids Account.
Book Issued successfully, please return the book within 10 days.
Sorry, Age must be less than 12 to register as a kid.
Book Issued successfully, please return the book within 10 days.

Testing Adult User:
You have successfully registered under an Adult Account.
Book Issued successfully, please return the book within 7 days.
Sorry, Age must be greater than 12 to register as an adult.
Book Issued successfully, please return the book within 7 days.
```