TCP1201 Object-Oriented Programming and Data Structures

Lab11 Implementing ArrayLists

Exercise 1: Implementing MyArrayList Class

Without copy and paste the code provided by the lecture, define a **MyArrayList** class that supports the operations listed in the sample run below. Write a test program to test your **MyArrayList** class. Your test program shall produce the following output. The range of the random integers is 0-99.

```
Sample run:
  MyArrayList: []
  Size: 0
   1 - Add random integer at end
   2 - Add random integer at specified index
   3 - Get integer at specified index
  4 - Get index of specified integer
   5 - Remove the integer at specified index
   6 - Remove specified integer
   7 - Set new random integer at specified index
   8 - Clear list
   0 - Exit
  Command > 1
  MyArrayList: [5]
   Size: 1
   1 - Add random integer at end
   2 - Add random integer at specified index
   3 - Get integer at specified index
  4 - Get index of specified integer
   5 - Remove the integer at specified index
   6 - Remove specified integer
   7 - Set new random integer at specified index
   8 - Clear list
  0 - Exit
  Command > 1
  MyArrayList: [5, 34]
   Size: 2
   1 - Add random integer at end
   2 - Add random integer at specified index
   3 - Get integer at specified index
   4 - Get index of specified integer
   5 - Remove the integer at specified index
   6 - Remove specified integer
   7 - Set new random integer at specified index
   8 - Clear list
   0 - Exit
  Command > 20
  MyArrayList: [78, 5, 34]
   Size: 3
   1 - Add random integer at end
```

```
2 - Add random integer at specified index
3 - Get integer at specified index
4 - Get index of specified integer
5 - Remove the integer at specified index
6 - Remove specified integer
7 - Set new random integer at specified index
8 - Clear list
0 - Exit
Command > 31
MyArrayList: [78, 5, 34]
Size: 3
1 - Add random integer at end
2 - Add random integer at specified index
3 - Get integer at specified index
4 - Get index of specified integer
5 - Remove the integer at specified index
6 - Remove specified integer
7 - Set new random integer at specified index
8 - Clear list
0 - Exit
Command > 4 34
MyArrayList: [78, 5, 34]
Size: 3
1 - Add random integer at end
2 - Add random integer at specified index
3 - Get integer at specified index
4 - Get index of specified integer
5 - Remove the integer at specified index
6 - Remove specified integer
7 - Set new random integer at specified index
8 - Clear list
0 - Exit
Command > 4 99
MyArrayList: [78, 5, 34]
Size: 3
1 - Add random integer at end
2 - Add random integer at specified index
3 - Get integer at specified index
4 - Get index of specified integer
5 - Remove the integer at specified index
6 - Remove specified integer
7 - Set new random integer at specified index
8 - Clear list
0 - Exit
Command > 52
34
MyArrayList: [78, 34]
```

```
Size: 2
1 - Add random integer at end
2 - Add random integer at specified index
3 - Get integer at specified index
4 - Get index of specified integer
5 - Remove the integer at specified index
6 - Remove specified integer
7 - Set new random integer at specified index
8 - Clear list
0 - Exit
Command > 6 34
true
MyArrayList: [78]
Size: 1
1 - Add random integer at end
2 - Add random integer at specified index
3 - Get integer at specified index
4 - Get index of specified integer
5 - Remove the integer at specified index
6 - Remove specified integer
7 - Set new random integer at specified index
8 - Clear list
0 - Exit
Command > <u>6 99</u>
false
MyArrayList: [78]
Size: 1
1 - Add random integer at end
2 - Add random integer at specified index
3 - Get integer at specified index
4 - Get index of specified integer
5 - Remove the integer at specified index
6 - Remove specified integer
7 - Set new random integer at specified index
8 - Clear list
0 - Exit
Command > 70
MyArrayList: [44]
Size: 1
1 - Add random integer at end
2 - Add random integer at specified index
3 - Get integer at specified index
4 - Get index of specified integer
5 - Remove the integer at specified index
6 - Remove specified integer
7 - Set new random integer at specified index
8 - Clear list
0 - Exit
Command > 8
```

MyArrayList: []

Size: 0

- 1 Add random integer at end
- 2 Add random integer at specified index
- 3 Get integer at specified index
- 4 Get index of specified integer
- 5 Remove the integer at specified index
- 6 Remove specified integer
- 7 Set new random integer at specified index
- 8 Clear list
- 0 Exit

Command $> \underline{0}$