

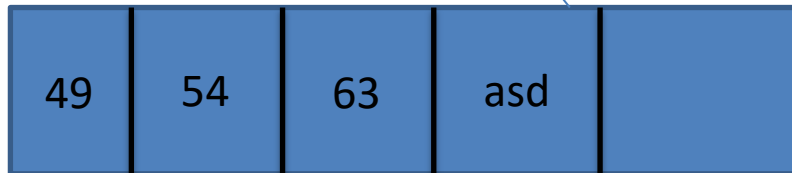
Vector in Java

9/6/2020

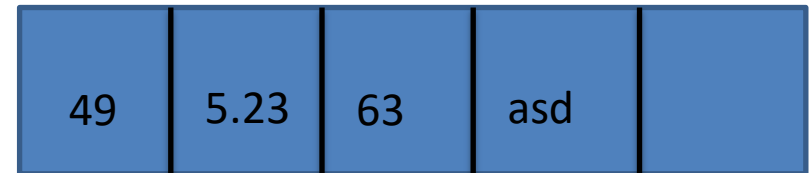
Vector

Vector is a class create array type memory block and allow to store any object(any types of values).vector class use util package and provide various function to create or manipulate vector onbject.

```
Int arr[]=new int(5);
```



```
Vector v=new Vector(5);
```



- How to create Vector:

Syntax:

- 1) `Vector <object>=new Vector(size);`
- 2) `Vector <object>=new Vector();`
- 3) `Vector <object>=new Vector(values);`

Eg:

```
Vector v;
```

```
v=new Vector();
```

v



Vector Functions

1) add → Inserts the specified element at the specified position in this Vector. add function also use for insert collection or object.

Syntax:

```
<object>.add(index,<value>);
```

Eg:

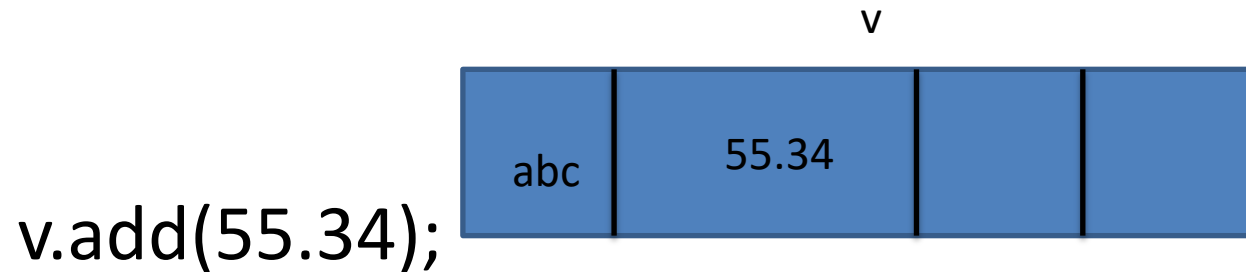
```
v.add(2,"abc");
```

Note:

- add function use index position less than or equal vector size.

Eg:

```
Vector v=new Vector(5);  
v.add("abc");
```



Note:

- In java add function can be append value at end .

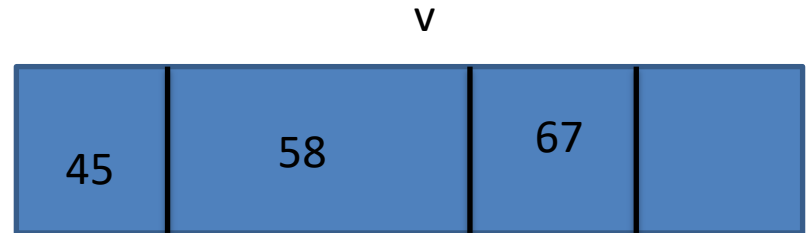
- `addAll` → This function is use to add multiple elements at end or also insert from given position.

syntax:

1. `<object>.addAll(index,<collection>); //insert at specify position.`
2. `<object>.addAll(collection); //append`

Eg:

```
int arr[]=new int(3);  
arr[0]=45;  
arr[1]=58;  
arr[2]=67;  
v.addAll(arr);
```



- `removeAllElements` → Delete all vector Elements from specified vector.

syntax:

```
<object>.removeAllElements();
```

Eg:

```
v.removeAllElements();
```

- `clear` → Delete all vector Elements from specified vector.

syntax:

```
<object>.clear();
```

Eg:

```
v.clear();
```

- Note:

Clear only erase vector elements.

q) Write a java code to create user define size vector and store some values till user wants or vector is not full and display vector elements?

- `elementAt` → This function is use to returns the component at the specified index from vector.

Syntax:

```
<variable>=<object>.elementAt(index);
```

Eg:

```
x=v.elementAt(1);
```

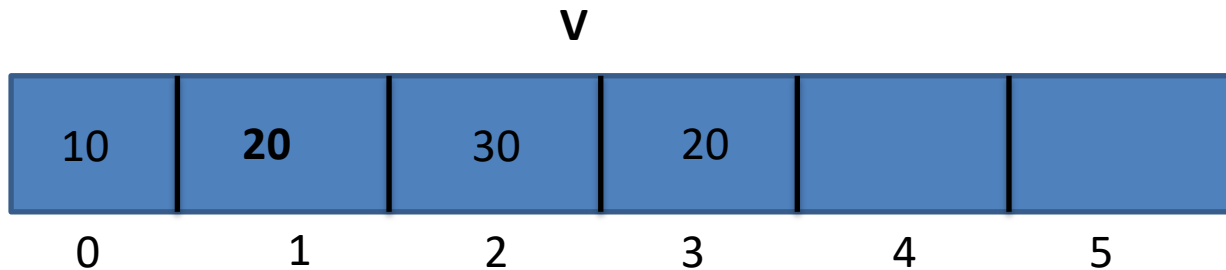
```
“abc”
```


List of more vector function

- copyINTO
- IndexOf
- firstElement
- lastElement
- **get**
- **insertElementAt**
- **isEmpty**
- **lastIndexOf**
- **Remove**
- **size**

indexOf

- This function is use to return index for specified object from vector.If Object not found return -1.



- Eg:

```
int i;
```

```
i=v.indexOf(20);
```

1 (First searching occurrences)


```
i=v.indexOf(20,i+1);
```

3

Syntax:

1. `<variable>=<object>.indexOf(<searching object>);`
2. `<variable>=<object>.indexOf(<searching object>,start index);`

Default start
from zero
index



InsertElementAt → This Function is use to insert given Element at specified position in vector. In vector elements automatically sift for insertion.

syntax:

`<object>.insertElementAt(<index>,<value>);`

Eg:

`v.insertElementAt(2,25);`

Q) Write a menu driven code to create, insert, delete, input and display vector elements?

Size → This function is use to return size of vector or number of elements of vector.

syantax:

```
<variable>=<object>.size();
```

Eg:

```
len=v.size();
```

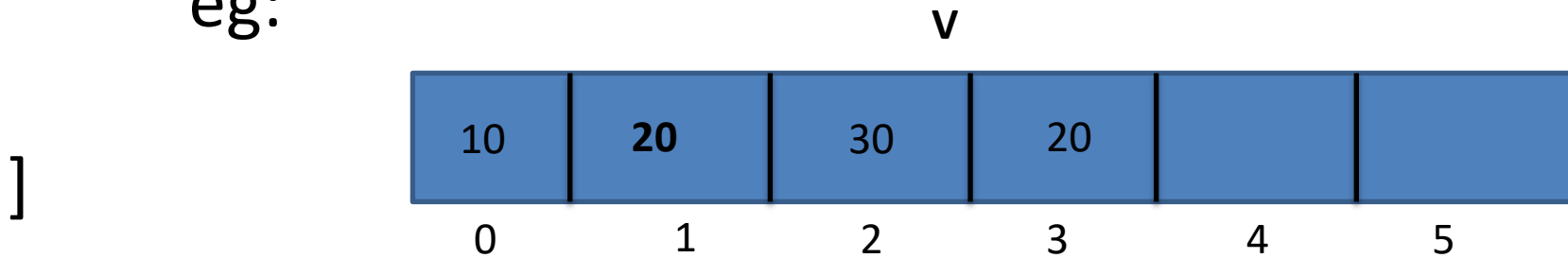
find

- This function is use to find elements from vector. If element not found return -1 otherwise return 1.

syntax:

`<variable>=<object>.find(value);`

eg:



`x=v.find(20);` → 1

`x=v.find(70);` → -1

isEmpty

- This function is use to check given vector in empty or not, and return 0(false) and 1(true) value.

Syntax:

```
<variable>=<object>.isEmpty();
```

Eg:

```
x=v.isEmpty();
```

or

```
if(v.isEmpty())
```

```
statement;
```