

JAVA.UTIL.COLLECTIONS.SHUFFLE METHOD

http://www.tutorialspoint.com/java/util/collections_shuffle_random.htm

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Description

The **shuffle***List* < ? > , *Random* method is used to randomly permute the specified list using the specified source of randomness.

Declaration

Following is the declaration for **java.util.Collections.shuffle** method.

```
public static void shuffle(List<?> list, Random rnd)
```

Parameters

- **list** -- The list to be shuffled.
- **rnd** -- The source of randomness to use to shuffle the list.

Return Value

- **NA**

Exception

- **UnsupportedOperationException** -- This is thrown if the specified list or its list-iterator does not support the set operation.

Example

The following example shows the usage of `java.util.Collections.shuffle`

```
package com.tutorialspoint;

import java.util.*;

public class CollectionsDemo {
    public static void main(String args[]) {
        // create Linked List
        LinkedList list = new LinkedList();

        // populate list
        list.add(52);
        list.add(27);
        list.add(14);
        list.add(-33);

        System.out.println("List before shuffle: "+list);

        // shuffle the list
        Collections.shuffle(list);

        System.out.println("List after shuffle: "+list);
    }
}
```

Let us compile and run the above program, this will produce the following result.

```
List before shuffle: [52, 27, 14, -33]
List after shuffle: [14, -33, 27, 52]
```

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