

JAVA.UTIL.VECTOR.ADD METHOD

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

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Description

The **java.util.Vector.addEe** method is used to insert the specified element **E** at the end of the **Vector**. This method is available since **Java 2 platform v1.2**.

Declaration

Following is the declaration for **java.util.Vector.add** method

```
public boolean add(E e)
```

Parameters

- **e** -- The element to be added in this Vector.

Return Value

This method returns **true** if the specified element is added successfully into the Vector, otherwise it returns **false**.

Exception

- **NA.**

Example

The following example shows the usage of **java.util.Vector.addE** method.

```
package com.tutorialspoint;

import java.util.Vector;

public class VectorDemo {
    public static void main(String[] args) {
        // create an empty Vector vec with an initial capacity of 4
        Vector<Integer> vec = new Vector<Integer>(4);

        // use add() method to add elements in the vector
        vec.add(4);
        vec.add(3);
        vec.add(2);
        vec.add(1);

        // let us print all the elements available in vector
        System.out.println("Added numbers are :- ");
        for (Integer number : vec) {
            System.out.println("Number = " + number);
        }
    }
}
```

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

```
Added numbers are :-
Number = 4
Number = 3
Number = 2
Number = 1
```

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