JAVA.UTIL.VECTOR.ADDELEMENT METHOD

Description

The **addElement***Eobj* method is used to add the **specified component to the end of this vector** and increasing its size by one. The capacity of this vector is increased if its size becomes greater than its capacity. This **addElement** method is identical in functionality to the **add***Object* method. The add method returns **true/false** but the addElement method **does not return any value**.

Declaration

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

```
public void addElement(E obj)
```

Parameters

- **obj** -- It refers to the component to be added.

Return Value

The return type is **void**

Exception

- **NA**

Example

The following example shows the usage of java.util.Vector.addElement*Eobj* 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&;ltInteger>(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("Initial elements in the vector :- ");
   for (Integer number : vec) {
   System.out.println("Number = " + number);
   }

   // add new element
   vec.addElement(12);

   // let us print all the elements again after addition
   System.out.println("Elements after addition :- ");
   for (Integer number : vec) {
   System.out.println("Number = " + number);
   }
   }
}
```

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

```
Initial elements in the vector :-
Number = 4
Number = 3
Number = 2
Number = 1
Elements after addition :-
Number = 4
Number = 3
Number = 2
Number = 1
Number = 12
```

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```
Initial elements in the vector :-
Number = 4
Number = 3
Number = 2
Number = 1
Elements after addition :-
```