

JAVA.UTIL.VECTOR.INSERTELEMENTAT METHOD

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

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Description

The **insertElementAt** *Eobj*, *intindex* method is used to insert the specified object as a component in this vector at the specified index. Each component in this vector with an index greater or equal to the specified index is shifted upward to have an index one greater than the value it had previously.

Declaration

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

```
public void insertElementAt(E obj,int index)
```

Parameters

- **obj** -- This is the component to insert
- **index** -- This is the position where to insert the new component.

Return Value

- NA

Exception

- **ArrayIndexOutOfBoundsException** -- This exception is thrown if the index is invalid.

Example

The following example shows the usage of java.util.Vector.insertElementAt 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 vec = new Vector(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 insert element at 1st position
        vec.insertElementAt(133, 1);

        System.out.println("Added numbers after insertion :- ");
        // let us print the elements
        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  
Added numbers after insertion :-  
Number = 4  
Number = 133  
Number = 3  
Number = 2  
Number = 1
```

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