

JAVA.UTIL.VECTOR.SETELEMENTAT METHOD

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

Copyright © tutorialspoint.com

Description

The **setElementAt** method is used to set the component at the specified index of this vector. The previous component at that position is discarded.

Declaration

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

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

Parameters

- **obj** -- This is the component is to be set.
- **index** -- This is the specified index where the component will be set.

Return Value

- NA

Exception

- **ArrayIndexOutOfBoundsException** -- This exception is thrown if the accessed index is out of range.

Example

The following example shows the usage of **java.util.Vector.setElementAt** 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);

        // set 16 at 2nd index position
        vec.setElementAt(16, 2);

        // 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 = 22
Number = 1

Loading [MathJax]/jax/output/HTML-CSS/jax.js