

# JAVA.UTIL.VECTOR.SETSIZE METHOD

[http://www.tutorialspoint.com/java/util/vector\\_setsize.htm](http://www.tutorialspoint.com/java/util/vector_setsize.htm)

Copyright © tutorialspoint.com

## Description

The **setSize** method is used to set the size of this vector. If the new size is greater than the current size, new null items are added to the end of the vector. If the new size is less than the current size, all components at index newSize and greater are discarded.

## Declaration

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

```
public void setSize(int newSize)
```

## Parameters

- **newSize** -- This is the new size of the vector

## Return Value

- NA

## Exception

- **ArrayIndexOutOfBoundsException** -- This exception is thrown if the new size is negative.

## Example

The following example shows the usage of java.util.Vector.setSize 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 new size to 8
        vec.setSize(8);

        // 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  
Number = null  
Number = null  
Number = null  
Number = null
```

Loading [Mathjax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js