1 Map

A.Get()

   Given- given a key

   When- when the map is empty

   Then- throw exception

B Get()

Given- given a key

When- Map is not empty

Then- return the value

C Get()

Given- given a value

When- when the map is not empty

Then- return the key

2 List

A Get()

Given- index

When-  when the list is not empty

Then- return element

B Get()

Given- index

When-  when the list is empty

Then- null

C Get()

Given- index

When-  index out of bounds

Then- throw out of bounds error

3 indexOf()

A Given- element

When-  element exists

Then- return index

B Given- element

When- element does not exist

Then- return -1

Set

4  size()

1. Given-Set

When- when it contains elements

Then-return number be of elements

1. Given-Set

When- when it contains no elements

Then-return 0

1. isEmpty()

A Given-set

When- when it contains elements

Then-return false

B isEmpty()

Given -Set

When- when its empty

Then return true

1. contains()

A Given -set

When – it contains element

Then- return true