

Collection Framework

1) What is the Collection framework in Java?

Ans) Collection Framework is a combination of class and interface, which is used to store and manipulate the data in the form of objects.

2) What is difference b/w ArrayList & LinkedList?

Ans)

<u>ArrayList</u>	<u>Linked List</u>
Data structure - implemented as a dynamic array	implemented as a doubly linked list.
Accessing element - is faster than LinkedList, element are stored in contiguous memory	elements are not store in contiguously.
Memory overhead - Take less memory as it stores only object.	- takes more memory, as it stored the object as well as the address of that object.

3) Iterator Vs ListIterator.

<u>Iterator</u>	<u>ListIterator</u>
- Traverses the elements in the forward direction only	Traverses the elements in backward & forward, both.
- used in List, Set & Queue	used in List only.
- Can only perform a remove operation while traversing the collection	can perform add, remove & set operation while traversing the collection.

Q4) Iterator Vs Enumeration

<u>Iterator</u>	<u>Enumeration</u>
- traverse legacy & non legacy elements	- traverse only legacy elements
- is fail-fast	- is not fail-fast
- is slower than Enumeration	- is faster than Iterator
- perform a remove operation while traversing the collection.	- only perform traverse operation on the collection

5) List and Set

- List can contain duplicate elements whereas set includes unique items.
- List is an ordered collection, whereas set is an unordered collection.
- List contains a single legacy class i.e. Vector whereas set does not have any legacy class.
- List interface can allow a number of null values whereas set interface only allows a single null value.

6) HashSet And TreeSet.

<u>HashSet</u>	<u>TreeSet</u>
- unordered collection	Sorted based on their natural order.
- duplicates not allow	- not allowed.
- implemented using a hash table	- implemented using a self-balancing binary search tree.
- Constant-time Complexity $O(1)$.	- logarithmic-time Comp ⁿ $O(\log n)$
- uses less memory	- stores additional info. for maintaining the order.

7) Array

- Can store primitive data types & object
- size is fixed
- Arrays are Mutable
- have limited set of methods
- initialized with value at time of creation
- Traditional for-loop

ArrayList

- Only stored object
- dynamically change.
- also Mutable.
- more Methods for manipulating collection.
- use of methods to add elements to collection
- 'Special for-loop'