Collections

Collections are a group of objects put together in a single entity to store, retrieve and manipulate data

Methods examples:
- add()
- remove()
- size()

List

- Store elements in order
- Allows duplicates

```java
ArrayList<String> fruits = new
ArrayList<>();

fruits.add("Grape");
fruits.add("Apple);
fruits.add("Apple);
```

Set

```java
HashSet<String> countries = new
HashSet<>();

countries.add("Mexico");
countries.add("USA");
```

- Only stores unique elements
- No specific order

Queue

- Stores elements in order of insertion
- First in first out method

```java
PriorityQueue<String> players =
new PriorityQueue<>();

players.add("Player 1");
players.add("Player 3");
players.add("Player 2");
```

Map

```java
HashMap<String, Integer> users =
new HashMap<>();

users.add(1, "Max");
users.add(2, "Dave");
users.add(3, "Karl");
```

- Stores key value pairs
- Not a subclass of collection

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