W2D1 Homework

1

* **Collections** – refers to a class that consists static methods that operates for collections.
* **Collection** - refers to a group of objects, which are its elements. Mainly used in storing, retrieving, manipulating, communicating, and aggregating data.
* **List** – refers to a collection wherein elements are stored in an ordered sequence. Can duplicate
* **Set** – refers to a collection wherein elements are unordered and unique. Don’t duplicate
* **Map** – does not implement collection interface. It refers to a set of keys that helps the elements to be found easily.
* **ArrayList** – refers to a collection of objects. Its capacity increases when elements are added, and it is not certain to be sorted.
* **LinkedList** – refers to an ordered set of elements. The memory of LinkedList is relocatable.
* **HashMap** – refers to the interface of Map which is equivalent to HashTable. It is not certain that the order when using HashMap is constant.
* **TreeMap** - also an interface of Map. Compared to HashMap, it is certain that the order is ascending.

2.

Hello

Java

Learn

World

Hello

Java

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World

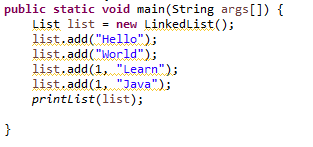
Hello

Java

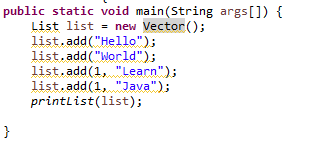
Learn

World

* *Can modify in the declaration of list. Change the new ArrayList() into new LinkedList.*



* *ArrayList means capacity increases when elements are added, and it is not certain to be sorted.*
* *While the memory of LinkedList is relocatable.*
* *Can modify in the declaration of list. Change the new ArrayList() into new Vector.*



* *ArrayList means capacity increases when elements are added, but not certain to be sorted.*
* *VectorList is similar to ArrayList, size can grow when adding elements. But, Vector is synchronized*

3.

***Output:***

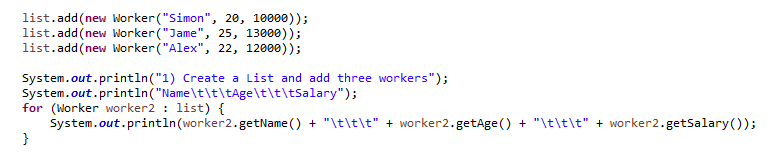
***Hello***

***Learn***

4. **Compile and run well, and output 3**

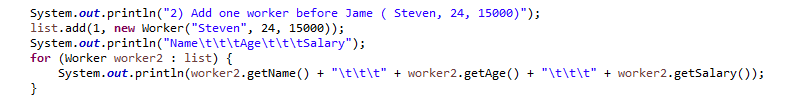
* *Answer: 3*

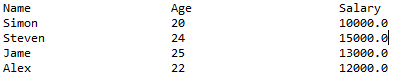
5.

1)

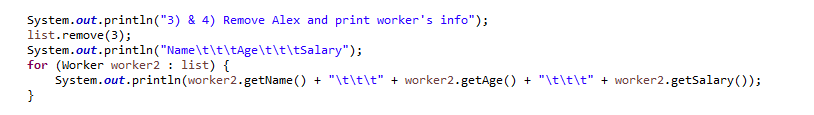


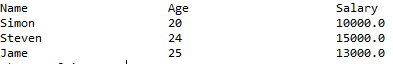
2)



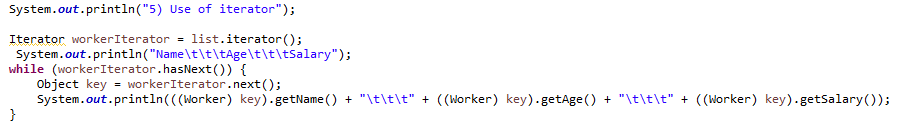


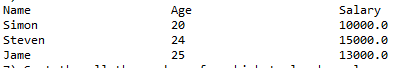
3) &4)



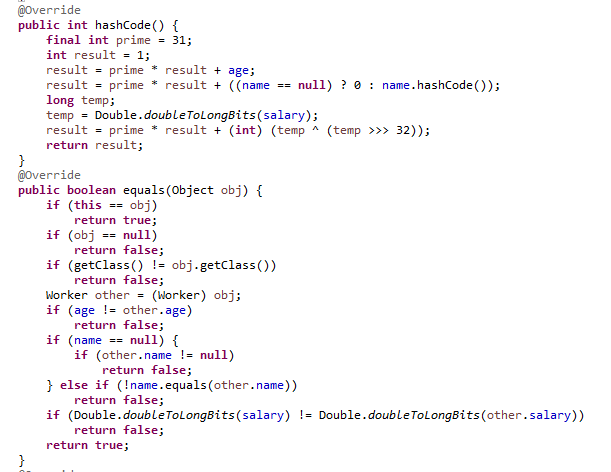


5)

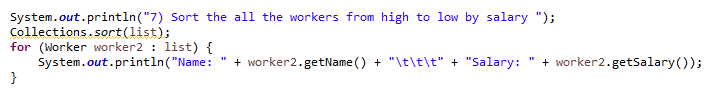




6)



7)





8)



