

- *Constructor Summary*

### Constructors

#### Constructor and Description

[Vector](#) ()

Constructs an empty vector so that its internal data array has size 10 and its standard capacity increment

[Vector](#) ([Collection](#)<? extends [E](#)> c)

Constructs a vector containing the elements of the specified collection, in the order they are returned by

[Vector](#) (int initialCapacity)

Constructs an empty vector with the specified initial capacity and with its capacity increment equal to zero

[Vector](#) (int initialCapacity, int capacityIncrement)

Constructs an empty vector with the specified initial capacity and capacity increment.

- *Method Summary*

### All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
boolean	<u><a href="#">add</a></u> ( <u><a href="#">E</a></u> e) Appends the specified element to the end of this Vector.
void	<u><a href="#">add</a></u> (int index, <u><a href="#">E</a></u> element) Inserts the specified element at the specified position in this Vector.
boolean	<u><a href="#">addAll</a></u> ( <u><a href="#">Collection</a></u> <? extends <u><a href="#">E</a></u> > c) Appends all of the elements in the specified Collection to the end of this Vector, returning true if the specified Collection contains at least one element.
boolean	<u><a href="#">addAll</a></u> (int index, <u><a href="#">Collection</a></u> <? extends <u><a href="#">E</a></u> > c) Inserts all of the elements in the specified Collection into this Vector at the specified position.
void	<u><a href="#">addElement</a></u> ( <u><a href="#">E</a></u> obj) Adds the specified component to the end of this vector, increasing its size by one.

int	<u><a>capacity()</a></u> Returns the current capacity of this vector.
void	<u><a>clear()</a></u> Removes all of the elements from this Vector.
<u><a>Object</a></u>	<u><a>clone()</a></u> Returns a clone of this vector.
boolean	<u><a>contains(<a>Object</a> o)</a></u> Returns <code>true</code> if this vector contains the specified element.
boolean	<u><a>containsAll(<a>Collection</a>&lt;?&gt; c)</a></u> Returns true if this Vector contains all of the elements in the specified collection.
void	<u><a>copyInto(<a>Object</a>[] anArray)</a></u> Copies the components of this vector into the specified array.
<u><a>E</a></u>	<u><a>elementAt(int index)</a></u> Returns the component at the specified index.
<u><a>Enumeration</a></u> < <u><a>E</a></u> >	<u><a>elements()</a></u> Returns an enumeration of the components of this vector.
void	<u><a>ensureCapacity(int minCapacity)</a></u> Increases the capacity of this vector, if necessary, to ensure that it can hold the specified number of elements.
boolean	<u><a>equals(<a>Object</a> o)</a></u> Compares the specified Object with this Vector for equality.
<u><a>E</a></u>	<u><a>firstElement()</a></u> Returns the first component (the item at index 0) of this vector.
void	<u><a>forEach(<a>Consumer</a>&lt;? super <a>E</a>&gt; action)</a></u> Performs the given action for each element of the Iterable until all elements have been processed or the action throws an exception.
<u><a>E</a></u>	<u><a>get(int index)</a></u> Returns the element at the specified position in this Vector.

int	<u>hashCode</u> () Returns the hash code value for this Vector.
int	<u>indexOf</u> ( <u>Object</u> o) Returns the index of the first occurrence of the specified element in the Vector. If the Vector contains multiple occurrences of the specified element, only the first occurrence is returned. Returns -1 if the element is not found.
int	<u>indexOf</u> ( <u>Object</u> o, int index) Returns the index of the first occurrence of the specified element in the Vector, starting from the specified index. If the Vector contains multiple occurrences of the specified element, only the first occurrence is returned. Returns -1 if the element is not found.
void	<u>insertElementAt</u> ( <u>E</u> obj, int index) Inserts the specified object as a component in this vector at the specified index.
boolean	<u>isEmpty</u> () Tests if this vector has no components.
<u>Iterator</u> < <u>E</u> >	<u>iterator</u> () Returns an iterator over the elements in this list in proper sequence.
<u>E</u>	<u>lastElement</u> () Returns the last component of the vector.
int	<u>lastIndexOf</u> ( <u>Object</u> o) Returns the index of the last occurrence of the specified element in the Vector. If the Vector contains multiple occurrences of the specified element, only the last occurrence is returned. Returns -1 if the element is not found.
int	<u>lastIndexOf</u> ( <u>Object</u> o, int index) Returns the index of the last occurrence of the specified element in the Vector, starting from the specified index. If the Vector contains multiple occurrences of the specified element, only the last occurrence is returned. Returns -1 if the element is not found.
<u>ListIterator</u> < <u>E</u> >	<u>listIterator</u> () Returns a list iterator over the elements in this list (in proper sequence).
<u>ListIterator</u> < <u>E</u> >	<u>listIterator</u> (int index) Returns a list iterator over the elements in this list (in proper sequence), starting at the specified index.
<u>E</u>	<u>remove</u> (int index) Removes the element at the specified position in this Vector.
boolean	<u>remove</u> ( <u>Object</u> o) Removes the first occurrence of the specified element from this Vector, if it is present.

	Removes the first occurrence of the specified element in this Vector. If no such element is found, it is unchanged.
boolean	<u><a href="#">removeAll</a></u> ( <u><a href="#">Collection</a></u> <?> c) Removes from this Vector all of its elements that are contained in the specified Collection.
void	<u><a href="#">removeAllElements</a></u> () Removes all components from this vector and sets its size to zero.
boolean	<u><a href="#">removeElement</a></u> ( <u><a href="#">Object</a></u> obj) Removes the first (lowest-indexed) occurrence of the argument from this Vector.
void	<u><a href="#">removeElementAt</a></u> (int index) Deletes the component at the specified index.
boolean	<u><a href="#">removeIf</a></u> ( <u><a href="#">Predicate</a></u> <? super <u><a href="#">E</a></u> > filter) Removes all of the elements of this collection that satisfy the given predicate.
protected void	<u><a href="#">removeRange</a></u> (int fromIndex, int toIndex) Removes from this list all of the elements whose index is between fromIndex (inclusive) and toIndex (exclusive).
void	<u><a href="#">replaceAll</a></u> ( <u><a href="#">UnaryOperator</a></u> < <u><a href="#">E</a></u> > operator) Replaces each element of this list with the result of applying the operator to that element.
boolean	<u><a href="#">retainAll</a></u> ( <u><a href="#">Collection</a></u> <?> c) Retains only the elements in this Vector that are contained in the specified Collection.
<u><a href="#">E</a></u>	<u><a href="#">set</a></u> (int index, <u><a href="#">E</a></u> element) Replaces the element at the specified position in this Vector with the specified element.
void	<u><a href="#">setElementAt</a></u> ( <u><a href="#">E</a></u> obj, int index) Sets the component at the specified index of this vector to be the specified object.
void	<u><a href="#">setSize</a></u> (int newSize) Sets the size of this vector.
int	<u><a href="#">size</a></u> () Returns the number of components in this vector.
void	<u><a href="#">sort</a></u> ( <u><a href="#">Comparator</a></u> <? super <u><a href="#">E</a></u> > c) Sorts the elements of this Vector according to the order specified by the Comparator.

	Sorts this list according to the order induced by the specified <b>Comparator</b>
<b><u>Splitterator</u></b> < <b><u>E</u></b> >	<b><u>spliterator</u></b> () Creates a <b><i>late-binding</i></b> and <b><i>fail-fast</i></b> <b><u>Spliterator</u></b> over the elements
<b><u>List</u></b> < <b><u>E</u></b> >	<b><u>subList</u></b> (int fromIndex, int toIndex) Returns a view of the portion of this List between fromIndex, inclusive
<b><u>Object</u></b> []	<b><u>toArray</u></b> () Returns an array containing all of the elements in this Vector in the order
<T> T []	<b><u>toArray</u></b> (T[] a) Returns an array containing all of the elements in this Vector in the order returned array is that of the specified array.
<b><u>String</u></b>	<b><u>toString</u></b> () Returns a string representation of this Vector, containing the String
void	<b><u>trimToSize</u></b> () Trims the capacity of this vector to be the vector's current size.

- Methods inherited from class java.lang.**Object**

**finalize**, **getClass**, **notify**, **notifyAll**, **wait**, **wait**, **wait**

- Methods inherited from interface java.util.**Collection**

**parallelStream**, **stream**