

Set<ElmtType> Interface (selected methods)

The classes that implement this interface are: **TreeSet** and **HashSet**.

| | |
|--|--|
| <code>boolean contains(ElmtType elmt)</code> | Returns true iff <code>elmt</code> is in the set |
| <code>int size()</code> | Returns number of elements in the set |
| <code>boolean add(ElmtType elmt)</code> | Ensures that <code>elmt</code> is in the set. Returns true iff the set changed as a result of this call |
| <code>boolean remove(ElmtType elmt)</code> | Removes <code>elmt</code> from the set. Returns true iff the set changed as a result of this call |
| <code>boolean isEmpty()</code> | Returns true iff the set contains no elements. |
| <code>Iterator<ElmtType> iterator()</code> | Returns an iterator over the elements in the set. |

Map<KeyType, ValueType> Interface (selected methods)

The classes that implement this interface are: **TreeMap** and **HashMap**.

| | |
|---|---|
| <code>ValueType put(key, value)</code> | Associates the specified value with the specified key in this map. If the map previously contained a mapping for this key, the old value is replaced by the specified value. Returns the previous value associated with specified key, or null if there was no mapping for key. |
| <code>ValueType get(key)</code> | Returns the value to which this map maps the specified key or null if the map contains no mapping for this key. |
| <code>boolean containsKey(key)</code> | Returns true iff the map contains a mapping for the specified key. |
| <code>ValueType remove(key)</code> | Removes the mapping for this key from this map if it is present, otherwise returns null. |
| <code>int size()</code> | Number of key-value mappings in this map. |
| <code>boolean isEmpty()</code> | Returns true if this map contains no key-value mappings. |
| <code>Set<Map.Entry<KeyType,ValueType>> entrySet()</code> | Returns a set view of the entries contained in this map. |
| <code>Set<Map.Entry<KeyType,ValueType>> keySet()</code> | Returns a set view of the keys contained in this map. |

Map.Entry<KeyType, ValueType> Interface

| | |
|------------------------------------|--|
| <code>KeyType getKey()</code> | Return the key of the entry |
| <code>ValueType getValue()</code> | Return the value of the entry |
| <code>void setValue(newVal)</code> | Replace the current value with <code>newVal</code> |

Iterator<ElmtType> Interface (selected methods)

Some classes that implement this interface are: **Scanner**, **ListIterator**:

| | |
|--------------------------------|--|
| <code>boolean hasNext()</code> | Returns true iff the iteration has more elements. |
| <code>ElmtType next()</code> | Returns the next element in the iteration. Each successive call returns a different element in the underlying collection. For Scanner the <code>ElmtType</code> is always <code>String</code> . |

Collections class (selected methods)

The `Collections` class contains static methods that operate on collections. Note: `ArrayList` and `LinkedList` both implement the `List` interface used below.

```
static void sort(List<ElmtType> list)
    Sorts the list into ascending order according to the natural ordering of its elements (i.e., using compareTo).
```

```
static void sort(List<ElmtType> list, Comparator<ElementType> c)
    Sorts the list according to the order specified by the comparator.
```

Comparator<Type> interface

An object that can compare two objects of type `Type`. Has one method defined by the interface:

```
int compare(Type object1, Type object2)
    Must return a negative number if object1 should come before object2, 0 if object1 and object2 are equal, or a positive number if object1 should come after object2.
```

Comparable<Type> interface

An object that can be compared to another object of the same type. Has one method defined by the interface:

```
int compareTo(Type other)
    a.compareTo(b) must return a negative number if a should come before b, 0 if a and b are equal, and a positive number otherwise
```

Selected methods of Java Rectangle class:

```
new Rectangle(x, y, width, height)
    Constructs rectangle object whose top-left corner is at (x, y) and with given width and height.
```

```
r.translate(deltaX, deltaY)
    Translates Rectangle r the indicated distance, to the right along the x coordinate axis by deltaX, and downward along the y coordinate axis by deltaY. This is a mutator.
```

```
r.getX()      r.getY()
    Gets the x or y coordinate, respectively of Rectangle r
```

```
r.getWidth()  r.getHeight()
    Gets the with or height, respectively of Rectangle r
```