Collection

1. List

* Duplicates allowed
* Insertion order must be preserved
* ArrayList, LinkedList, Vector are the implementation classes
* Stack extends the Vector class

1. Set

* A collection that can not contain duplicate elements.
* Insertion order is not preserved
* HashSet, LinkedHashSet are the classes implemented set interface

1. Queue

* Child interface of Collection
* priorityQueue, BlockingQueue, LinkedBlockingQueue, PriorityBlockingQueue

Child interface of Set:

1. SortedSet

* Child interface of Set
* Can not contain duplicate element
* Some sorted order

1. NavigableSet

* Child interface of SortedSet
* It defines several methods for navigation purpose
* ThreeSet is implementation class

Methods of Collection interface:-

* Boolean add(Object o)

Add an object to the collection

* Boolean addAll(Collection o)

Add all objects of specified collection

* Boolean remove(Object o)

Removes a single instance of the specified element from this collection

* Boolean removeAll(Collection o)

Removes all of this Collection’s elements that a re also contained in the specified collection

* Boolean retainAll(Collection o)

Retains only the elements in this Collection that are contained in the specified Collection

* Int size()

Return the number of elements in this Collection

* Boolean contains(Object o)

Return true if this Collection contains the specified object

* Void clear()

Removes all of the elements from this Collecton

* Boolean isEmpty()

Return true if this Collection contains no elements

* Iterator <E> iterator()

Returns an iterator over the elements in this Collection