Collections:

* List 🡺 Interface

1. Duplicates are allowed
2. Null values are allowed
3. Asynchronous
4. ArrayList
5. Whenever we have fetching operations, we need to use Arraylist 🡺 internally implements Random Access Interface (Marker Interface 🡺 there wont be any methods)
6. Adding and deleting operations at the middle should not be used.
7. By default size is 10. 🡺 ArrayList<T> list = new ArrayList<>();
8. Load factor or threshold limit🡺 75% or 0.75
9. new capacity = (current capacity\*3/2)+1
10. LinkedList
11. Adding and deleting operations in the middle we will be using Linkedlist
12. Fetching operations, we should not use linkedlist
13. Vector
14. Synchronous
15. Load factor 75%
16. Default size is 10 🡺 New capacity = 2 \* current capacity

* Set 🡺 Interface

1. HashSet
2. TreeSet
3. LinkedHashSet

* Map🡺 Interface

1. HashMap
2. TreeMap
3. LinkedHashMap

HashTable

ConcurrentHashMap:

Equals and Hash code contract: