

## ★ What is Collection Framework?

The Collection Framework in Java is a standardized architecture for storing and manipulating groups of objects.

It provides:

- Interfaces (Collection, List, Set, Queue, Deque, Map)
- Classes (ArrayList, LinkedList, Vector, Stack, HashSet, LinkedHashSet, TreeSet, PriorityQueue, etc.)
- Utility Classes (Collections, Arrays)
- Algorithms (Sorting, Searching, Shuffling, Reversing)

The framework supports operations like insertion, deletion, searching, sorting, updating, iteration, and manipulation of data.

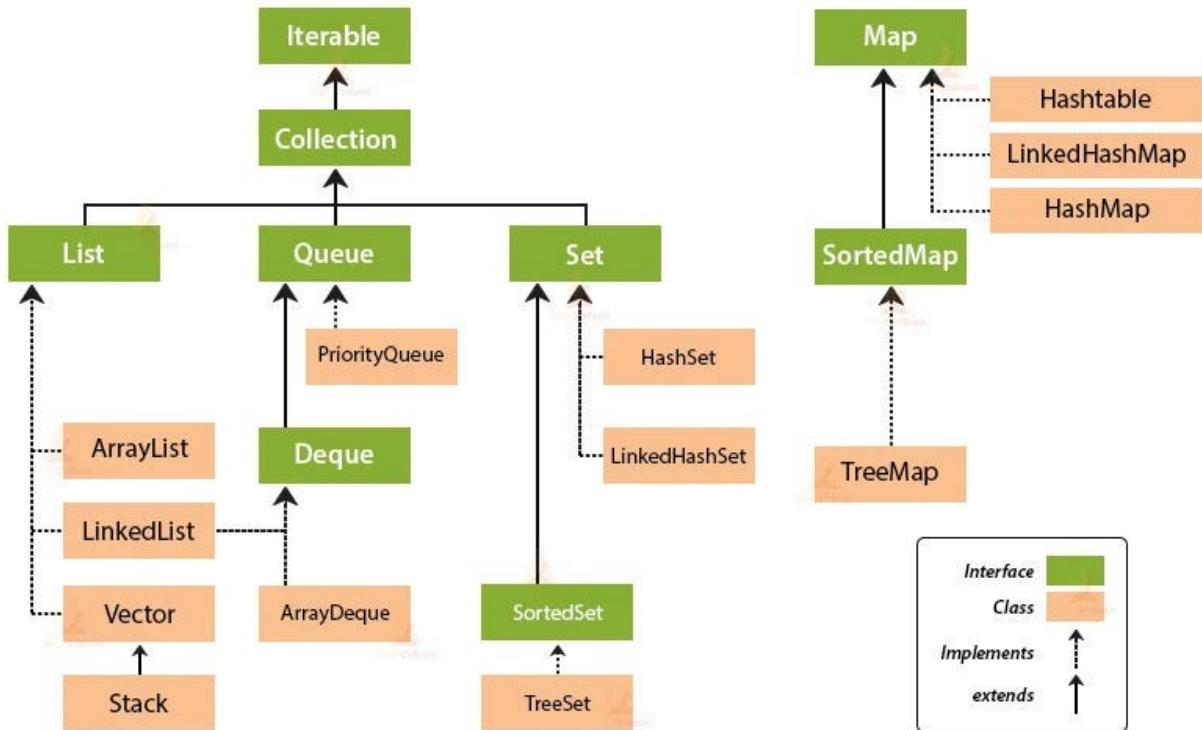
## ★ Difference between Array and ArrayList

Array	ArrayList / Collection
Static size (fixed-length).	Dynamic size (grows/shrinks automatically).
Can store <b>primitive types</b> and objects.	Stores <b>objects only</b> (wrapper classes for primitives).
Fast and memory efficient for fixed-size data.	More flexible but slightly higher overhead.
Uses direct indexing with a fixed structure.	Built on top of a <b>dynamic internal array</b> ( <b>Object</b> [ ]).
No built-in methods for manipulation.	Provides many built-in methods (add, remove, contains, etc.).
Supports multi-dimensional arrays.	One-dimensional; can nest lists to simulate multi-dimension.

## ★ Difference between Collection and Collections

Collection	Collections
It is a <b>interface</b> in the Collection Framework.	It is a <b>utility class</b> in <b>java.util</b> .
Represents a group of objects as a single unit.	Provides <b>static methods</b> like <b>sort()</b> , <b>reverse()</b> , <b>min()</b> , <b>max()</b> , <b>synchronizedList()</b> , etc.
Parent of List, Set, Queue.	Works <i>on</i> Collection objects.

## Collection Framework Hierarchy in Java



### ★ List Interface

Definition:

List is a child interface of Collection.

It represents an ordered collection that preserves insertion order and allows duplicate elements.

#### ✓ Key Features of List

- 1 . Maintains Order: Insertion order is preserved.
- 2 . Duplicates Allowed: Multiple identical elements permitted.
- 3 . Index-Based Access: Supports add(index), get(index), set(index), remove(index).
- 4 . Null Allowed: List implementations allow null values.
- 5 . Supports Iterators:
  - Iterator (forward)
  - ListIterator (forward + backward)

#### ✓ Implementations of List

##### 1. ArrayList

- Backed by dynamic array.
- Fast random access (O(1)).

- Slower for insert/delete in the middle ( $O(n)$ ).
- Not synchronized.

## 2. LinkedList

- Backed by doubly linked list.
- Fast insert/delete operations ( $O(1)$  at ends).
- Slow random access ( $O(n)$ ).
- Also implements Queue/Deque.

## 3. Vector (Legacy)

- Similar to ArrayList but synchronized.
- Slower due to synchronization.
- Rarely used today.

## 4. Stack (Legacy)

- Extends Vector.
- LIFO structure (push, pop, peek).
- Modern replacement: ArrayDeque.

# ★ 1. ArrayList

### Definition:

ArrayList is a dynamic array implementation of the List interface.

It can grow or shrink automatically as elements are added or removed.

### ✓ Key Features of ArrayList

1. Dynamic Array: Automatically resizes.
2. Maintains Insertion Order: Index-based access.
3. Allows Duplicates: Same values can be inserted.
4. Allows Null Values: Can store one or more nulls.
5. Fast Random Access: `get(index)` is  $O(1)$ .
6. Not Synchronized: Not thread-safe by default.
  - Thread-safe options:
    - `Collections.synchronizedList(list)`
    - `CopyOnWriteArrayList`
7. Default Capacity: 10 (auto-expands by  $1.5\times$ ).
8. Resizable Underlying Array: Uses `Object[]` internally.

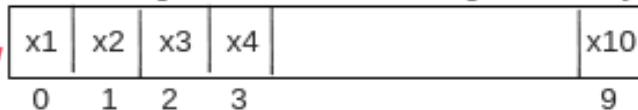
### ✓ Common Methods in ArrayList

- `add(E e)`
- `add(int index, E e)`
- `get(int index)`
- `set(int index, E e)`
- `remove(int index) / remove(Object o)`
- `contains(Object o)`
- `size()`
- `clear()`
- `indexOf() / lastIndexOf()`

- iterator() / listIterator()
- addAll(Collection c)

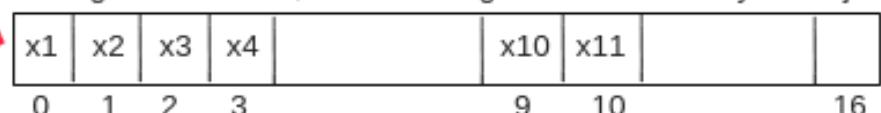
```
ArrayList al=new ArrayList(); // Default I.C.=10
```

Before inserting 11th element, al assign this ArrayList objects.



al

After inserting 11th element, al will reassign to this new ArrayList objects

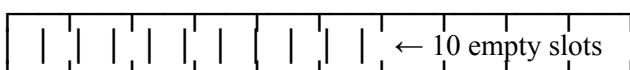


al = Object reference variable

After reassign new array objects, the  
default old array objects

Garbage Collection

Initially, when we declare `ArrayList<Integer> al = new ArrayList<>();`  
al



Index: 0 1 2 3 4 5 6 7 8 9

After first add → al.add(10);

al



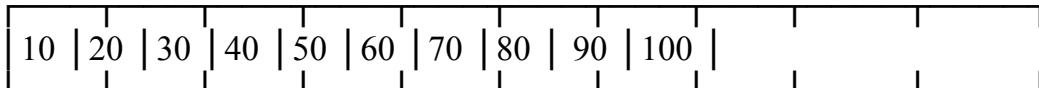
Index: 0 1 2 3 4 5 6 7 8 9

After adding all initial elements (10 elements total)

```
al.add(10);
al.add(20);
al.add(30);
al.add(40);
```

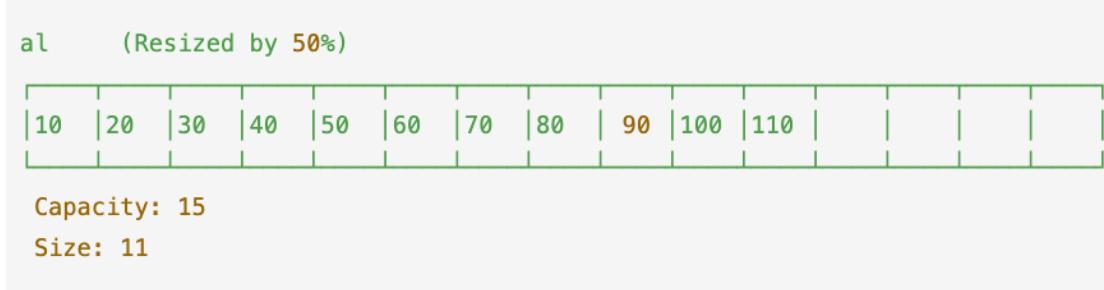
```
al.add(50);
al.add(60);
al.add(70);
al.add(80);
al.add(90);
al.add(100);
```

al (Initial capacity full)



Now add a new element → al.add(110);

- Capacity is full → ArrayList **resizes by 50%**
- New capacity = **15**
- ✓ Default Capacity = 10



- ✓ Resize happens by  $1.5 \times$  (50%)
- ✓ Array grows only when full
- ✓ After removing elements, capacity does NOT shrink automatically

## 2. LinkedList

The LinkedList class in Java is part of the Java Collection Framework and implements the List, Deque, and Queue interfaces.

It represents a doubly-linked list internally and provides efficient insertion and deletion operations compared to ArrayList.

### ★ Key Features of LinkedList

1. **Doubly Linked List:**  
Each element (node) contains references to both its **previous** and **next** nodes.
2. **Efficient Insertions and Deletions:**  
Adding or removing elements—especially at the **beginning** or **middle**—is faster than ArrayList  
because no shifting of elements is required.

### 3. Maintains Insertion Order:

Preserves the order in which elements are added.

### 4. Allows Duplicates and Nulls:

Supports duplicate elements and can store null values.

### 5. Implements Queue and Deque Interfaces:

Can be used as a Queue (FIFO) or as a Deque (Double-Ended Queue) using methods like offer(), poll(), offerFirst(), offerLast(), etc.

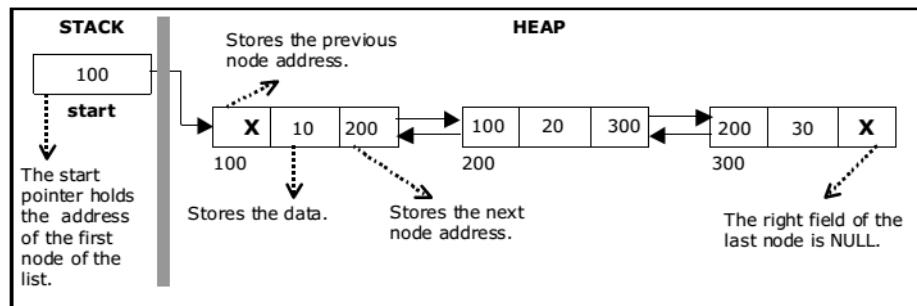
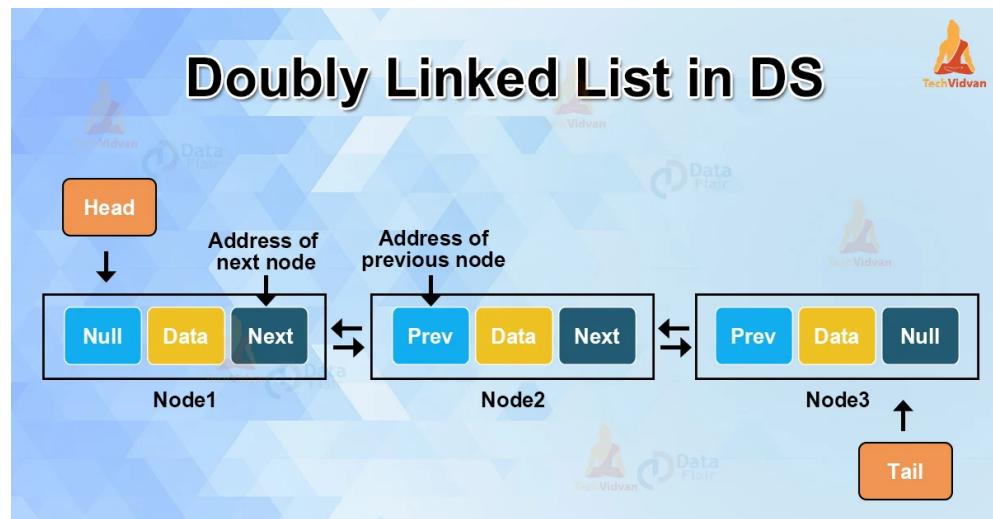


Figure 3.3.1. Double Linked List

## 🎯 When to Use LinkedList?

Use LinkedList when:

- ✓ You perform **frequent insertion/deletion**
- ✓ You need **Queue/Deque** implementation
- ✓ Order of elements matters
- ✓ You don't need fast random access

## When NOT to Use LinkedList?

Avoid LinkedList when:

You frequently access elements by index

You need fast data reading

Memory is constrained (because nodes take more memory)

Why LinkedList is Faster for Insert/Delete?

Because only **pointers** change — no shifting of elements.

Why LinkedList is Slow for Accessing Elements?

## Diff b/w arrayList And LinkedList

Aspect	ArrayList	LinkedList
<b>Data Structure</b>	Dynamic Array (contiguous memory)	Doubly Linked List (nodes: data + next + prev)
<b>Random Access Performance</b>	<b>Fast (O(1))</b> → direct index access	<b>Slow (O(n))</b> → must traverse nodes
<b>Insertion/Deletion Performance</b>	<b>Slow (O(n))</b> → shifting required	<b>Fast (O(1))</b> at beginning/end
<b>Memory Usage</b>	Less memory	More memory (extra pointers)
<b>Thread-Safety</b>	Not synchronized	Not synchronized
<b>Growth</b>	Increases capacity by <b>50%</b> (old * 1.5)	Adds nodes dynamically ( <b>no fixed capacity</b> )
<b>Best Use Case</b>	Frequent read/search operations	Frequent add/delete operations
<b>Allows Null</b>	Yes	Yes
<b>Maintains Order</b>	Yes	Yes
<b>Duplicates Allowed</b>	Yes	Yes
<b>Access by Index</b>	Fast (O(1))	Slow (O(n))
<b>Resizing</b>	Automatic	Automatic

## 3. Vector

The **Vector** class in Java is part of the **Java Collection Framework** and is located in the `java.util` package. It implements the **List** interface and stores elements in a **dynamic, resizable array**.

Unlike `ArrayList`, **Vector is synchronized**, which makes it **thread-safe** for multi-threaded environments.

### ★ Key Features of Vector

#### 1. Resizable Array:

Automatically grows or shrinks as elements are added or removed.

#### 2. Synchronized:

All methods in `Vector` are synchronized, making it thread-safe but slightly slower than `ArrayList`.

**3. Maintains Insertion Order:**

Elements remain in the order they are added.

**4. Allows Duplicates:**

Duplicate elements are permitted.

**5. Allows Null Elements:**

Can store one or more null values.

**6. Legacy Class:**

Introduced in **JDK 1.0** and later retrofitted to implement the **List** interface.

Diff b/w arrayList and vector

Aspect	ArrayList	Vector
<b>Thread-Safety</b>	Not synchronized	<b>Synchronized (thread-safe)</b>
<b>Performance</b>	Faster	Slower (synchronization overhead)
<b>Synchronization</b>	Must be done manually	All methods synchronized
<b>Growth</b>	Grows by <b>50%</b> (old * 1.5)	Grows by <b>100%</b> (doubles capacity)
<b>Memory Overhead</b>	Less	More (sync + internal overhead)
<b>Access Time</b>	Fast	Slower
<b>Resize Behavior</b>	Automatic	Automatic (double size)
<b>Null Elements Allowed</b>	Yes	Yes
<b>Insertion/Deletion Performance</b>	Slower (shifting)	Slower than LinkedList but OK
<b>Legacy Class</b>	JDK 1.2	<b>JDK 1.0 (Legacy)</b>
<b>Initial Capacity</b>	10	10
<b>Duplicates Allowed</b>	Yes	Yes

## ★ 2. Set Interface

Set interface represents a collection of unique elements where duplicates are not allowed.

It extends the Collection interface and is implemented by HashSet, LinkedHashSet, and TreeSet. Set does not maintain index, and ordering depends on the implementation class.

### ✓ Key Features of the Set Interface

**1. No Duplicate Elements:**

A Set does not allow duplicate values. If you try to add a duplicate element, the Set simply ignores it.

**2. Unordered Collection:**

A Set does not guarantee any specific order of elements.

(However, specific implementations like **LinkedHashSet** maintain insertion order, and **TreeSet** maintains sorted order.)

### 3. Extends Collection Interface:

Since Set extends the Collection interface, it inherits all common methods such as add(), remove(), contains(), size(), etc.

## ★ IMPLEMENTATION CLASSES OF SET

The Set Interface has 3 main implementation classes:

1. HashSet
2. LinkedHashSet
3. TreeSet

## ★ 1. WHY SET CANNOT STORE DUPLICATES?

Set does NOT allow duplicate values because:

✓ Set uses hashing

Every element is converted into a **hash code** and stored in **buckets**.

✓ If a duplicate element is added:

- Same hashCode
- Same bucket
- Set checks using equals() method
- If values are equal → element is **NOT added**

👉 Set checks equality using:

1. hashCode()
2. equals()

## ★ HashSet in Java

The **HashSet** class (in `java.util`) implements the Set interface.

It stores elements in a **hash table** and ensures that the collection contains **only unique elements**.

✓ Key Features of HashSet

### 1. No Duplicates:

HashSet does not allow duplicate values.

When a duplicate is added, HashSet simply ignores it.

### 2. Unordered:

HashSet does **not** maintain any specific order of elements.

The output order depends on the **hash value** of each element.

3. Allows Null:

HashSet allows only one null value.

4. **Not Synchronized:**

HashSet is **not thread-safe**.

If multiple threads access it simultaneously, external synchronization is required.

### 3. How HashSet Stores an Element?

✓ Step 1 → hashCode() of the element is generated

"Java".hashCode() → 23123

Step 2 → Bucket location calculated

bucketIndex = hashCode % capacity

✓ Step 3 → Check if bucket is empty

- If empty → store element
- If not empty (collision) → LinkedList/Tree structure used

✓ Step 4 → equals() check

If hashCode matches → equals() confirms if same element.

✓ Step 5 → If equals() = true → duplicate ignored

✓ If equals() = false → stored in same bucket (collision chain)

### 4. Default Capacity of HashSet

HashSet hs = new HashSet();

✓ Default Capacity = 16 buckets

(Because HashSet uses internal HashMap → HashMap capacity = 16)

### 5. Load Factor (VERY IMPORTANT)

Load Factor = 0.75 (Default)

Load Factor decides when to increase capacity.

✓ Load Factor Meaning:

When 75% of HashSet buckets are filled → it grows (rehashing).

### 6. Capacity Growth Formula

New Capacity = Old Capacity × 2

When 12 elements are added → HashSet grows its size to **32**

## ★ LinkedHashSet

LinkedHashSet stores unique elements while maintaining insertion order. It uses a combination of HashTable and LinkedList internally. Fast search, preserves order, and allows one null value.

LinkedHashSet is a **Set** implementation that:

- ✓ Does NOT allow duplicates
- ✓ Maintains insertion order
- ✓ Uses **LinkedList + HashTable** internally
- ✓ Allows **only one null**
- ✓ Faster than TreeSet
- ✓ Slightly slower than HashSet

## 2. Internal Structure (Very Important)

LinkedHashSet uses 2 data structures together:

1. **HashTable** → For hashing + fast search
2. **Doubly Linked List** → To maintain insertion order

. How LinkedHashSet Works Internally?

Step 1 → hashCode() generates bucket index

Step 2 → equals() checks duplicates

Step 3 → Node stored in bucket + a LinkedList chain

Step 4 → LinkedList preserves insertion order

## 3. TREESSET

TreeSet is a **sorted Set** implementation in Java that:

- ✓ Stores **unique values only**
- ✓ Maintains **ascending sorted order**
- ✓ Does NOT allow null
- ✓ Uses **Red-Black Tree** internally
- ✓ Is slower than HashSet & LinkedHashSet
- ✓ Allows **range operations** (higher, lower, ceiling, floor)

## 3. Sorting Behavior

TreeSet maintains data in **ascending order** by default:

Input : 30, 10, 40, 20

Output: [10, 20, 30, 40]

4. Why TreeSet Does NOT Allow null?

Because null cannot be compared using comparison logic (compareTo()).

## ★ HashSet vs LinkedHashSet vs TreeSet — Comparison Table

Feature	HashSet	LinkedHashSet	TreeSet
Order	No order (random)	✓ Maintains insertion order	✓ Maintains sorted ✓(ascending) order
Internal Structure	Hash Table	Hash Table + LinkedList	Red-Black Tree (Self-balancing BST)

<b>Duplicates Allowed?</b>	No	No	No
<b>Null Allowed?</b>	One null allowed	✓ One null allowed	No null allowed
<b>Performance (Speed)</b>	Fastest	Fast	Slowest
<b>Time Complexity</b>	O(1) search, add, delete	O(1) but slightly slower	O(log n)
<b>When to Use?</b>	When you only need unique elements, no order	When you want unique + maintain insertion order	When you want unique + automatically sorted values
<b>Sorting</b>	Not supported	Not supported	Always sorted
<b>Memory Usage</b>	Least	Medium	High
<b>Best Use Case</b>	Fast lookup	Keep order + uniqueness	Sorted unique data (numbers, names)
<b>Implements</b>	Set	Set	NavigableSet (SortedSet)
<b>Suitable for</b>	Searching operations	Caching, predictable iteration	Range operations (higher(), lower(), ceiling())
<b>Thread-safe?</b>	No	No	No

## Difference between List vs Set

Aspect	List	Set
<b>Order</b>	Maintains <b>ordered elements</b> (insertion order).	Does <b>not guarantee any order</b> (unordered or sorted, depends on implementation).
<b>Duplicates</b>	Allows <b>duplicate elements</b> .	Does <b>not allow duplicate elements</b> .
<b>Index-Based Access</b>	Supports <b>index-based access</b> (like arrays).	No index-based access; elements are stored without positions.
<b>Insertion Order</b>	Always preserves <b>insertion order</b> .	May or may not preserve insertion order (depends on implementation).
<b>Structure</b>	Internally based on <b>dynamic array</b> (ArrayList) or <b>linked list</b> (LinkedList).	Internally based on <b>hash table</b> (HashSet, LinkedHashSet) or <b>tree structure</b> (TreeSet).
<b>Synchronized</b>	Some implementations like <b>Vector</b> are synchronized. Others are not.	Generally <b>not synchronized</b> , unless manually synchronized.

<b>Performance</b>	Slower for frequent insert/delete operations (due to shifting or linked traversal). Searching is fast in ArrayList but slower in LinkedList.	Faster for insertions, deletions, and lookups because of <b>hash-based or tree-based</b> structure.
<b>Method Support</b>	Supports methods like <code>get()</code> , <code>set()</code> , <code>add()</code> , <code>remove()</code> , <code>size()</code> , <code>contains()</code> .	Supports methods like <code>add()</code> , <code>remove()</code> , <code>size()</code> , <code>contains()</code> , but <b>no index-based methods</b> .
<b>Use Case</b>	Best when you need <b>ordered data</b> , <b>duplicates</b> , and <b>index-based access</b> .	Best when you need <b>unique values</b> , <b>faster lookup</b> , and order does not matter (or sorted order using TreeSet).

### 3. Queue :

Queue in Java is an interface in the **java.util** package. It follows the **FIFO (First In First Out)** principle. First element added → first removed

Queue is implemented by:

- LinkedList
- PriorityQueue
- ArrayDeque

✓ Queue is used when order of processing matters.

Example real-world queues:

- People standing in a line
- Printer jobs
- Tasks scheduling

Operations in Queue (Text Format)

#### 1. Insert Operations

- **add(element)** → Inserts element; throws exception if the queue is full.
- **offer(element)** → Inserts element; returns false if the queue is full (safe method).

#### 2. Remove Operations

- **remove()** → Removes head element; throws exception if queue is empty.
- **poll()** → Removes head element; returns null if queue is empty.

#### 3. Read/Access Operations

- **element()** → Returns head element; throws exception if queue is empty.
- **peek()** → Returns head element; returns null if queue is empty.

Difference Between add() and offer()

#### add()

- Throws exception if insertion fails
- Strict operation
- Used in unbounded queues (like LinkedList)

#### offer()

- Returns false if insertion fails
- Safe operation
- Recommended for bounded queues (capacity-restricted)

Difference Between remove() and poll()

#### remove()

- Removes and returns head element
- Throws NoSuchElementException if queue is empty
- Strict method

### poll()

- Removes and returns head element
- Returns null if queue is empty
- Safe method

### Difference Between element() and peek()

#### element()

- Returns head element
- Throws NoSuchElementException if queue is empty
- Strict operation

#### peek()

- Returns head element
- Returns null if queue is empty
- Safe operation

## ★ Queue Characteristics

- Ordered collection
- Allows duplicates
- No index-based access
- Fast insertion/removal from ends
- Mostly used in scheduling, task handling, messaging

## 2. PriorityQueue – Deep Explanation

### ★ What is PriorityQueue?

PriorityQueue is a special type of queue where:Elements are ordered based on priority, not insertion order.

#### Default priority → **Natural ordering**

- Numbers → ascending
- Strings → alphabetical

Stores elements using a **Min Heap** internally (smallest element at head).

### ★ Features of PriorityQueue

- No null values
- Allows duplicates
- Not synchronized
- Automatically sorts elements
- Head always contains **minimum** value

## ★ What is ArrayDeque?

ArrayDeque (Double-ended queue) can behave like:

- Queue → FIFO
- Stack → LIFO

Faster than **Stack class** (Legacy).

### 4. Queue vs Deque vs Stack – Comparison

Feature	Queue	Deque	Stack
Full Form	First-In-First-Out	Double-Ended Queue	Last-In-First-Out
Insert	Rear	Both ends	Top
Remove	Front	Both ends	Top
Order	FIFO	FIFO + LIFO	LIFO
Methods	add, offer, remove, poll, peek	addFirst, addLast, pollFirst, pollLast	push, pop, peek
Null	allowed sometimes	No (ArrayDeque)	No
Example Class	LinkedList, PriorityQueue	ArrayDeque, LinkedList	Stack
Use Case	Scheduling, queues	Double-ended operations	Backtracking, Undo-redo

## Map Interface?

The Map Interface (java.util.Map) represents a data structure that stores data in Key–Value pairs.

Key - value

Roll No → Student Name

101 → Akash

102 → Rohan

103 → Neha

KEY points about Map:

- ✓ A map maps keys to values
- ✓ Keys must be unique
- ✓ Values can be duplicate
- ✓ A key can map to only **one value**
- ✓ No indexing (Cannot access by position)
- ✓ Not part of Collection hierarchy (but still under java.util)

### 2 Why do we need a Map? (Real Time Use Cases)

✓ Storing user credentials

email → password

✓ Storing config (Automation Testing)

"URL" → "https://test.com"

"browser" → "chrome"

✓ API Response (JSON)

JSON is nothing but a Map internally

{

  "id": 101,  
  "name": "Laptop",  
  "price": 55000

}

✓ Database records

EmployeeID → EmployeeObject

### 3 Map Architecture (Internal Representation)

A Map entry is stored as:

Entry = (Key, Value)

Internally represented as objects of **Map.Entry interface**.

101 = "Java"

102 = "Python"

103 = "DevOps"

### 4 Important Rule of Map

If same key is inserted again:

```
map.put(101, "Java");
map.put(101, "Selenium");
```

- ✓ Allows multiple null values

```
map.put(1, null);
map.put(2, null);
```

Type	Order	Sort	Null Key	Null Value	Speed	Internal Structure
<b>HashMap</b>	No	No	1 allowed	Many	Fastest	HashTable + LinkedList
<b>LinkedHashMap</b>	Insertion order	No	1 allowed	Many	Fast	HashTable + LinkedList
<b>TreeMap</b>	Yes	Sorted (ASC)	No	No	Slowest	Red-Black Tree
<b>Hashtable</b>	No	No	No	No	Slow	Synchronized

## HASHMAP IN JAVA

What is HashMap?

HashMap is a class in java.util package that stores data in the form of key–value pairs.

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101 → "Java"

102 → "Python"

103 → "Selenium"

Key Points

- ✓ Key must be unique
- ✓ Value can be duplicate
- ✓ Stores data using hashing
- ✓ Allows one null key
- ✓ Allows multiple null values
- ✓ Does NOT maintain order
- ✓ Very fast for search, insert, delete

### 2 Why do we need HashMap? (Real Life Usage)

HashMap is used when you want FAST search based on key.

Real-time examples:

- ✓ Store user details → username → password
- ✓ Store configuration → URL → value
- ✓ API JSON response (internally Map)

- ✓ Cache data → productId → productData
- ✓ Browser cookies → key → value
- ✓ Database record mapping

## LINKEDHASHMAP IN JAVA

LinkedHashMap is a class in `java.util` package that:

- ✓ Stores data in **key-value** pairs
- ✓ Maintains **insertion order**
- ✓ Allows **one null key**
- ✓ Allows multiple null values
- ✓ Does **NOT** allow duplicate keys
- ✓ Provides **fast access** (almost same speed as `HashMap`)

It is basically:

`HashMap` + `LinkedList` (doubly-linked list)

`HashMap` is fast but **unordered** → output unpredictable.

`LinkedHashMap` solves this by maintaining the order in which elements are inserted.

```
LinkedHashMap<String, Integer> map = new LinkedHashMap<>();  
map.put("B", 20);  
map.put("A", 10);  
map.put("C", 30);
```

Output → {B=20, A=10, C=30}

Internal Structure of `LinkedHashMap`

`LinkedHashMap` uses:

1. **HashTable** → For key hashing & fast lookup
2. **Doubly Linked List** → For maintaining insertion order