

collection of objects:

A collection is a group of objects, known as its elements. It is a single unit of object.

collection frame work provides many interfaces and classes.

Interfaces - List, Set, Queue, Dequeue

classes: ArrayList, Vector, LinkedList, PriorityQueue.

Program1: ArrayList.

```
import java.util.ArrayList
```

```
public class Main {
```

```
    public static void main (String [] args) {
```

```
        ArrayList<String> obj = new ArrayList<>();
```

```
        obj.add ("One");
```

```
        obj.add ("two");
```

```
        obj.add ("three");
```

```
        obj.add (1000);
```

```
        obj.add (10000);
```

```
        System.out.println ("ArrayList :" + obj);
```

y

Output:

Program2:

```
import java.util.ArrayList;
```

```
class Main {
```

```
    public static void main (String [] args) {
```

```
        ArrayList <Integer> numbers = new ArrayList<>();
```

```
        numbers.add (1);
```

```
        numbers.add (2);
```

```
        numbers.add (3);
```

```
        int index = numbers.indexOf (2);
```

```
        system.out.println("position of 2 is "+index);
        int removedNumber = numbers.remove();
        system.out.println("removed elements: "+removedNumber);
```

y
y

output: position of 2 is 1
removed element: 2

program 3:

```
import java.util.List;
import java.util.LinkedList;
class Main {
    public static void main (String [] args) {
        List<String> numbers = new LinkedList<>();
        numbers.add ("apple");
        numbers.add ("orange");
        numbers.add ("mango");
        String number = numbers.get(2);
        system.out.println("accessed element: " + number);
        int index = numbers.indexOf ("apple");
        system.out.println("position of 2 is " + index);
        numbers.set (2, "Banana");
        system.out.println("updated list: " + numbers);
        numbers.remove ("orange");
        system.out.println("final list: ");
        for (String fruit : numbers) {
            system.out.println(fruit);
```

y
y

Output: Accessed element : mango
position of 'apple' is : 0
updated list : [Apple, orange, banana]
final list : apple banana.

Program-4

```
import java.util.Iterator;  
import java.util.Vector;  
  
class Main {  
    public static void main (String [] args) {  
        Vector <String> fruits = new Vector<>();  
        fruits.add ("Apple");  
        fruits.add ("orange");  
        fruits.add ("mango");  
        System.out.println ("Vector : " + fruits);  
        String element = fruits.get(2);  
        System.out.println ("Elements at index 2 : " +  
                           element);  
        fruits.add (3, "Banana");  
        System.out.println ("Vector : " + fruits);  
        Vector <String> IndianFruits = new Vector<>();  
        IndianFruits.add ("Pomegranate");  
        IndianFruits.addAll (fruits);  
        System.out.println ("New Vector : " + IndianFruits);  
        Iterator <String> iterate = IndianFruits.iterator();  
        System.out.println ("Vector : ");  
        while (iteration.hasNext ()) {  
            System.out.println (iterate.next());  
            System.out.print (" ");  
        }  
    }  
}
```

Output: Accessed element through
position of 'apple' is : 0
updated list: [apple, orange, banana]
final list: apple, banana, grape, pomo, granate.

* sort the elements:

```
import java.util.Arrays;
import java.util.Collections;
import java.util.List;
public class SortArray {
    public static void main (String [] args) {
        Integer [] array = {5, 3, 8, 1, 9, 2};
        List < Integer > list = Arrays.asList (array);
        Collections.sort (list);
        array = list . toArray (new Integer [0]);
        System.out.println (Arrays.toString (array));
    }
}
```

Output: [1, 2, 3, 5, 8, 9]

* fruits using list and linked list.

```
import java.util.List;
import java.util.LinkedList;
class Main {
    public static void main (String [] args) {
        List < String > fruits = new LinkedList < > ();
        fruits.add ("apple");
        fruits.add ("orange");
        fruits.add ("mango");
        fruits.add ("grapes");
        System.out.println ("original list: " + fruits)
```

```
collections . reverse (fruits);
system.out.println ("reversed list : " + fruits);
Collections . sort (fruits);
System.out.println ("sorted list : " + fruits);
Collections . sort (fruits);
System.out.println ("sorted in ascending order : " + fruits);
Collections . sort (fruits, Collections . reverseOrder ());
System.out.println ("sorted in Descending order : " + fruits);
System.out.println ("fruits in basket : ");
for (int i = 0; i < fruits.size (); i++) {
    System.out.println (fruits.get (i));
}
System.out.println ("fruits in the basket (in reverse order): ");
for (int i = fruits.size () - 1; i > 0; i--) {
    System.out.println (fruits.get (i));
}
y
y
y
```

output: original list: [apple, orange, mango, grape]
sorted list: [apple, grape, mango, orange]
reversed list: [orange, mango, grape, apple]
sorted in Ascending order: [apple, grape, mango, orange]
sorted in descending order: [orange, mango, grape, apple]

Fruits in the basket:

apple grape mango orange

Fruits in basket (in reverse order)

apple grape mango orange

```
stack  
import java.util.Stack;  
class main {  
    public static void main (String [] args) {  
        Stack < String > fruits = new Stack ();  
        fruits.push ("apple");  
        fruits.push ("orange");  
        fruits.push ("mango");  
        System.out.println ("Stack: " + fruits);  
        String remove = fruits.pop ();  
        System.out.println ("Stack: " + fruits);  
        fruits.push ("pineapple");  
        System.out.println ("Stack: " + fruits);  
        String display = fruits.peek ();  
        System.out.println ("Stack: " + display);  
        int position = fruits.search ("orange");  
        System.out.println ("Position of the fruit " + position);  
        boolean e = fruits.isEmpty ();  
        System.out.println ("Is the stack empty " + e);  
        fruits.clear ();  
        boolean e1 = fruits.isEmpty ();  
        System.out.println ("Is the stack empty " + e1);
```

y y

Output:
Stack after pushing pineapple : [apple, orange,
pineapple].
Top element (peek) : pineapple
Position of 'orange' = 2

is stack empty : false
empty after clearing : true

Queue:

```
import java.util.Queue;
class Main{
    public static void main(String [] args){
        Queue <String> fruits = linkedList();
        fruits.add("Apple");
        fruits.add("orange");
        fruits.add("Mango");
        System.out.println("queue :" + fruits);
        String r = fruits.remove();
        System.out.println("queue :" + r);
        System.out.println("queue :" + fruits);
        String display = fruits.peek();
        System.out.println("stack :" + display);
        fruits.clear();
        System.out.println("empty queue :" + fruits);
    }
}
```

Boolean el fruits.isEmpty();
System.out.println("is the queue empty :" + el);
3

Output:

queue : Apple, orange, Mango

remove : Apple

queue after : orange, Mango

empty queue : false

is the queue empty : false

DEQUE:

```
import java.util.LinkedList;
import java.util.Queue;

class main {
    public static void main(String[] args) {
        Queue<String> fruits = new LinkedList<>();
        fruits.add("apple");
        fruits.add("orange");
        fruits.add("mango");
        System.out.println("queue : " + fruits);
        String removed = fruits.poll();
        System.out.println("Removed element : " + removed);
        System.out.println("queue after poll : " + fruits);
        fruits.add("pineapple");
        System.out.println("Queue after adding pineapple : " + fruits);
```

String frontElement = fruits.peek();

System.out.println("front element (peek) : " + frontElement);

Boolean isEmpty = fruits.isEmpty();

System.out.println("is the queue empty ? " + isEmpty);

fruits.clear();

System.out.println("is the queue empty after clearing ?
+ isEmpty after clear);

}
y

Output: DEQUE{apple, orange, mango}

Removed element = apple

queue after poll : [orange, mango]

queue after adding pineapple : [orange, mango, pineapple]

front element (peek) : orange

false

true

Map interface:

It is an interface which include methods of collection interface

key, value

```
import java.util.Map;  
import java.util.HashMap;
```

```
class Main {  
    public static void main (String [] args)  
    {  
        Map < Integer > String > fruits = new HashMap ();  
        fruits = new HashMap ();  
        fruits . put (1, "Apple");  
        fruits . put (2, "Orange");  
        fruits . put (3, "Mango");  
        System.out.println ("map" + fruits);  
        System.out.println ("keys" + fruits.keySet());  
        System.out.println ("values" + fruits.values());  
        System.out.println ("entries" + fruits.entrySet());  
        Boolean value = (fruits . remove (2, "Orange"));  
        System.out.println ("removed value" + value);  
        System.out.println ("New map" + fruits);  
    }  
}
```

```
Boolean value = fruits . containsKey (s);  
System.out.println ("Available in the Basket" + value);
```

}