



java.util.\*

## Miscellaneous Collections

**Iterator**

Accessors + Collectors

void **remove** ()

Other Public Methods

boolean **hasNext** ()

Object **next** ()

**ListIterator**

Accessors + Collectors

void **set** (Object o)

void **add** (Object o)

void **remove** ()

Other Public Methods

boolean **hasNext** ()

boolean **hasPrevious** ()

Object **next** ()

int **nextIndex** ()

Object **previous** ()

int **previousIndex** ()

**Enumeration**

boolean **hasMoreElements** ()

Object **nextElement** ()

**StringTokenizer**

**StringTokenizer** (String str)

**StringTokenizer** (String str, String delim)

**StringTokenizer** (String str, String delim, boolean returnDelims)

int **countTokens** ()

boolean **hasMoreElements** ()

boolean **hasMoreTokens** ()

Object **nextElement** ()

String **nextToken** ()

String **nextToken** (String delim)



### Comparator

Object  
boolean **equals** (Object obi)  
Other Public Methods  
int **compare** (Object o1, Object o2)



### Serializable



### BitSet

**BitSet** ()  
**BitSet** (int nbits)  
Accessors  
boolean **get** / **set** (int bitIndex)  
**BitSet** **get** (int fromIndex, int toIndex)  
boolean **isEmpty** ()  
void **set** (int bitIndex)  
void **set** (int fromIndex, int toIndex)  
void **set** (int fromIndex, int toIndex, boolean value)  
Object  
boolean **clone** ()  
boolean **equals** (Object obi)  
int **hashCode** ()  
String **toString** ()  
Other Public Methods  
void **and** (**BitSet** set)  
void **andNot** (**BitSet** set)  
int **cardinality** ()  
void **clear** ()  
void **clear** (int bitIndex)  
void **clear** (int fromIndex, int toIndex)  
void **flip** (int bitIndex)  
void **flip** (int fromIndex, int toIndex)  
boolean **intersects** (**BitSet** set)  
int **length** ()  
int **nextClearBit** (int fromIndex)  
int **nextSetBit** (int fromIndex)  
void **or** (**BitSet** set)  
int **size** ()  
void **xor** (**BitSet** set)



### Collections

int **binarySearch** (List list, Object key)  
int **binarySearch** (List list, Object key, Comparator c)  
void **copy** (List dest, List src)  
Enumeration **enumeration** (Collection c)  
void **fill** (List list, Object obj)  
int **indexOfSubList** (List source, List target)  
int **lastIndexOfSubList** (List source, List target)  
ArrayList **list** (Enumeration e)  
Object **max** (Collection coll)  
Object **max** (Collection coll, Comparator comp)  
Object **min** (Collection coll)  
Object **min** (Collection coll, Comparator comp)  
List **nCopies** (int n, Object o)  
boolean **replaceAll** (List list, Object oldVal, Object newVal)  
void **reverse** (List list)  
Comparator **reverseOrder** ()  
void **rotate** (List list, int distance)  
void **shuffle** (List list)  
void **shuffle** (List list, Random rnd)  
Set **singleton** (Object o)  
List **singletonList** (Object o)  
Map **singletonMap** (Object key, Object value)  
void **sort** (List list)  
void **sort** (List list, Comparator c)  
void **swap** (List list, int i, int j)  
Collection **synchronizedCollection** (Collection c)  
List **synchronizedList** (List list)  
Map **synchronizedMap** (Map m)  
Set **synchronizedSet** (Set s)  
SortedMap **synchronizedSortedMap** (SortedMap m)  
SortedSet **synchronizedSortedSet** (SortedSet s)  
Collection **unmodifiableCollection** (Collection c)  
List **unmodifiableList** (List list)  
Map **unmodifiableMap** (Map m)  
Set **unmodifiableSet** (Set s)  
SortedSet **unmodifiableSortedMap** (SortedMap m)  
SortedSet **unmodifiableSortedSet** (SortedSet s)  
Set **EMPTY\_SET**  
List **EMPTY\_LIST**  
Map **EMPTY\_MAP**



### Arrays

List **asList** (Object[] a)  
int **binarySearch** (long[] a, long key)  
int **binarySearch** (int[] a, int key)  
int **binarySearch** (short[] a, short key)  
int **binarySearch** (char[] a, char key)  
int **binarySearch** (byte[] a, byte key)  
int **binarySearch** (double[] a, double key)  
int **binarySearch** (float[] a, float key)  
int **binarySearch** (Object[] a, Object key)  
int **binarySearch** (Object[] a, Object key, Comparator c)  
boolean **equals** (long[] a, long[] a2)  
boolean **equals** (int[] a, int[] a2)  
boolean **equals** (short[] a, short[] a2)  
boolean **equals** (char[] a, char[] a2)  
boolean **equals** (byte[] a, byte[] a2)  
boolean **equals** (boolean[] a, boolean[] a2)  
boolean **equals** (double[] a, double[] a2)  
boolean **equals** (float[] a, float[] a2)  
boolean **equals** (Object[] a, Object[] a2)  
void **fill** (long[] a, long val)  
void **fill** (int[] a, int val)  
void **fill** (short[] a, short val)  
void **fill** (char[] a, char val)  
void **fill** (byte[] a, byte val)  
void **fill** (boolean[] a, boolean val)  
void **fill** (double[] a, double val)  
void **fill** (float[] a, float val)  
void **fill** (Object[] a, Object val)  
void **fill** (long[] a, int fromIndex, int toIndex, long val)  
void **fill** (int[] a, int fromIndex, int toIndex, int val)  
void **fill** (short[] a, int fromIndex, int toIndex, short val)  
void **fill** (char[] a, int fromIndex, int toIndex, char val)  
void **fill** (byte[] a, int fromIndex, int toIndex, byte val)  
void **fill** (boolean[] a, int fromIndex, int toIndex, boolean val)  
void **fill** (double[] a, int fromIndex, int toIndex, double val)  
void **fill** (float[] a, int fromIndex, int toIndex, float val)  
void **fill** (Object[] a, int fromIndex, int toIndex, Object val)  
void **sort** (long[] a)  
void **sort** (int[] a)  
void **sort** (short[] a)  
void **sort** (char[] a)  
void **sort** (byte[] a)  
void **sort** (double[] a)  
void **sort** (float[] a)  
void **sort** (Object[] a)  
void **sort** (Object[] a, Comparator c)  
void **sort** (long[] a, int fromIndex, int toIndex)  
void **sort** (int[] a, int fromIndex, int toIndex)  
void **sort** (short[] a, int fromIndex, int toIndex)  
void **sort** (char[] a, int fromIndex, int toIndex)  
void **sort** (byte[] a, int fromIndex, int toIndex)  
void **sort** (double[] a, int fromIndex, int toIndex)  
void **sort** (float[] a, int fromIndex, int toIndex)  
void **sort** (Object[] a, int fromIndex, int toIndex, Comparator c)