**9.13 Collection class :-**

• A *collection* is a group of data manipulate as a single object.

Corresponds to a *bag.*

• Insulate client programs from the implementation.

array, linked list, hash table, balanced binary tree

• Like C++'s Standard Template Library (STL)

• Can grow as necessary.

• Contain only **Objects** (reference types).

• Heterogeneous.

• Can be made thread safe (concurrent access).

• Can be made not-modifiable.

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Collection Interfaces

• Collections are primarily defined through a set of interfaces.

Supported by a set of classes that implement the interfaces

• Interfaces are used of flexibility reasons

Programs that uses an interface is not tightened to a specific

implementation of a collection.

It is easy to change or replace the underlying collection class with

another (more efficient) class that implements the same interface.

[Source: java.sun.com]