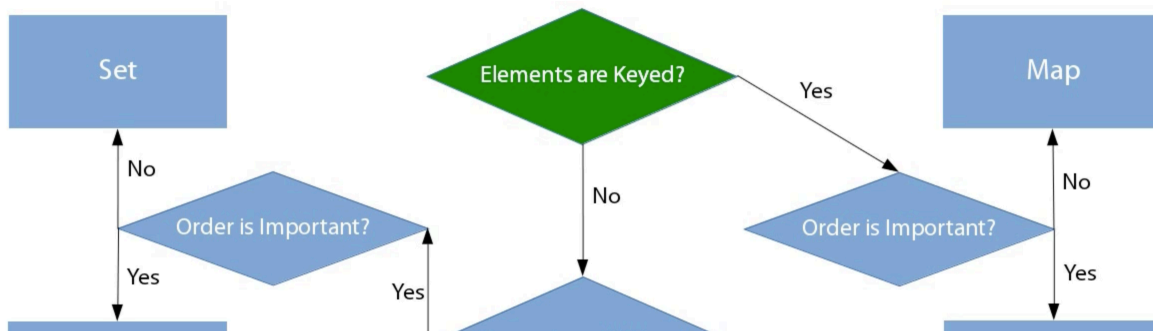
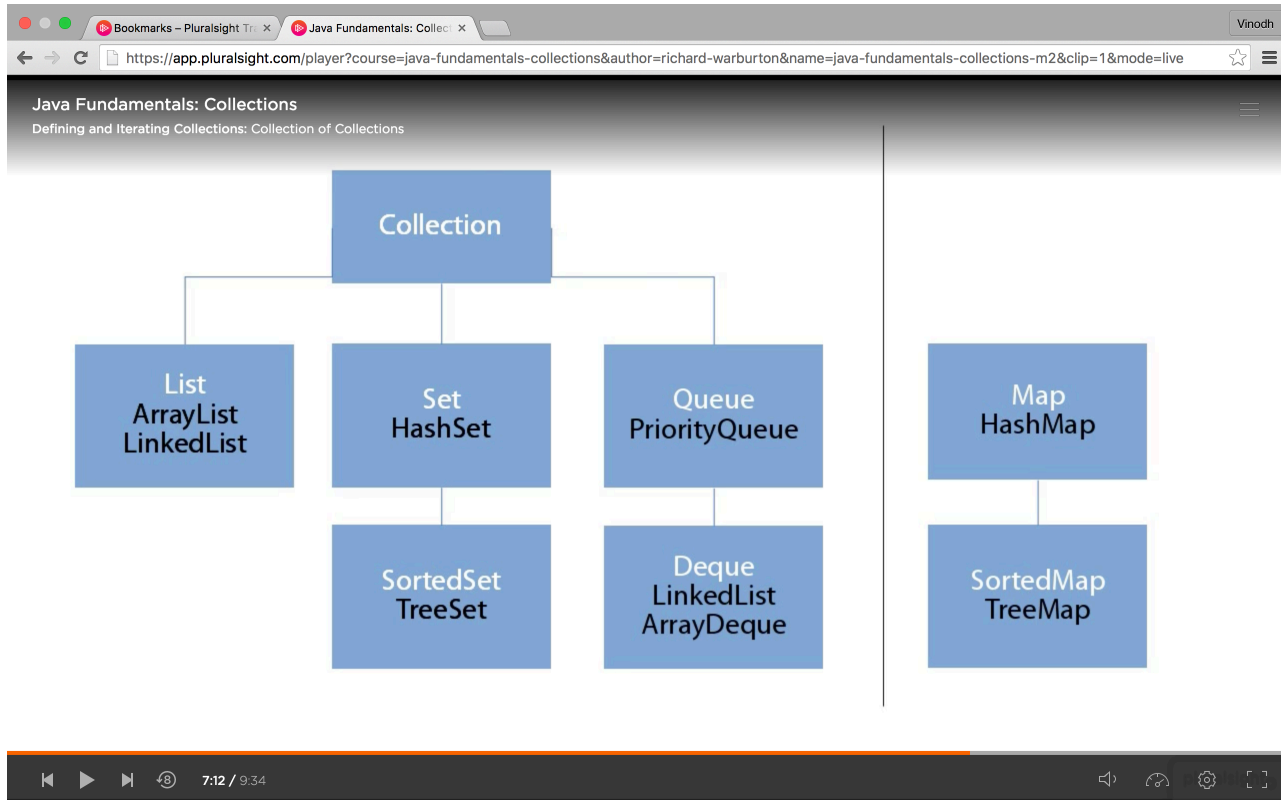
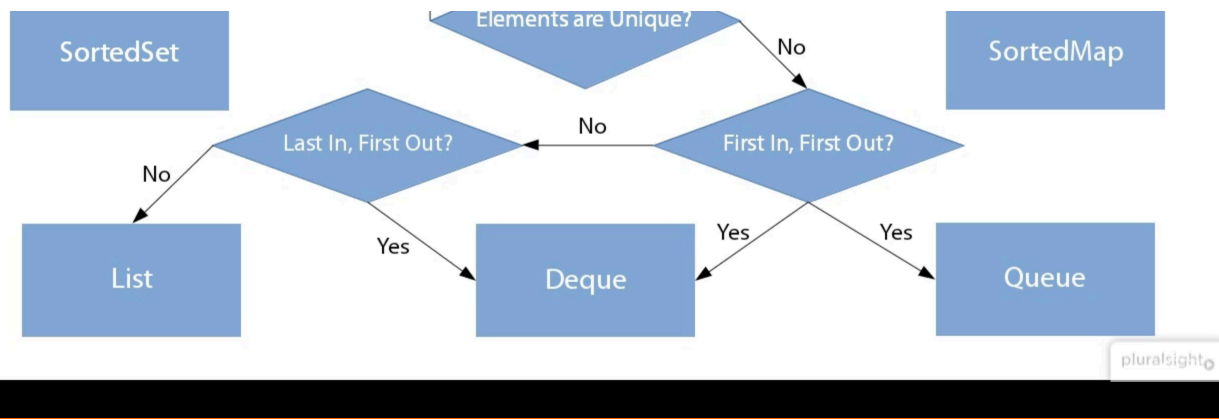


Java Collections

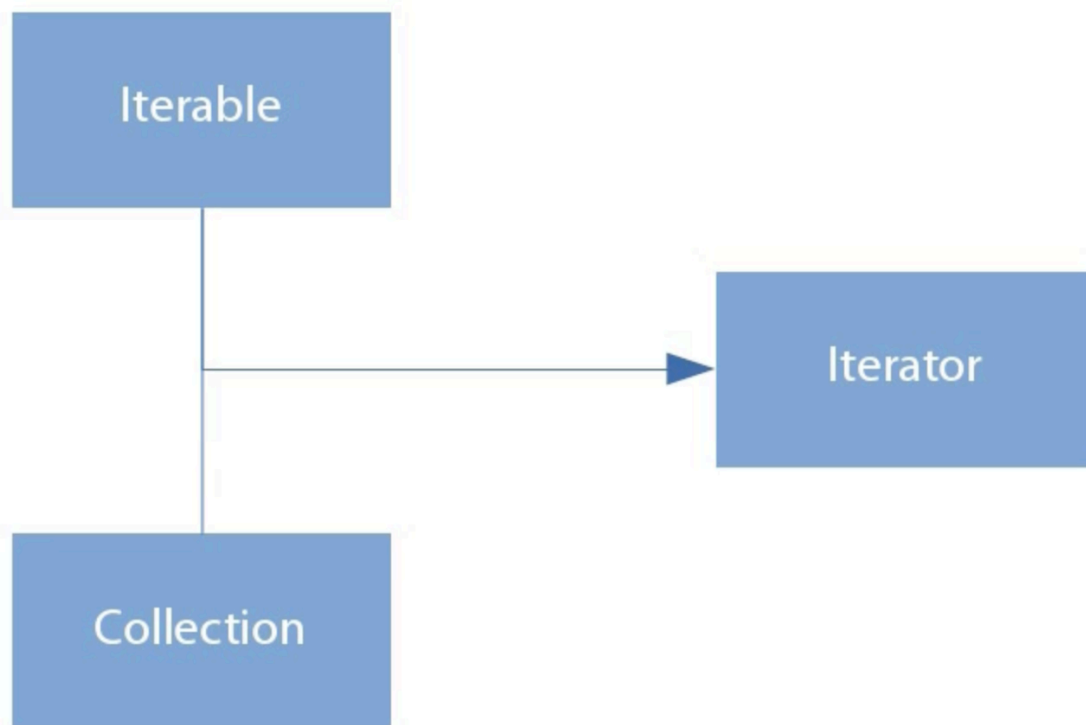
Saturday, May 14, 2016

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```
public interface Collection<E> extends Iterable<E> {  
    // Query Operations
```



Outline of Collection Interface

<code>size()</code>	Get the number of elements in the Collection
<code>isEmpty()</code>	True if <code>size() == 0</code> , false otherwise
<code>add(element)</code>	Add the element at the beginning of this collection
<code>addAll(collection)</code>	Add all the elements of the argument collection to this collection
<code>remove(element)</code>	Remove the element from this collection
<code>removeAll(collection)</code>	Remove all the elements of the argument collection to this collection
<code>retainAll(collection)</code>	Remove all the elements of this collection not in the argument collection
<code>contains(element)</code>	True if the element is in this collection, false otherwise
<code>containsAll(collection)</code>	True if all the elements of the argument collection are in this collection
<code>clear()</code>	Remove all elements from this collection

Use iterator if you want to remove the item on the go . If you use for loop we will get CONCURRENT MODIFICATION EXCEPTION

Same is the case for

- 1) Adding
- 2) Removing
- 3) Clear etc

So if you looping over your collection do not modify it.

```

Product door = new Product("Wooden Door" , 35);
Product floorPanel = new Product("Floor Panel",25);
Product window = new Product("Window",10);

Collection<Product> products = new ArrayList<>();

//Add
products.add(door);
products.add(floorPanel);
products.add(window);

final Iterator<Product> productsIterator = products.iterator();

while(productsIterator.hasNext()){
    Product product = productsIterator.next();
    if(product.getWeight() > 20){
        System.out.println(product);
    }else{
        productsIterator.remove();
    }
}

```

}

}