***Collection:***

It is a group of individual objects.

\*Note: with the help of generic and wrapper class.

***Wrapper Class*:** A wrapper class is a class whose object wraps or contains a primitive data type. Its uses are:

***Auto Boxing*:** The automatic conversion of primitive data type into its corresponding wrapper class. Eg: byte t Byte, char to Character, int to Integer, etc.

***Unboxin*g:** The automatic conversion of wrapper type into its corresponding primitive type.

***Generics*:** It makes the code stable by detecting the bugs at compile time. A generic type is a generic class or interface parameterized over type.

***Set*:** It is also a group of individual objects.

1. It does not allow duplicate values.
2. It allows null values.
3. It allows heterogeneous elements.

Import java.util.\*

***Hash* *Set*:** It follows random order.

***Linked* *Hash* *Set*:** It follows instruction order.

***Tree* *Set*:** It follows ascending order and does not allow heterogeneous elements.

***List*:** It is also a group of individual objects.

1. Allows duplicate values
2. Allows null values
3. Allows heterogeneous elements

***ArrayList*:** It follows insertion order. And retrieving is fast.

***LinkedList*:** Searching is faster.

***Vectors*:** All methods are synchronized, all the method of vector are available inside stack.