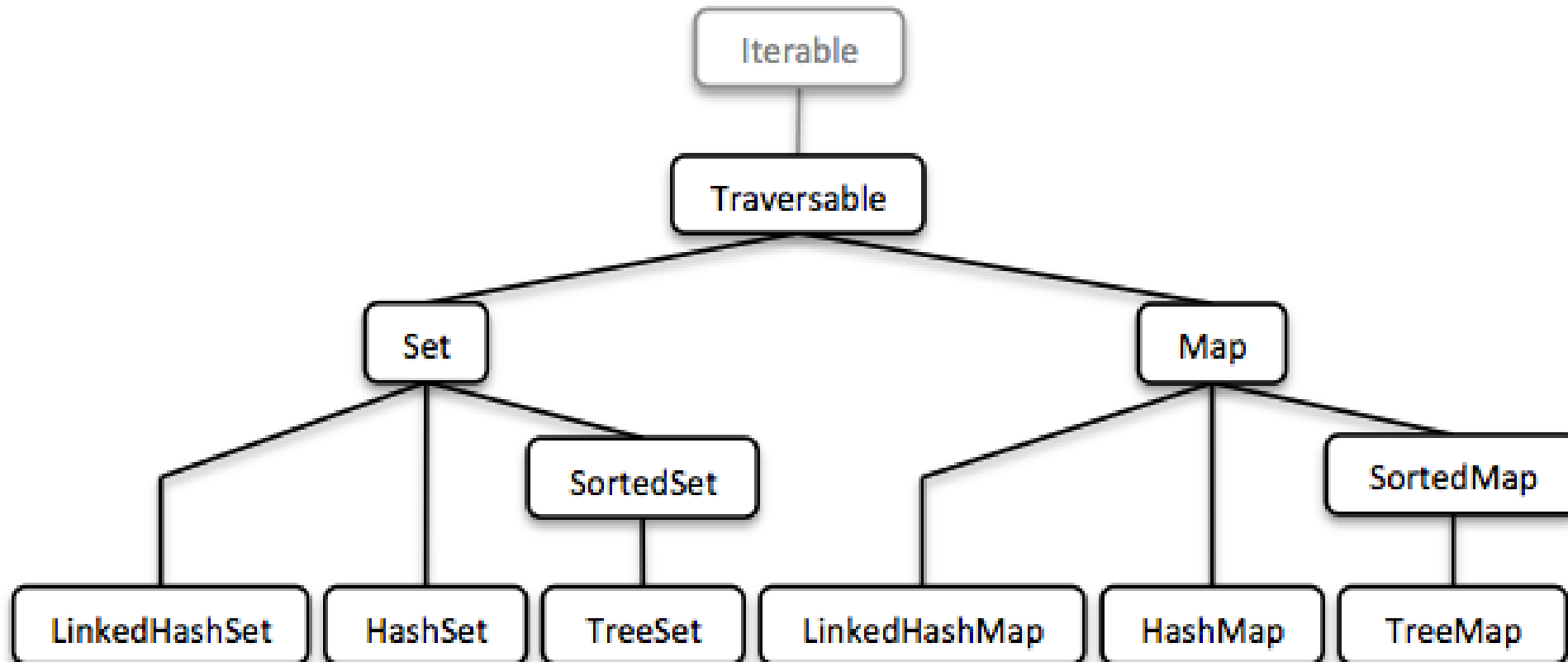


Set va Map. Set interface

Reja:

- **Set Interface**
- **Map Interface**



Set interface

Yo'q, rahmat!
Menda 1 soni bor

To'plam

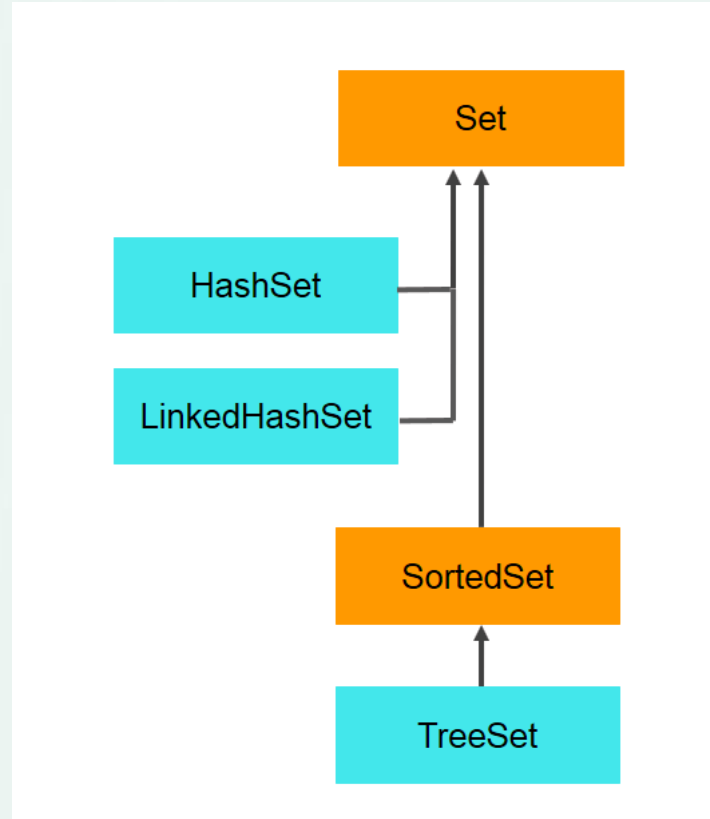
1, 2, 3, 4, 5

add(1)

Set Interface

- **HashSet**
- **LinkedHashSet**
- **TreeSet**

Set interface



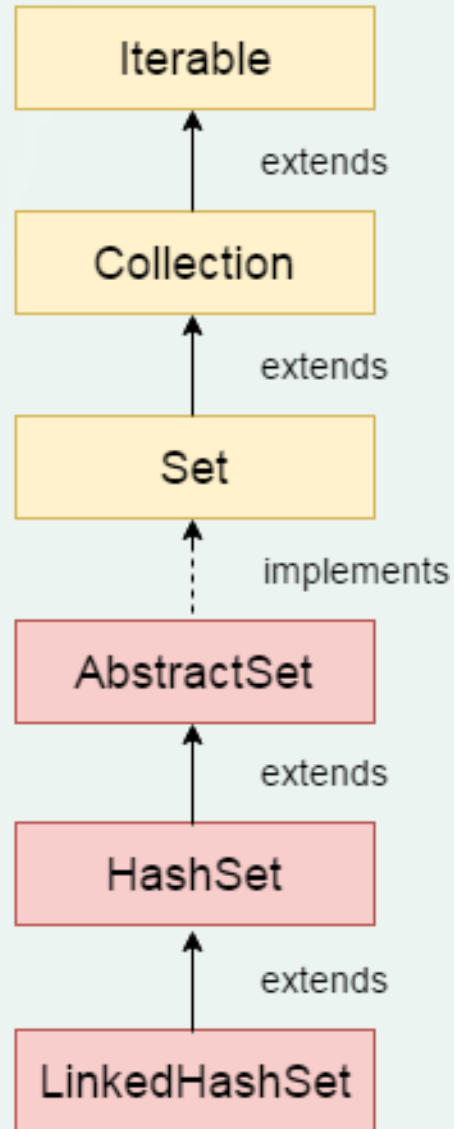
HashSet

3 ta constructor bor:

- `HashSet()`
- `HashSet(Collection<? extends E> col)`
- `HashSet(int capacity)`

- **add()** - to'plamga element qo'shish;
- **remove()** - to'plamdan element o'chirish;
- **contains()** - to'plamda element bor yoki yo'qligini aniqlash;
- **iterator()** – to'plamning iteratorini olish
- **size()** - to'plam o'lchami;
- **clear()** - to'plamning barcha elementlarini o'chirish;
- **isEmpty()** - to'plam bo'sh yoki bo'sh emasligini aniqlash;

LinkedHashSet

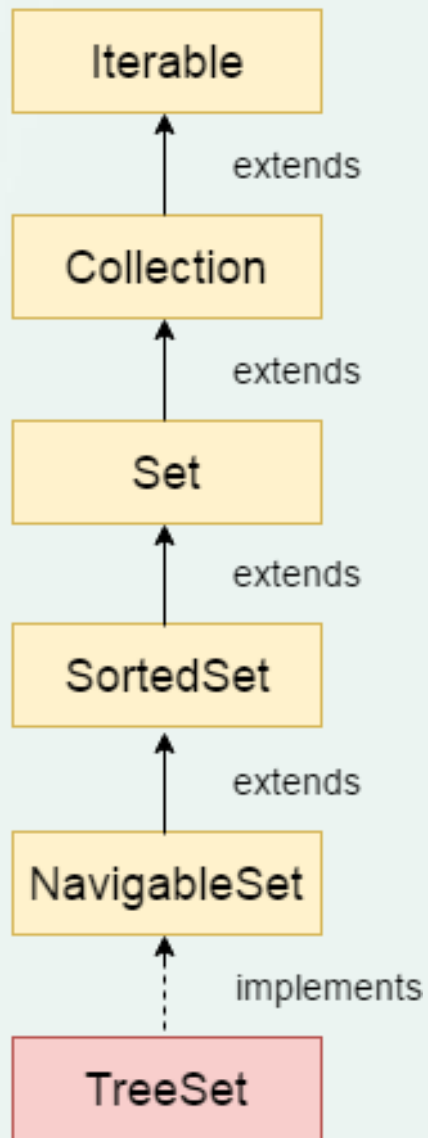


LinkedHashSet

LinkedHashSet HashSet dan voris olgan bo'lib uning imkoniyatlarini kengaytirgan va o'zidan birorta yangi method qo'shmagan

- `LinkedHashSet()`
- `LinkedHashSet(Collection<? extends E> col)`
- `LinkedHashSet(int capacity)`

TreeSet



TreeSet

Elementlarni saralangan (sortirovka) holda saqlaydi
4 ta constructor bor:

- `TreeSet()`
- `TreeSet(SortedSet <E> set)`
- `TreeSet(Collection<? extends E> col)`
- `TreeSet(Comparator<? super E> comparator)`

- **first()** - to'plamning dastlabki elementi;
- **last()** - to'plamning oxirgi elementi;
- **subSet()** - to'plaming berilgan qiymatlar orasidagi elementlardan iborat to'plam;
- **headSet()** - to'plamdagi berilgan qiymatdan kichik elementlardan iborat to'plam;
- **tailSet()** - to'plamdagi berilgan qiymatdan katta elementlardan iborat to'plam;



E'TIBORINGIZ UCHUN RAXMAT