```java
import java.util.ArrayList;

public class Main {
  public static void main(String[] args) {
    ArrayList<String> cars = new ArrayList<String>();
    cars.add("Volvo");
    cars.add("BMW");
    cars.add("Ford");
    cars.add("Mazda");
    System.out.println(cars);
  }
}
```

Access an Item

To access an element in the `ArrayList`, use the `get()` method and refer to the index number:

Example

```java
cars.get(0);
```

Change an Item

To modify an element, use the `set()` method and refer to the index number:

Example

```
cars.set(0, "Opel");
```

Remove an Item

To remove an element, use the `remove()` method and refer to the index number:

```
cars.remove(0);
```

To remove all the elements in the `ArrayList`, use the `clear()` method:

```
cars.clear();
```

ArrayList Size

To find out how many elements an ArrayList have, use the `size` method:

```
cars.size();
```

```java
// Import the LinkedList class
import java.util.LinkedList;


public class Main {
  public static void main(String[] args) {

    LinkedList<String> cars = new LinkedList<String>();

    cars.add("Volvo");

    cars.add("BMW");

    cars.add("Ford");

    cars.add("Mazda");

    System.out.println(cars);

  }

}
```

```java
import java.util.*;

// Main class
public class GFG {

    // Main driver method
    public static void main(String args[])
    {
        // Creating object of the
        // class linked list
        LinkedList<String> ll = new LinkedList<String>();

        // Adding elements to the linked list
        ll.add("A");
        ll.add("B");
        ll.addLast("C");
        ll.addFirst("D");
        ll.add(2, "E");

        System.out.println(ll);

        ll.remove("B");
        ll.remove(3);
        ll.removeFirst();
        ll.removeLast();

        System.out.println(ll);
    }
}
```

Output:
[D, A, E, B, C]

[A]

```java
import java.util.*;
public class HashMap2 {
  public static void main(String args[]) {
   HashMap<Integer,String> map=new HashMap<Integer,String>();
    map.put(100,"Amit");
    map.put(101,"Vijay");
    map.put(102,"Rahul");
    map.put(103, "Gaurav");
   System.out.println("Initial list of elements: "+map);
   //key-based removal
   map.remove(100);
   System.out.println("Updated list of elements: "+map);
   //value-based removal
   map.remove(101);
   System.out.println("Updated list of elements: "+map);
   //key-value pair based removal
   map.remove(102, "Rahul");
   System.out.println("Updated list of elements: "+map);
  }
}
```

```java
import java.util.*;
import java.util.concurrent.*;

// Main class
// TreeMapImplementation
public class Main {

    // Method 1
    // To show TreeMap constructor
    static void Example1stConstructor()
    {
        // Creating an empty TreeMap
        TreeMap<Integer, String> tree_map
            = new TreeMap<Integer, String>();

        // Mapping string values to int keys
        // using put() method
        tree_map.put(10, "A");
        tree_map.put(15, "B");
        tree_map.put(30, "E");
        tree_map.put(20, "C");
        tree_map.put(25, "D");


        // Printing the elements of TreeMap
        System.out.println("TreeMap: " + tree_map);
    }

    // Method 2
    // Main driver method
    public static void main(String[] args)
    {

        // Calling constructor
        Example1stConstructor();
    }
}
```

```java
import java.util.*;

public class Main {

    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        Set<Card> set = new TreeSet<>();
        List<Character> list = new ArrayList<>();
        int count = 0;
        boolean flag;

        do {
            Card c  = new Card();
            System.out.println("Enter a card: ");
            c.setSymbol(sc.nextLine().trim().charAt(0));
            c.setNumber(sc.nextInt());
            sc.nextLine();
            set.add(c);
            count++;
            list.add(c.symbol);
            if(list.contains('a') && list.contains('b') && list.contains('c') && list.contains('d')){
                flag =false;
            }else {
                flag = true;
            }

        }while(flag);


        System.out.println();
        System.out.println("Four symbols gathered in "+count+" Cards.");
        System.out.println("Cards in Set are: ");

        for(Card ca:set) {
            System.out.println(ca.getSymbol()+" "+ca.getNumber());
        }
        sc.close();
    }

}
```