`ArrayList<ElmtType>` Class

Selected methods:

`ArrayListList<ElmtType>()`
Creates an empty array list.

`int size()`
Returns the number of elements in the array list

`ElmtType get(int index)`
Returns the element at position `index`. PRE: `0 <= index < size()`

`boolean add(ElmtType elmt)`
Adds an element to the end of the array list. (Always returns `true` for `ArrayList` objects.)

`void add(int index, ElmtType elmt)`
Inserts an element into the array list at position index. Indices of the element currently at that position and any subsequent elements increase by one. PRE: `0 <= index <= size()`
Note: `a.add(e)` is equivalent to `a.add(a.size(), e)`

`Set<ElmtType>` Interface

The classes that implement this interface are: **`TreeSet`** and **`HashSet.`**
Selected methods:

`boolean contains(ElmtType elmt)`	Returns true iff `elmt` is in the set
`int size()`	Returns number of elements in the set
`boolean add(ElmtType elmt)`	Ensures that `elmt` is in the set. Returns true iff the set changed as a result of this call
`boolean remove(ElmtType elmt)`	Removes `elmt` from the set. Returns true iff the set changed as a result of this call
`boolean isEmpty()`	Returns true iff the set contains no elements.
`Iterator<ElmtType> iterator()`	Returns an iterator over the elements in the set.

`Iterator<ElmtType>` Interface

Selected methods:

`boolean hasNext()`
Returns `true` iff the iteration has more elements.

`ElmtType next()`
Returns the next element in the iteration. Each successive call returns a different element in the underlying collection.

`MazeCoord` Class

Selected methods:

`MazeCoord(int row, int col)`
Creates a maze coordinate object with the given row and column.

`int getRow()`
Returns the row of the coordinate

`int getCol()`
Returns the column of the coordinate