An array is an indexed collection of fixed number of Homogeneous data elements. The main advantage of arrays is can represent multiple values by using single variable so that readability of the code will be improved.

**Limitations of arrays:**

1. Fixed in size i.e., once we create an array there is no chance of increasing or decreasing the size based on are requirement due to this to use arrays concept compulsory, we need to know size in advance which may not be possible always.
2. Array can hold homogeneous datatype elements.

Example:

Student[] s =new Student[10000];

S[0] = new Student();

S[1] = new Teacher();

CE incompatible types

Found : teacher required Student.

**NOTE**: We can solve this problem by using Object type array like

Object[] a = new Object[100000];

A[0] = new Student();

A[1] = new Teacher();

1. Arrays concept is not implemented based on some standard data structure and hence readymade method support is not available. For every requirement we have to explicitly write a method this increases the complexity of the program.

To over come above problems of arrays we should go for **Collections** concept:

* Collections are growable in nature i.e., that is based on are requirements we can increase of decrease the size.
* Collections can hold both homogeneous and heterogeneous objects.
* Every collection class is implemented based on some standard data structure hence for every requirement readymade method support is available being a programmer, we are responsible to use those methods and not responsible to implement those methos methods.

