

# Collections

*A Place For All Your Stuff*

Now even more flat!

# C Arrays

- ▶ Yeah, I'm going there

# std::deque

- ▶ Objective C++ For The Win

# CFTree

- ▶ If you need a tree
- ▶ You don't have to implement your own

# NSOrderedSet

- ▶ Use When
  - ▶ Order Matters
  - ▶ Testing for Membership Matters
- ▶ Intersection
- ▶ Subset

# NSIndexedSet

- ▶ Store indexes from a large array
- ▶ Only Stores ints
- ▶ Not a fancy templated Set
- ▶ Not Ordered

# NSCountedSet

- ▶ Keeps a count of items
- ▶ Mutable (Yeah, really)
- ▶ ‘Nuf Said

# NSPointerArray

- ▶ Yeah, NULL!
- ▶ Kind of strange initialization

# NSMapTable

- ▶ Arbitrary Keys
- ▶ Like an NSDictionary
- ▶ Also, strange initialization