**Collection**

**Wrapper Class:** A wrapper class is a class whose object wraps or contains a primitive data type. Its uses are:

**Auto Boxing:** The automatic conversion of primitive data type into its corresponding wrapper class. Eg: byte t Byte, char to Character, int to Integer, etc.

**Unboxing:** The automatic conversion of wrapper type into its corresponding primitive type.

**Generics:** It makes the code stable by detecting the bugs at compile time. A generic type is a generic class or interface parameterized over type.

**Collection:** A group of individual objects. \*Note: with the help of generic and wrapper class.

**Set:** It is also a group of individual objects.

* It does not allow duplicate values.
* It allows null values.
* It allows heterogeneous elements.

Import java.util.\*

**Hash Set:** It follows random order.

**Linked Hash Set:** It follows instruction order.

**Tree Set:** It follows ascending order and does not allow heterogeneous elements.

**List:** It is also a group of individual objects.

* Allows duplicate values
* Allows null values
* Allows heterogeneous elements

**ArrayList:** It follows insertion order. And retrieving is fast.

**LinkedList:** Searching is faster.

**Vectors:** All methods are synchronized, all the method of vector are available inside stack.