16 Generic Collections

Objectives

In this chapter you'll:

- Learn what collections are.
- Use class `Arrays` for array manipulations.
- Learn the type-wrapper classes that enable programs to process primitive data values as objects.
- Understand the boxing and unboxing that occurs automatically between objects of the type-wrapper classes and their corresponding primitive types.
- Use prebuilt generic data structures from the collections framework.
- Use various algorithms of the `Collections` class to process collections.
- Use iterators to "walk through" a collection.
- Learn about synchronization and modifiability wrappers.
- Learn about Java SE 9's new factory methods for creating small immutable `List`s, `Set`s and `Map`s.

Outline