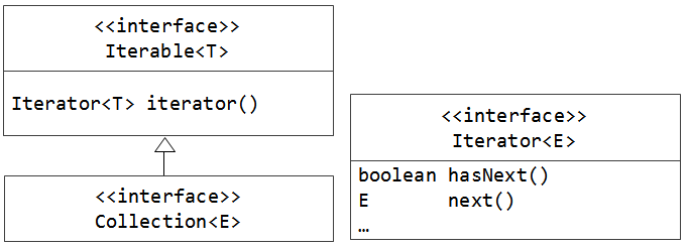
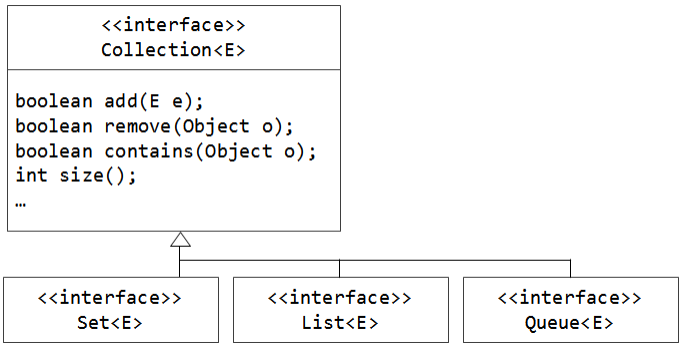
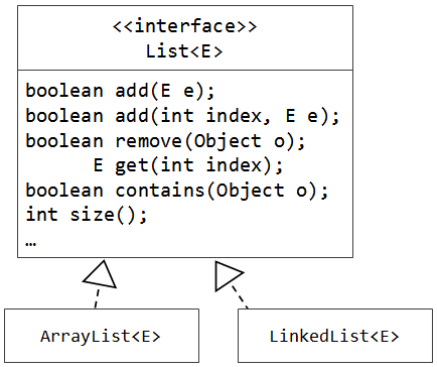
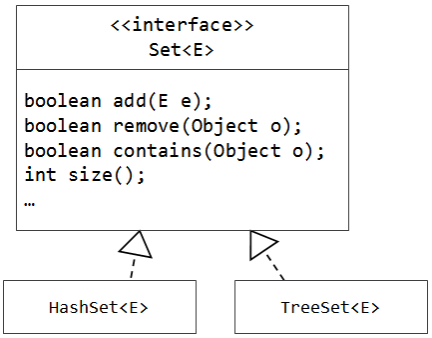
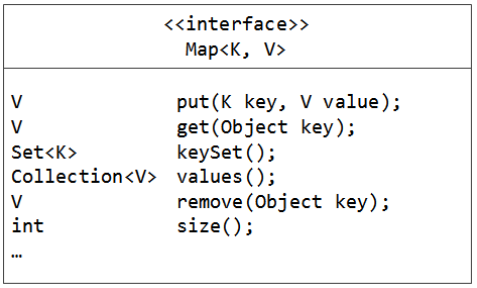
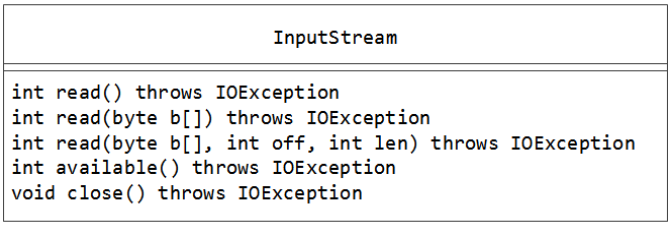

<<interface>>
Iterable<T>
Iterator<T> iterator()
<<interface>>
Collection<E>
<<interface>>
Iterator<E>
boolean hasNext()
E next()
…

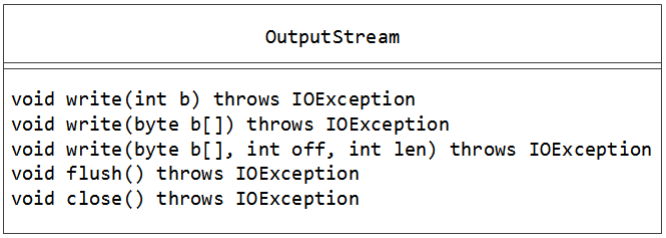

<<interface>>
Collection<E>
boolean add(E e);
boolean remove(Object o);
boolean contains(Object o);
int size();
…
<<interface>>
Set<E>
<<interface>>
List<E>
<<interface>>
Queue<E>

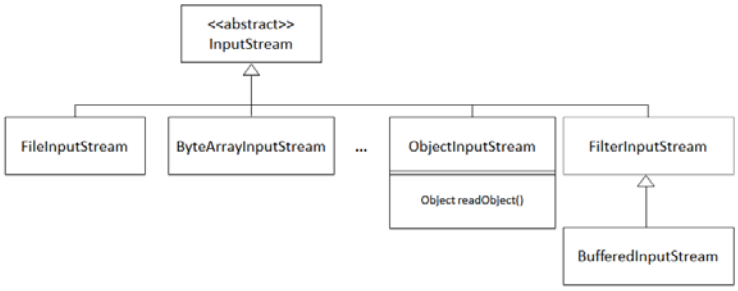

<<interface>>
List<E>
boolean add(E e);
boolean add(int index, E e);
boolean remove(Object o);
E get(int index);
boolean contains(Object o);
int size();
…
ArrayList<E>
LinkedList<E>

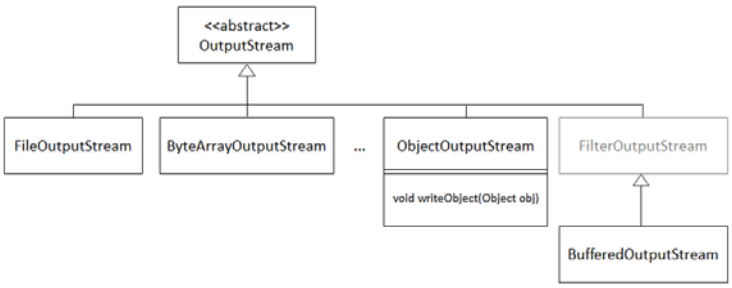

<<interface>>
Set<E>
boolean add(E e);
boolean remove(Object o);
boolean contains(Object o);
int size();
…
HashSet<E>
TreeSet<E>

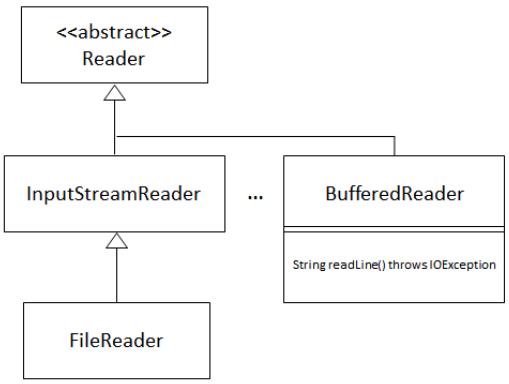

<<interface>>
Map<K, V>
V put(K key, V value);
V get(Object key);
Set<K> keySet();
Collection<V> values();
V remove(Object key);
int size();
…

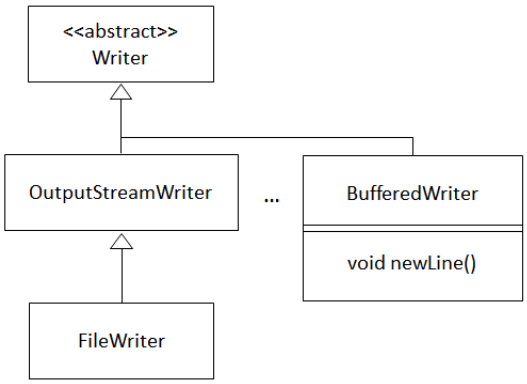

InputStream
int read() throws IOException
int read(byte b[]) throws IOException
int read(byte b[], int off, int len) throws IOException
int available() throws IOException
void close() throws IOException

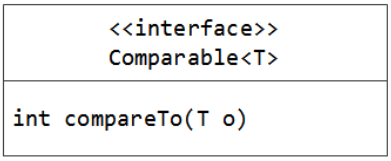

OutputStream
void write(int b) throws IOException
void write(byte b[]) throws IOException
void write(byte b[], int off, int len) throws IOException
void flush() throws IOException
void close() throws IOException

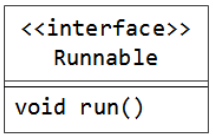

<<abstract>>
InputStream
FileInputStream
ByteArrayInputStream
…
ObjectInputStream
Object readObject()
FilterInputStream
BufferedInputStream

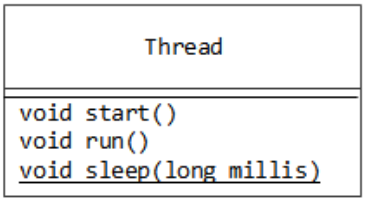

<<abstract>>
OutputStream
FileOutputStream
ByteArrayOutputStream
…
ObjectOutputStream
void writeObject(Object obj)
FilterOutputStream
BufferedOutputStream


<<abstract>>
Reader
InputStreamReader
…
BufferedReader
String readLine() throws IOException
FileReader


<<abstract>>
Writer
OutputStreamWriter
…
BufferedWriter
void newLine()
FileWriter


<<interface>>
Comparable<T>
int compareTo(T o)


<<interface>>
Runnable
void run()


Thread
void start()
void run()
void sleep(long millis)