

what is it meant by

Collections Framework.

↳ collection of classes

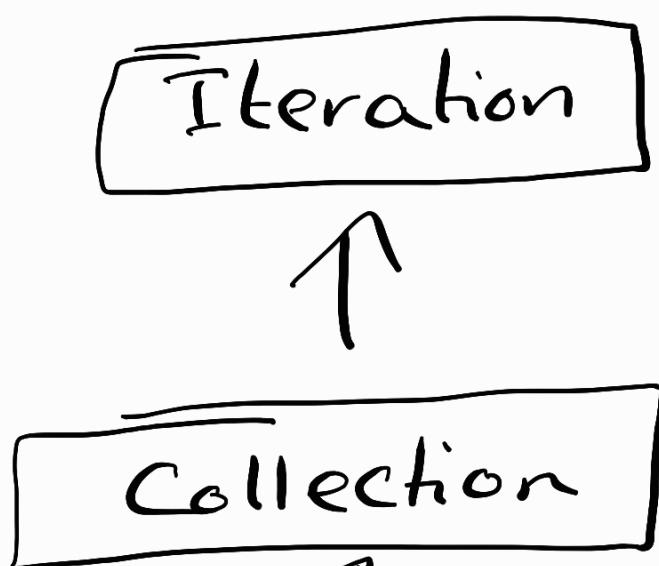
& Interfaces, which helps

in Storing & processing the
data.

see the following diagram

& Collections Frame work
hierarchy

Iteration



List

Queue

set

ArrayList

LinkedList

vector

Deque

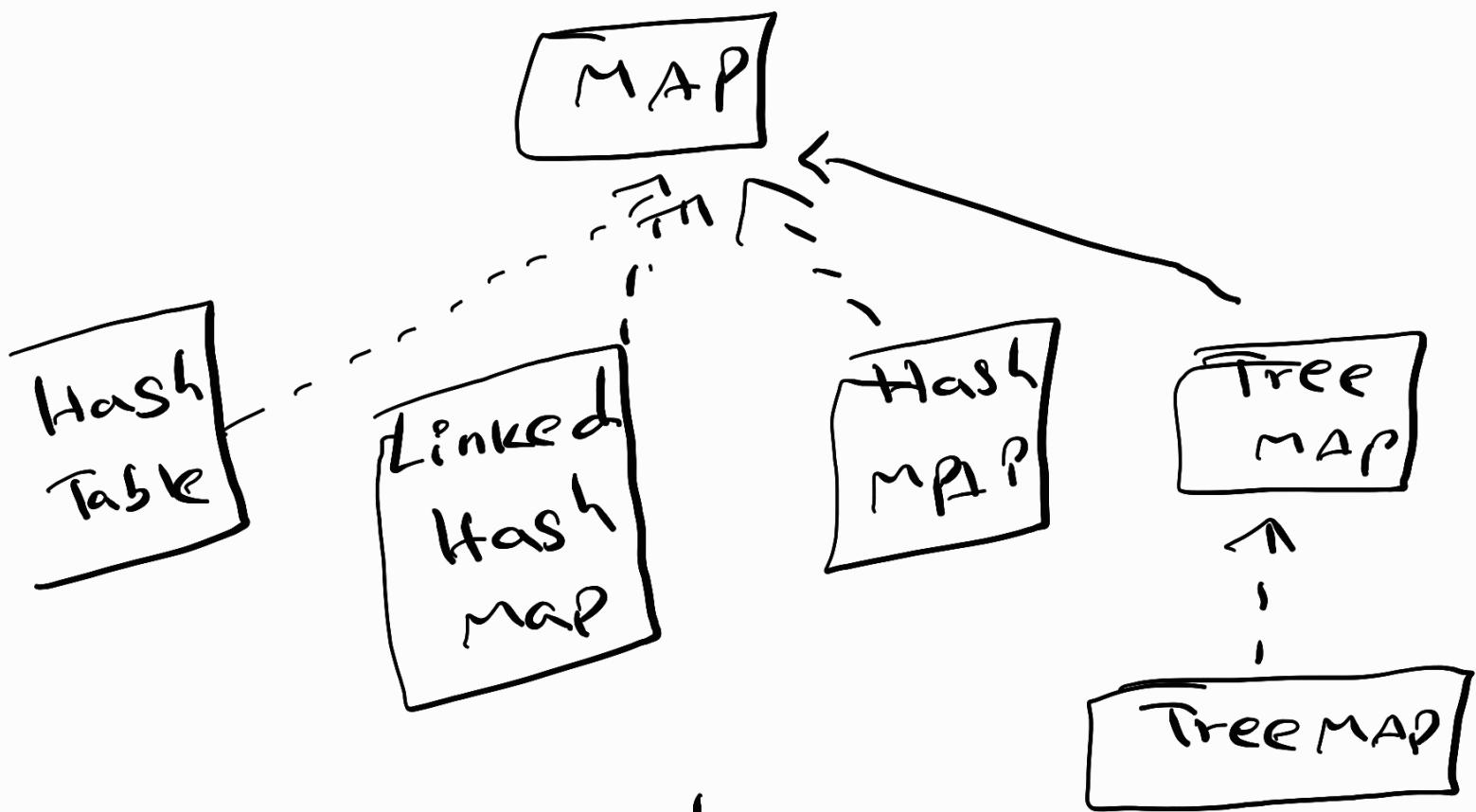
Priority
queue

Hash
set

Linked
Hash
set

Sorted set

Tree Set



→ extends
- - - → implements

why we need Collections

to make the
programmers task Super Easy,
while dealing with large
amount of data.

① List

⇒ what is List?

⇒ why the name kept it as List?

⇒ what is the use of it?

⇒ what are the advantages & disadvantages of List.

⇒ In which scenario's we use List



it can be a list of names

it can be a list of car names

it can be a list of groceries

it can be a list of notebooks

names : { trinadh, shaista,
rakesh, chandy, parang }

Car names : { Benz, Audi, Toyota,
TATA, Tesla, BMW, maruti }

Groceries : { Tea, coffee,
milk, Toli powder }
etc....

List(Interface)

- 1) It is an ordered Collection
 - 2) List may contain duplicate elements
 - 3) The classes that implemented List Interface are
 - i) ArrayList
 - ii) Linked List
 - iii) vector
 - iv) stack.
-

1.1) ArrayList (class)

ArrayList in Java, is a resizable-array implementation of the List Interface.

ArrayList implements List Interface & it is based on the Array data structure.

Declaration of ArrayList:-

i) ArrayList<String> list

= new ArrayList<String>();

- i) add() → to add element
- ii) set() → to change element
- iii) remove() → to delete element

Iterating ArrayList (for each loop)

```
for (String list : ArrayList)  
    System.out.println(list);
```

ArrayList size :-

ArrayList.size();

All methods of ArrayList

- ① add (Object o)
- ② add (int index, Object o)
- ③ remove (Object o)
- ④ remove (int index)
- ⑤ set (int index, Object o)
- ⑥ int indexOf (Object o)
⇒ int pos = obj.indexOf("Brad")
Gives the index of the object o. If value not found then this method returns -1

⑦ Object get(int index)
⇒ String str = obj.get(2)
It returns the object of List
which is present at the
specified index.

⑧ int size()
⇒ int nofItems = obj.size();

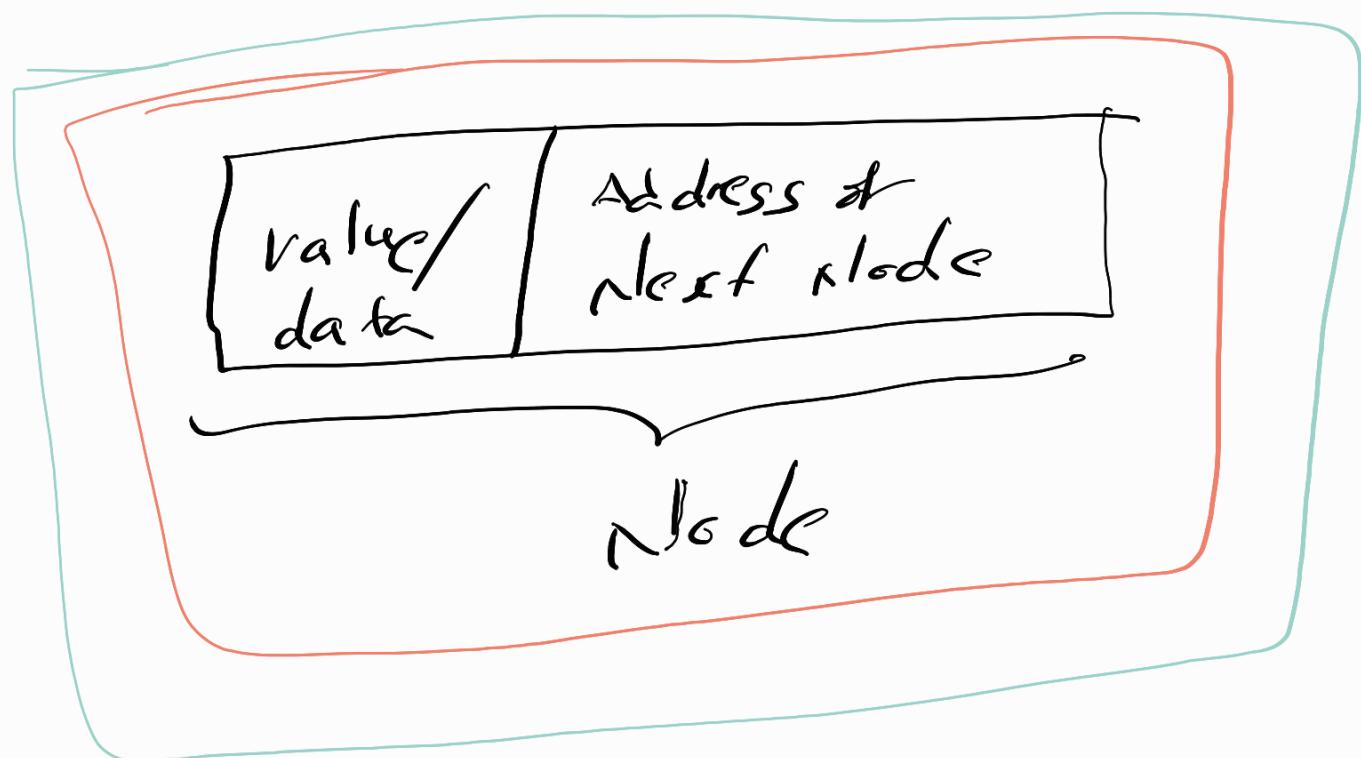
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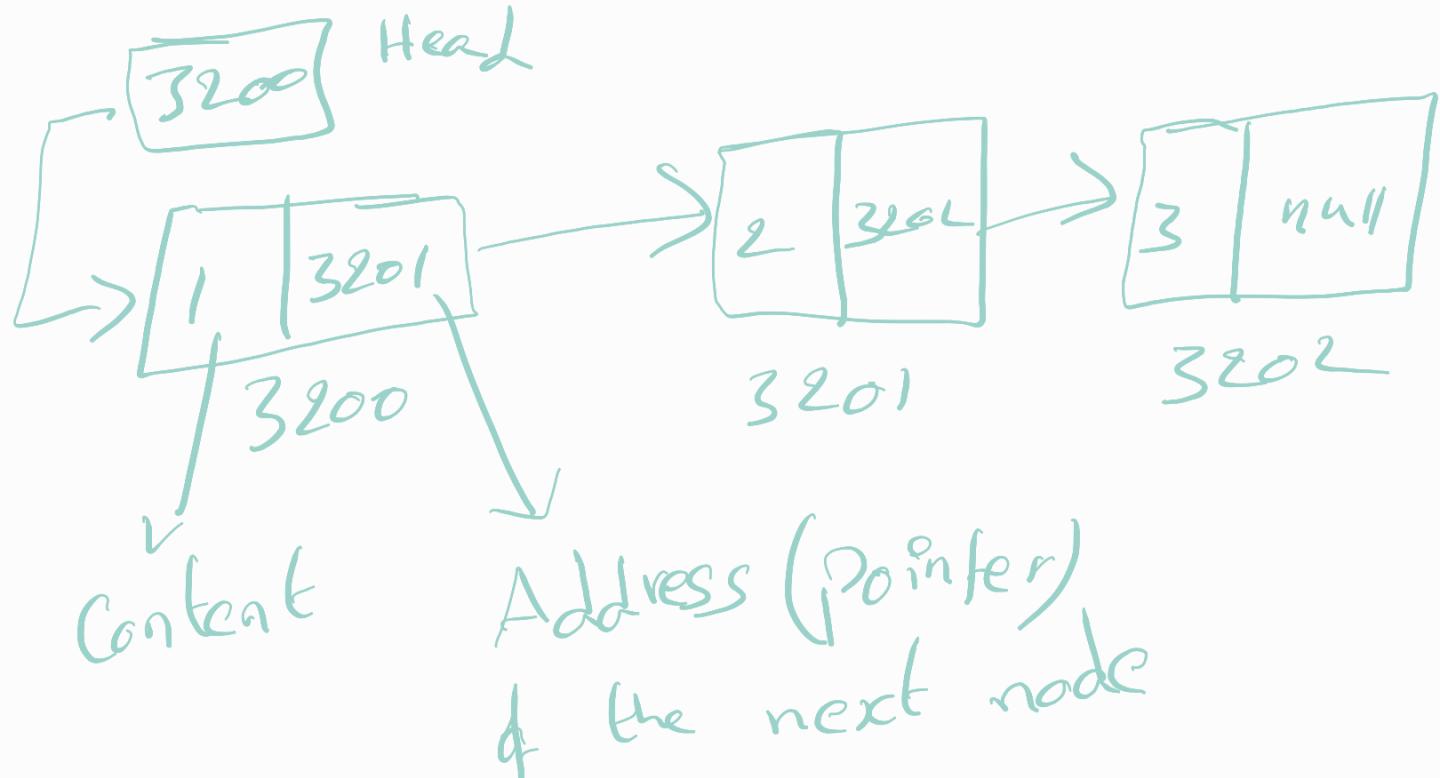
1.11) Linked List.

Linked List - (class)

Linked List is a linear data structure.

Linked List elements are not stored in Contiguous Locations like arrays.





```

class Node {
    int data;
    Node next;
    Node(){};
}
  
```

```
Node (int val) {
```

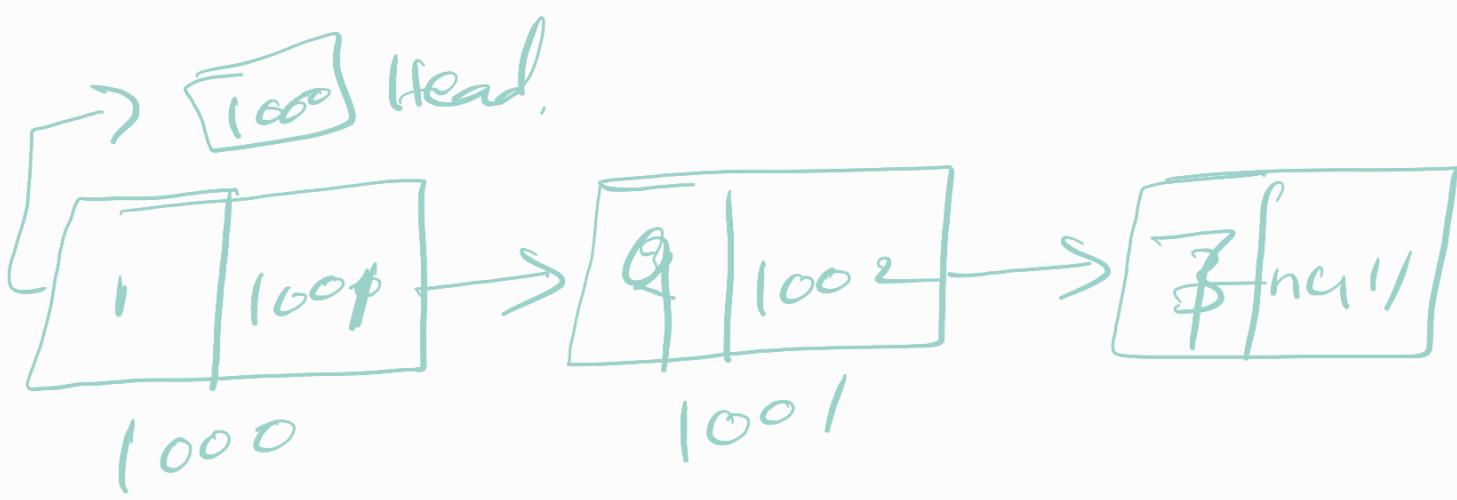
```
    this.val = val
```

```
}  
Node (int val, Node next) {
```

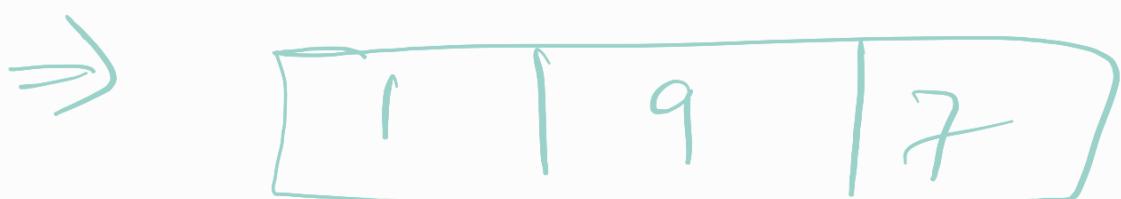
```
    this.val = val;
```

```
    this.next = node;
```





① → ⑨ → ⑦



Node list0 = null;
 Node tail0 = null;
 for(int i = 1; i <= 3; i++) {

 if (list0 == null) {

 list0 = newList(1);

 tail0 = list0;

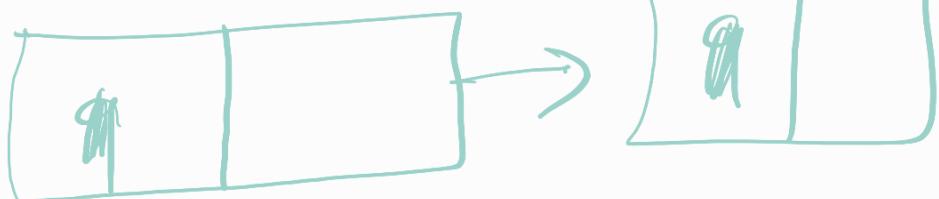
```

else {
    tail.next = newList(q);
    tail = listOl.next;
}

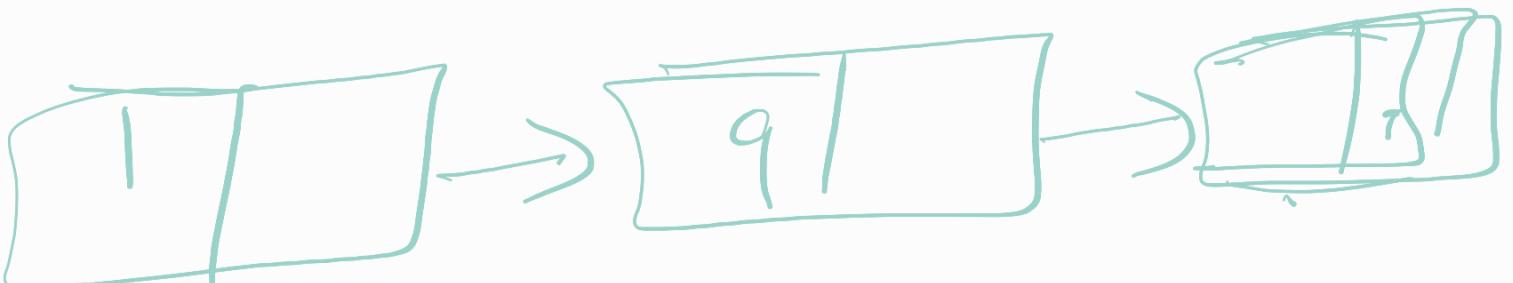
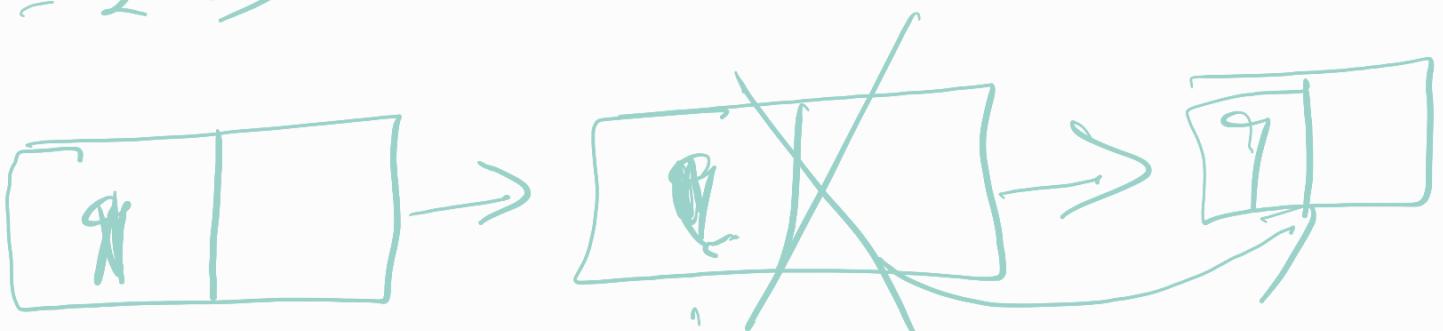
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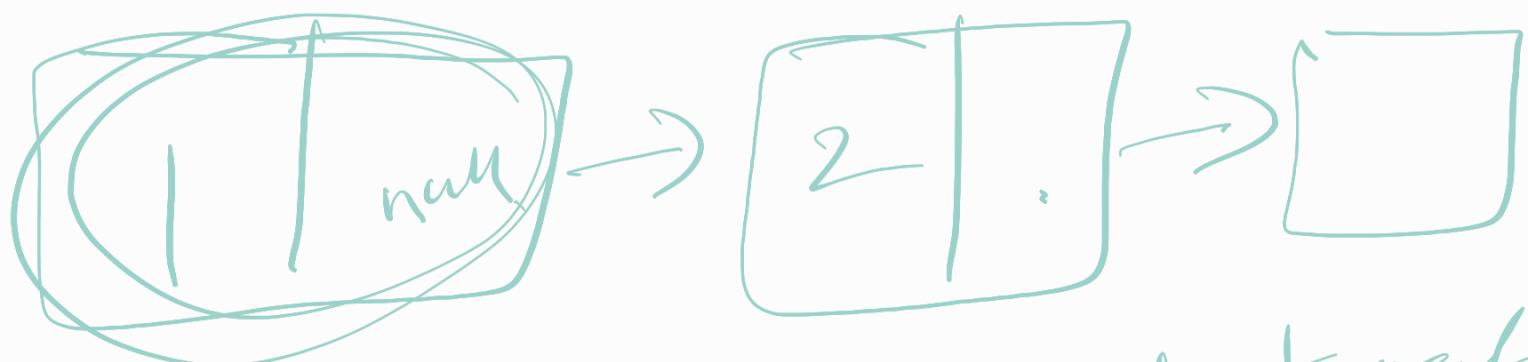
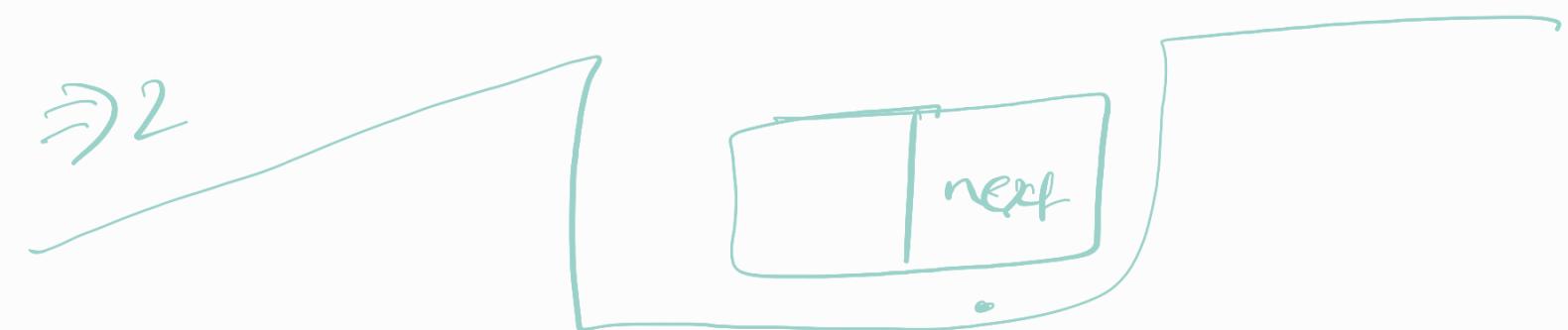
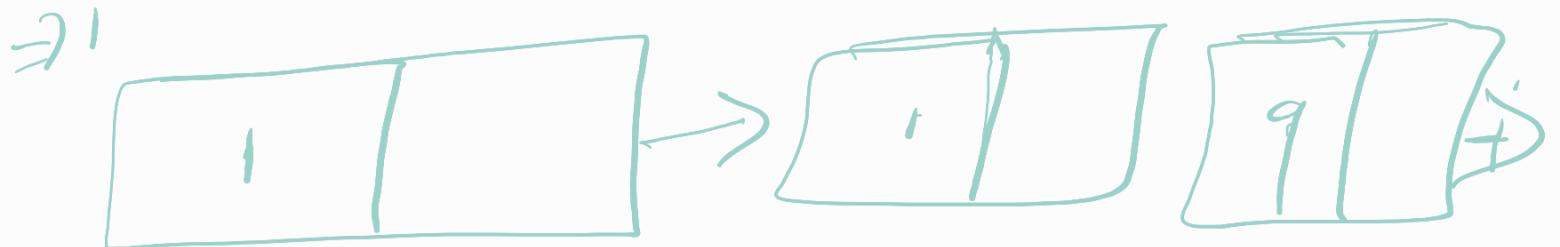
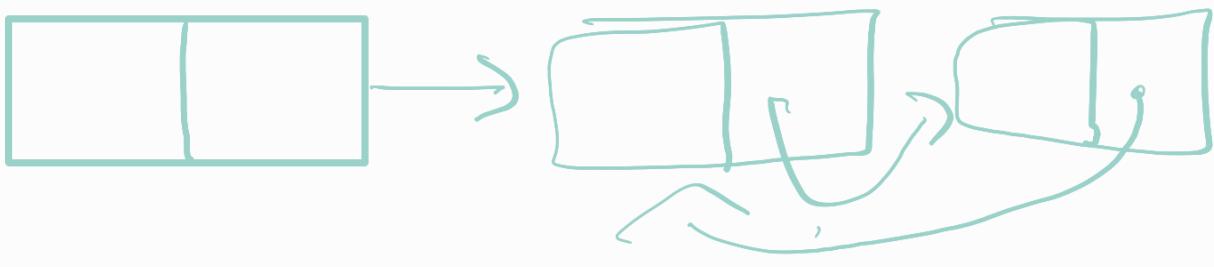
$$i = 1 \Rightarrow$$

listOl

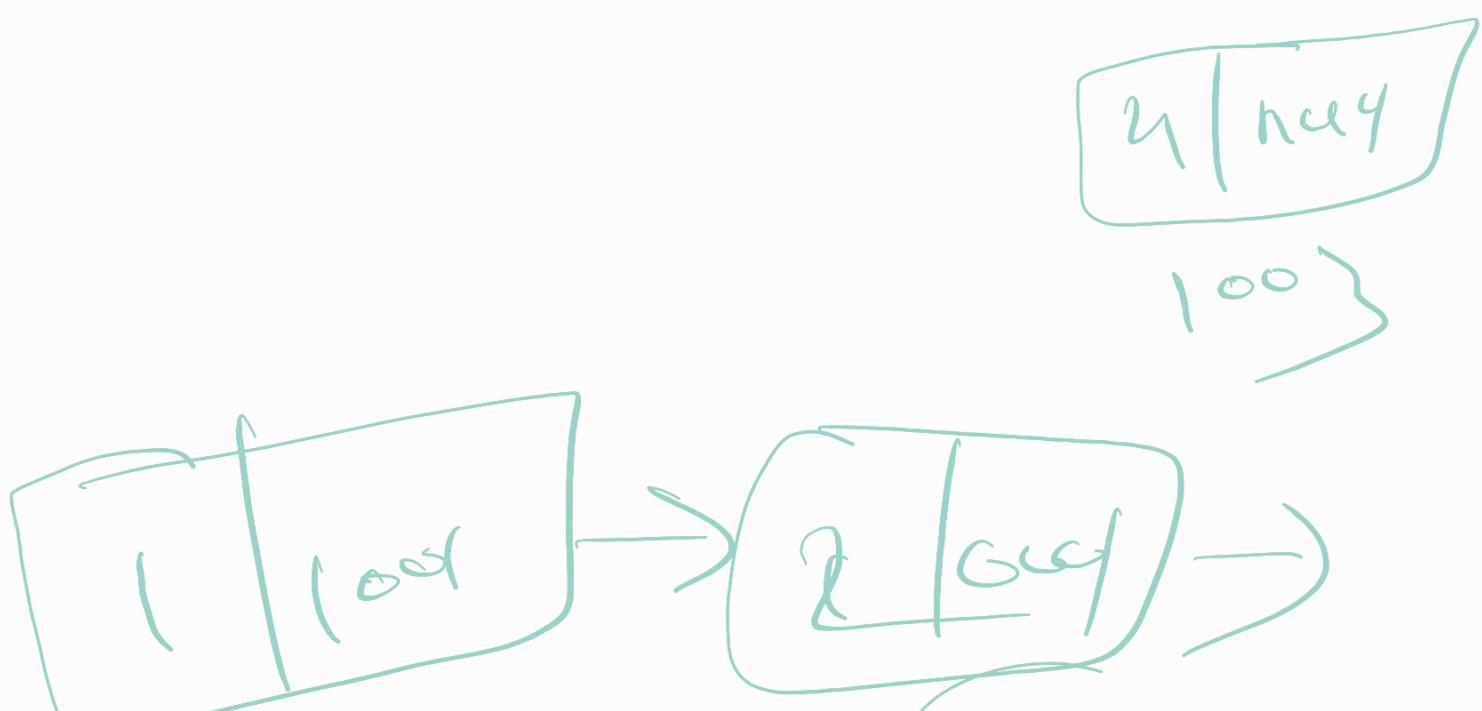
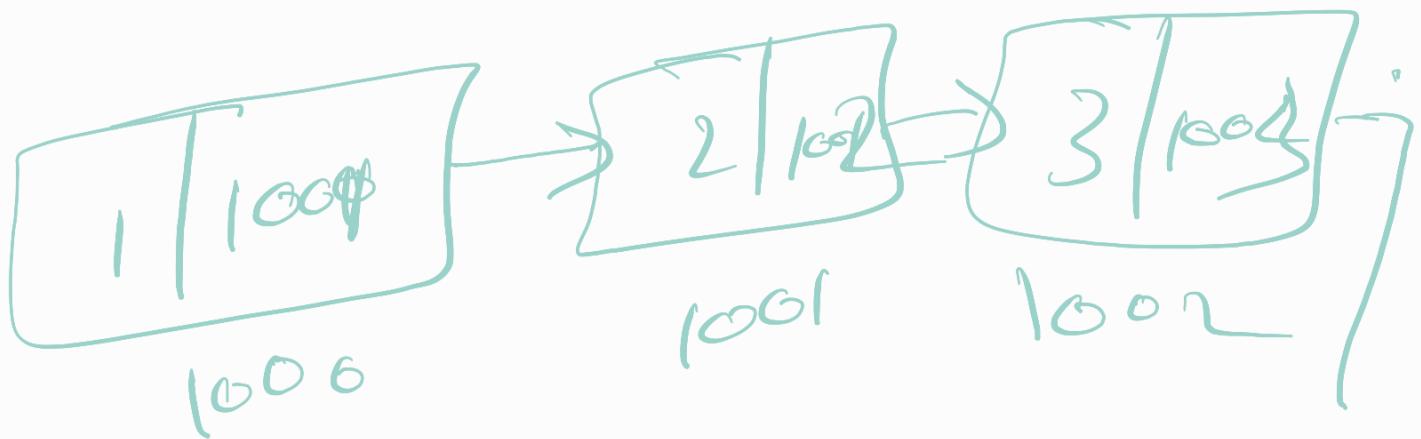


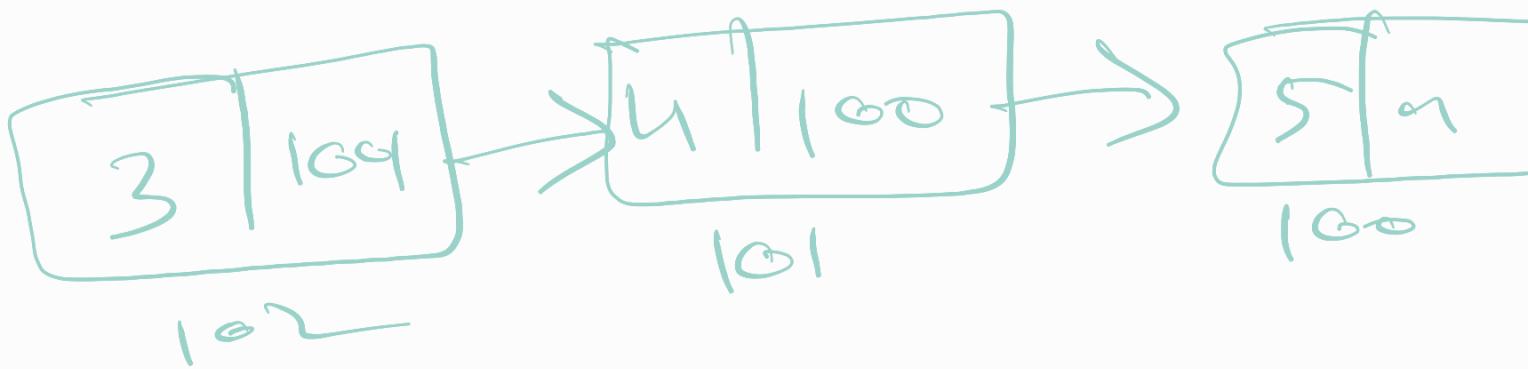
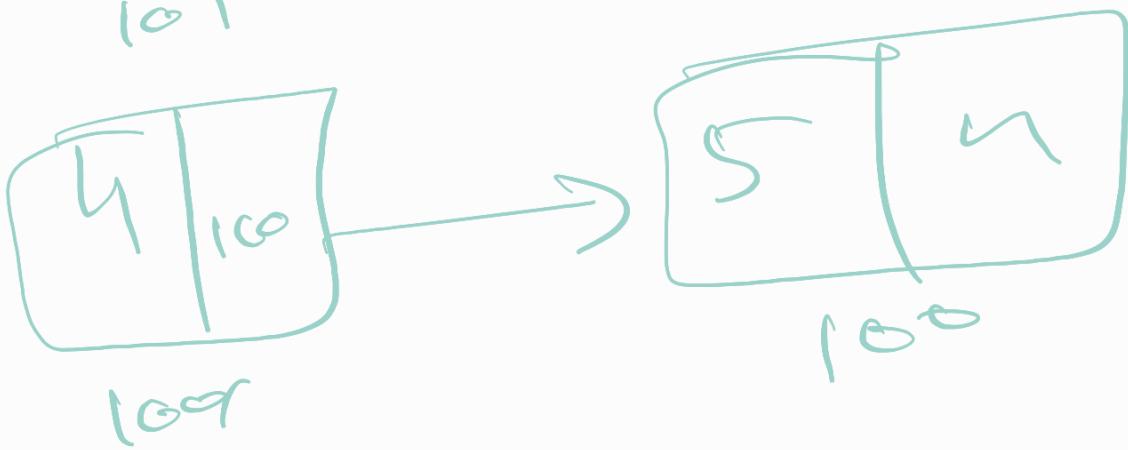
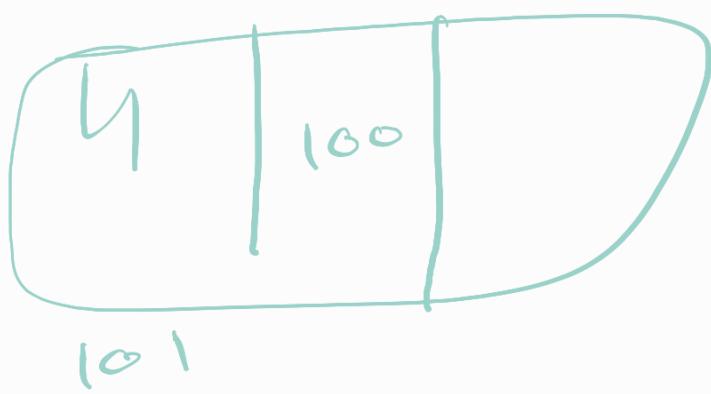
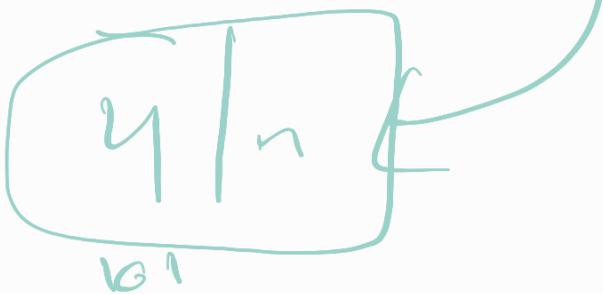
$$i = 2 \Rightarrow$$

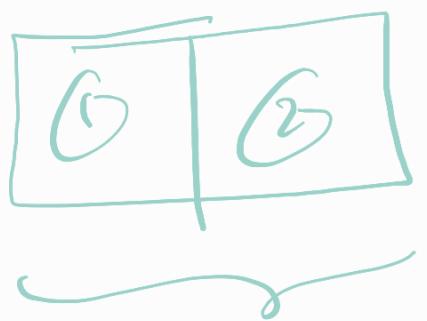




$\text{tail} \in \text{list}.\text{next}$

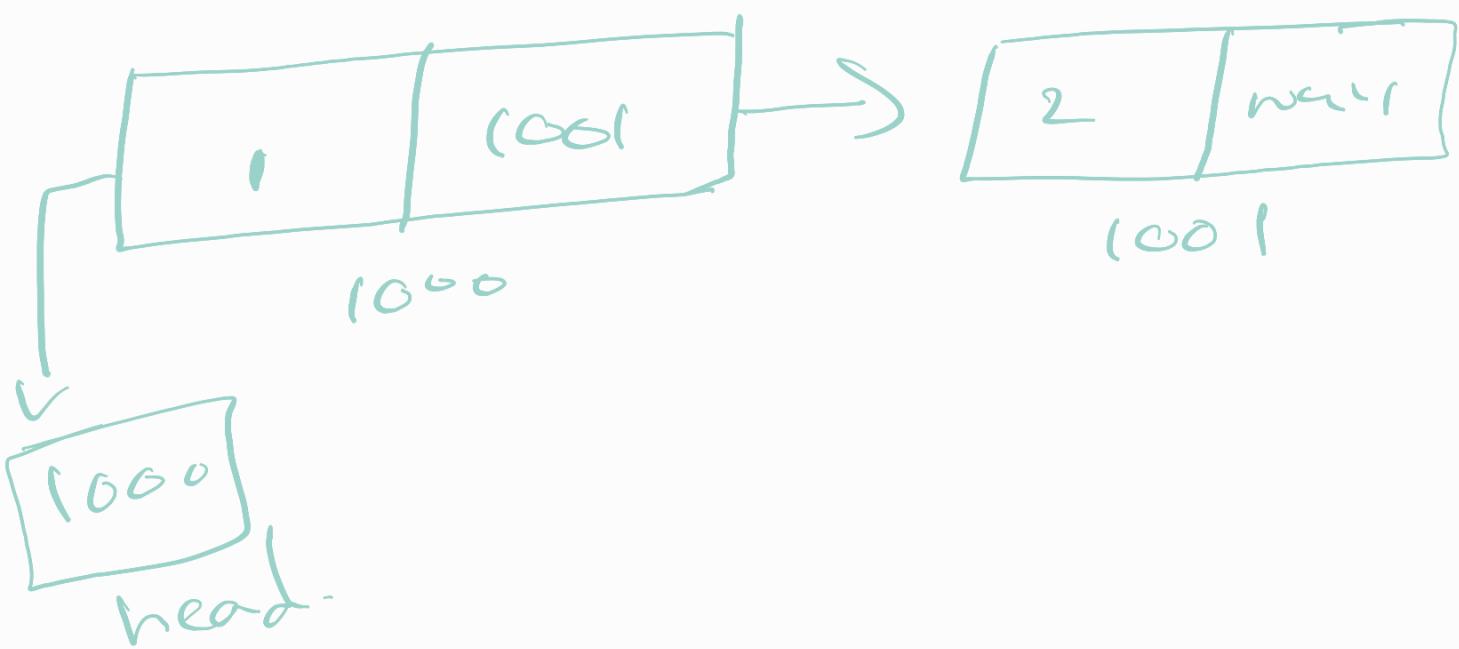
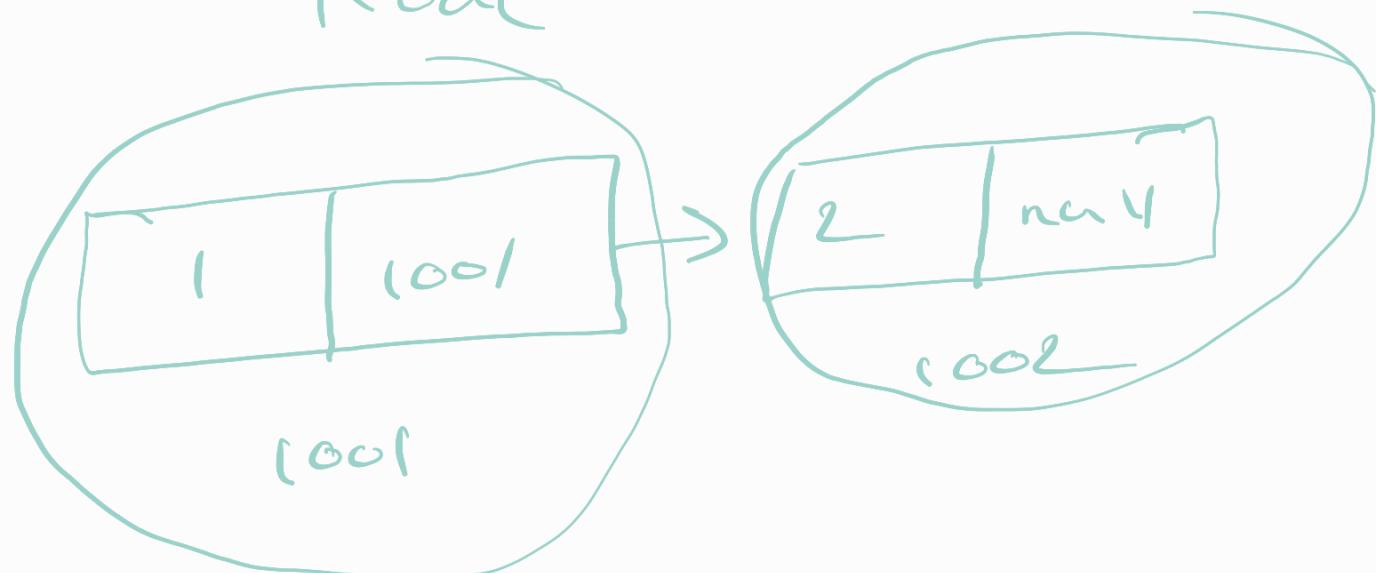






① → data
② → struct save Address

Node



```
class Node {  
    int data;  
    Node next;  
}
```



```
class CreateListNode {
```

```
    Node LL = null;  
    Node head = null;
```

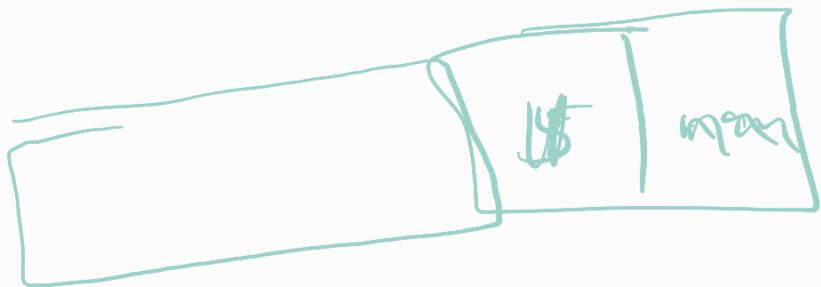
```
    while (~) {
```

```
        LL = new Node (data);
```

```
        LL.next = head;
```

```
        head = LL.next;
```

```
}
```



11/02/23

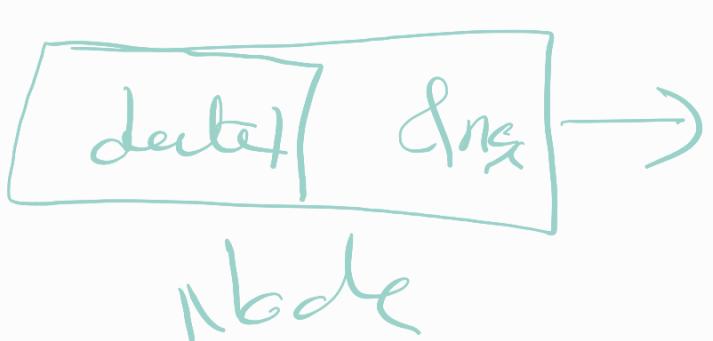
→ data



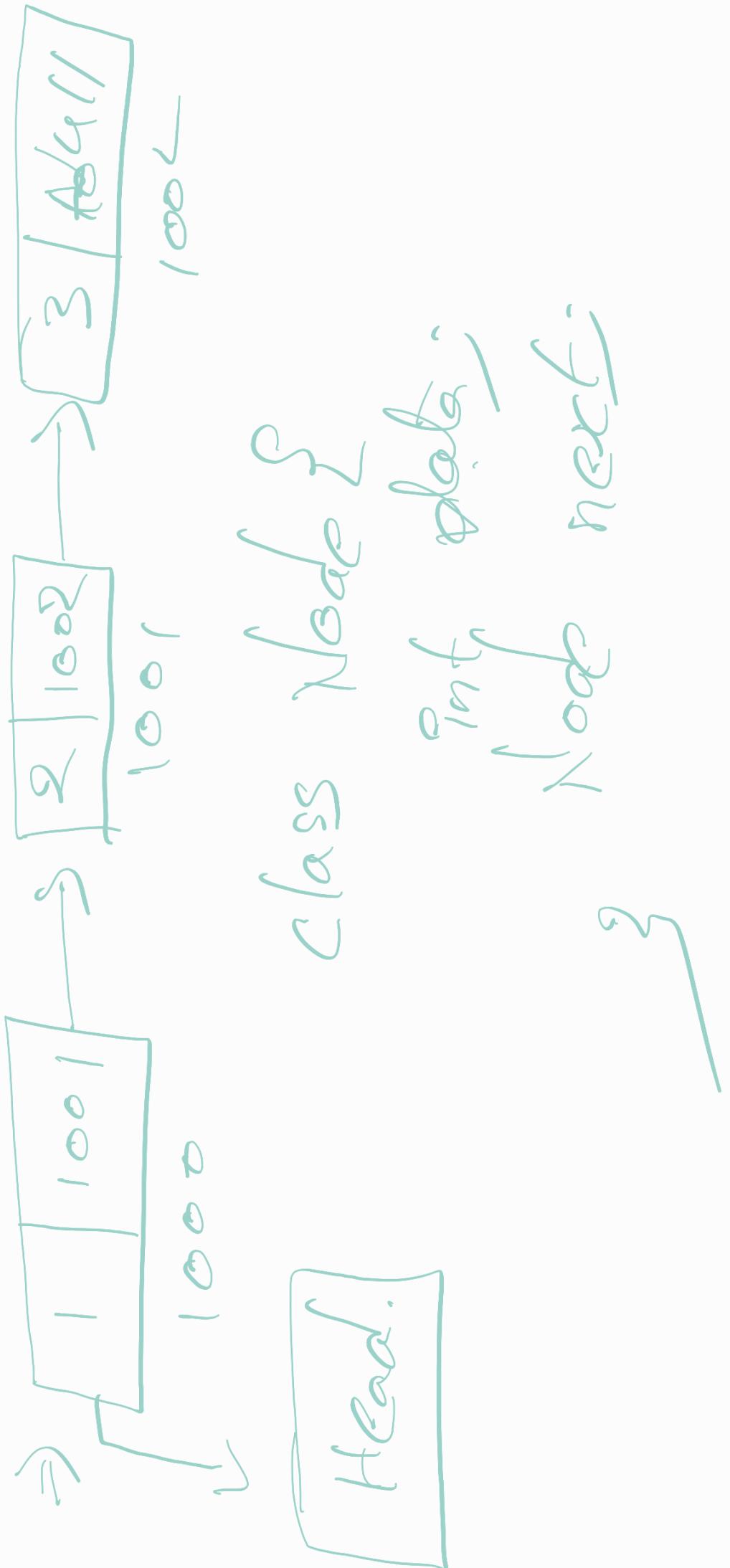
Node

→ address

to store
next element



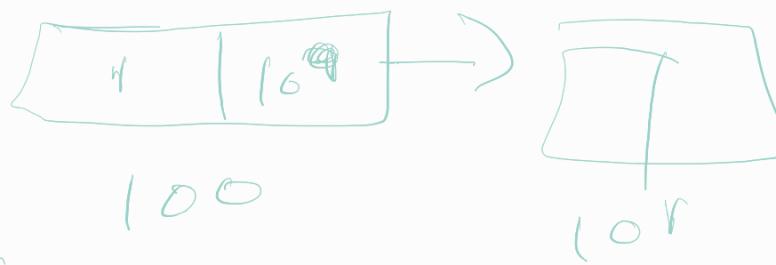
1 → 2 → 3



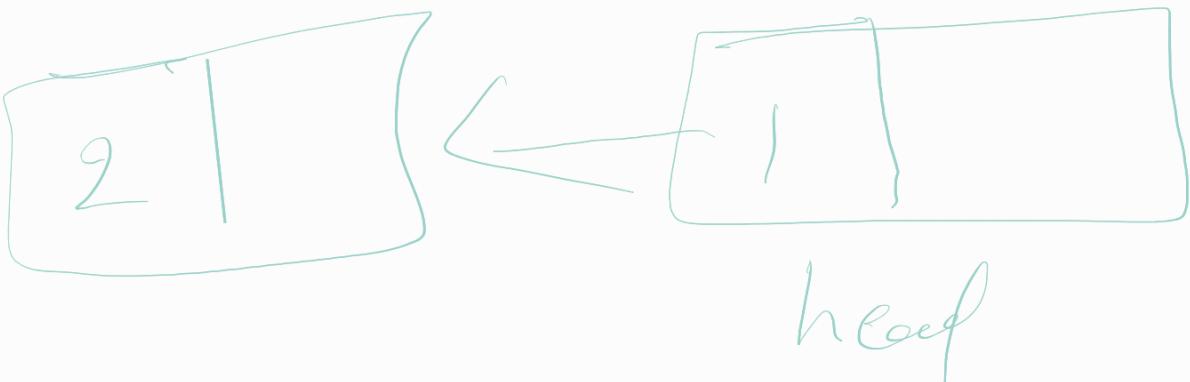
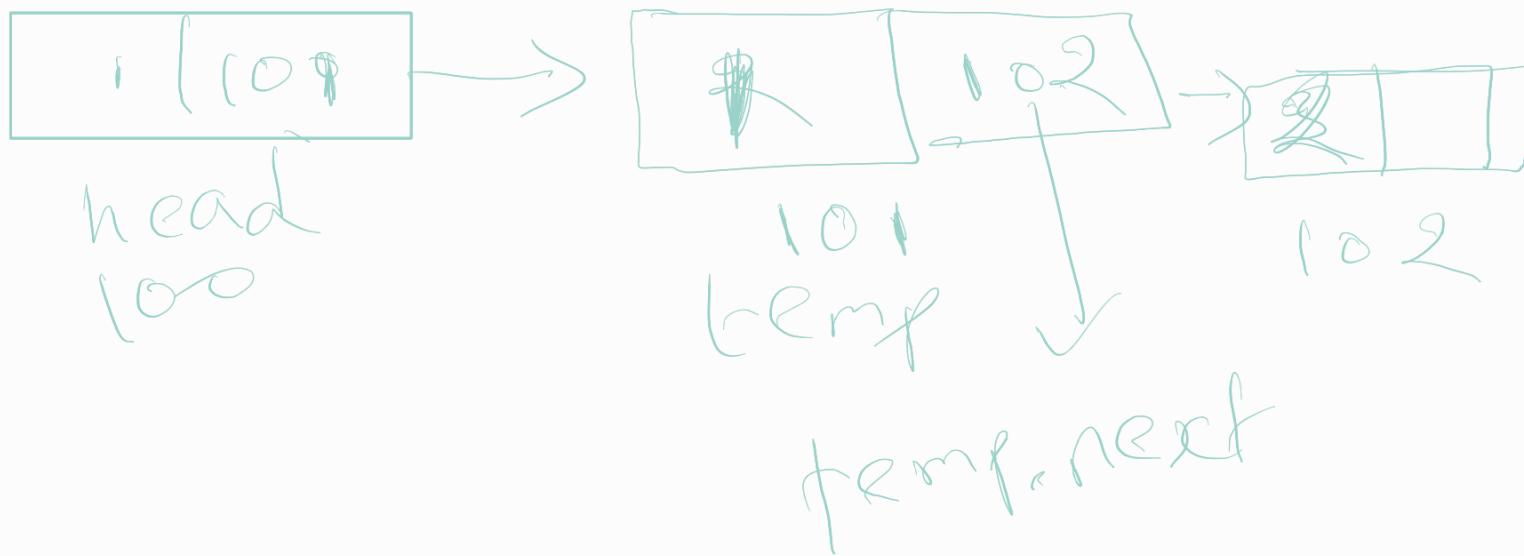
```
class Node{  
    int data;  
    Node next;  
}  
  
class LinkedList{  
    Node head, temp;  
    public void linkedList(){  
        head = null;  
    }  
    public void add(int data){  
        for (int i=0; i<3; i++){  
            if (head == null){  
                temp = new Node();  
                head = temp;  
            }  
        }  
    }  
}
```

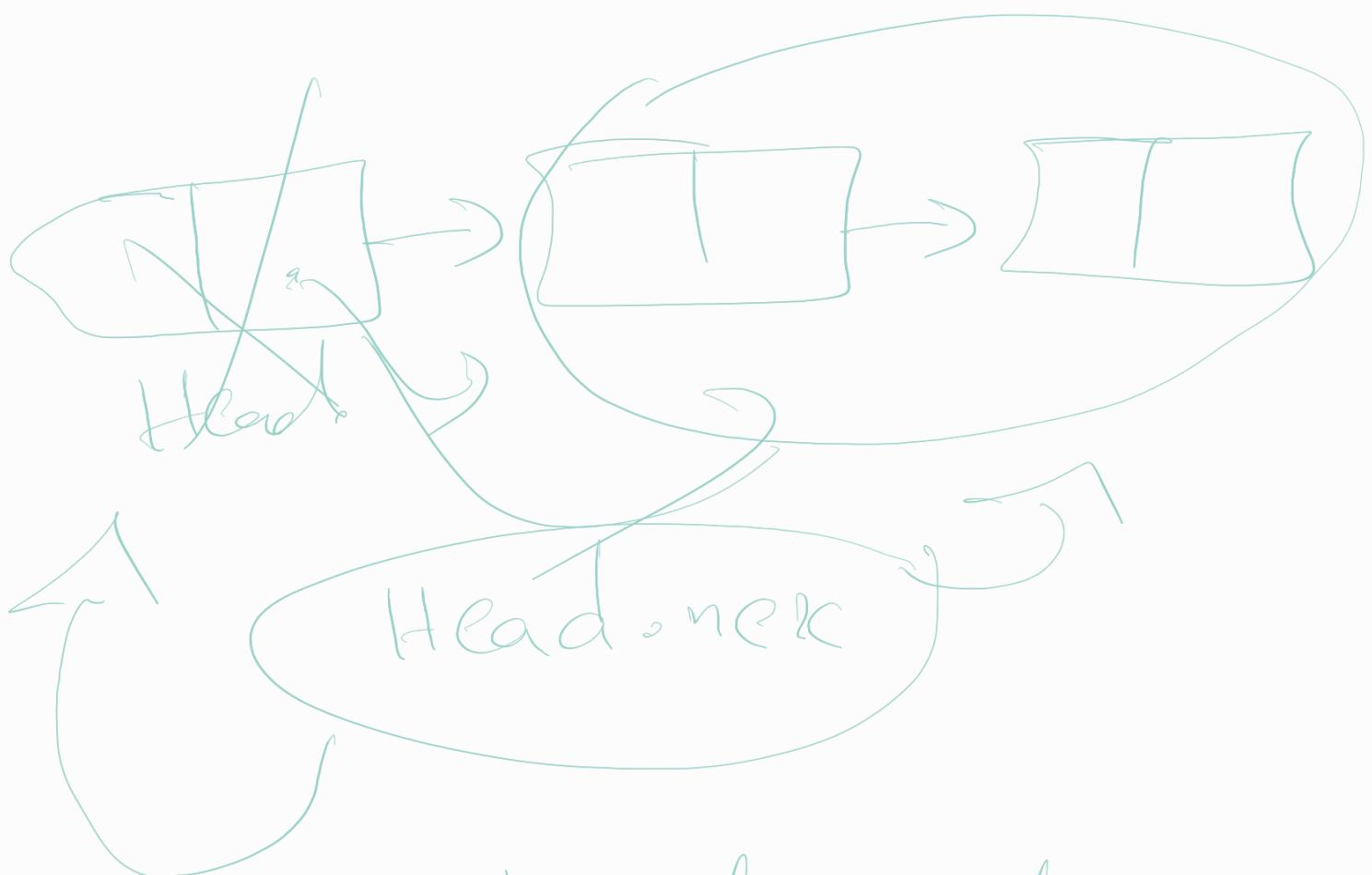
$\text{temp} = \text{head} \cdot \text{next}'$

}
else {



$\text{temp} \cdot \text{next} = \text{newNode}(2)$





$\text{head} = \text{head}.next$

will delete last node

i.e. First head node is

replaced from the second
node to last.

Answer -

Pranav Thought process
after tried different
ways to Insert new Temp
node at the End of the
Linked List.

Just create one more
temp variable (i.e another
temp) and then traverse to
the End of the node
i.e where

node.next
 \geq null

once traverse then all

temp node blocks will delete

Except last block because

that blocker is equal.

so here is the place

we need to add new

node.

Completed
Algorithm