What collection/container types does your language have?

Could you group them into broad categories?

What would you use each type of collection for? Can you give examples ?

Think about the **map** container in your language:

How would you construct one?
How do you add and remove values?
How do you find out how many elements are stored in it?
Do you need to do anything special for the type you're using as a key?
What happens when you look up a value and it's not found?

How would you sort a collection in your language using it's own standard library?

Can you sort just a range of the collection?

How do you define the ordering (i.e. what should go higher, what should go lower)?

In your language, how do you define an interface ? (that is, a purely abstract specification, with no implementation)

How do you then make a concrete implementation of this?

In your language, how do you concatenate two strings?

Is it possible to concatenate one string to another in-situ?

In your language, what are the "intrinsic", "built-in" or "fundamental" types that are available to the programmer?

In your language, how would I find out (programmatically) the biggest integer value that can be represented?

In your language, how would I define a variable that had a lifetime for the whole of the process?

How does it get initialised?

Why would you choose to give something this lifetime?