1. Write a Java program to create a new array list, add some colors (string) and print out the collection.

2. Write a Java program to
   a. insert an element into the array list at the first position
   b. to retrieve an element (at a specified index) from a given array list
   c. to search an element in a array list
   d. to compare two array lists.
   e. to print all the elements of a ArrayList using the position of the elements.

3. Write a Java program
   a. to insert elements into the linked list at the first and last position.
   b. to get the first and last occurrence of the specified elements in a linked list.
   c. to clone an linked list to another linked list.
   d. to retrieve but does not remove, the first element of a linked list.

4. Write a Java program
   a. to iterate through all elements in a hash list.
   b. to empty an hash set.
   c. to convert a hash set to an array.
   d. to compare two sets and retain elements which are same on both sets.
5. Write a Java program to create a new tree set, add some colors (string) and print out the tree set.

6. Write a Java program
   a. to get the element in a tree set which is greater than or equal to the given element.
   b. to get the element in a tree set which is less than or equal to the given element.
   c. to retrieve and remove the first element of a tree set.

7. Write a Java program to
    a. insert an element into the priority queue at the first position
    b. to retrieve an element (at a specified index) from a given priority queue to search an element in a priority queue
    c. to compare two priority queue
    d. to print all the elements of a priority queue using the position of the elements.
8. Write a Java program to associate the specified value with the specified key in a HashMap.

9. Write a Java program
    a. to count the number of key-value (size) mappings in a map
    b. to copy all of the mappings from the specified map to another map.
    c. to check whether a map contains key-value mappings (empty) or not.
    d. to get a shallow copy of a HashMap instance.
    e. to get a collection view of the values contained in this map.

10. Write a Java program to associate the specified value with the specified key in a Tree Map.

11. Write a Java program
    a. to copy a Tree Map content to another Tree Map.
    b. to search a key in a Tree Map.
    c. to get a key-value mapping associated with the greatest key and the least key in a map.
    d. to get NavigableSet view of the keys contained in a map.
    e. to get a key-value mapping associated with the least key greater than or equal to the given key. Return null if there is no such key.