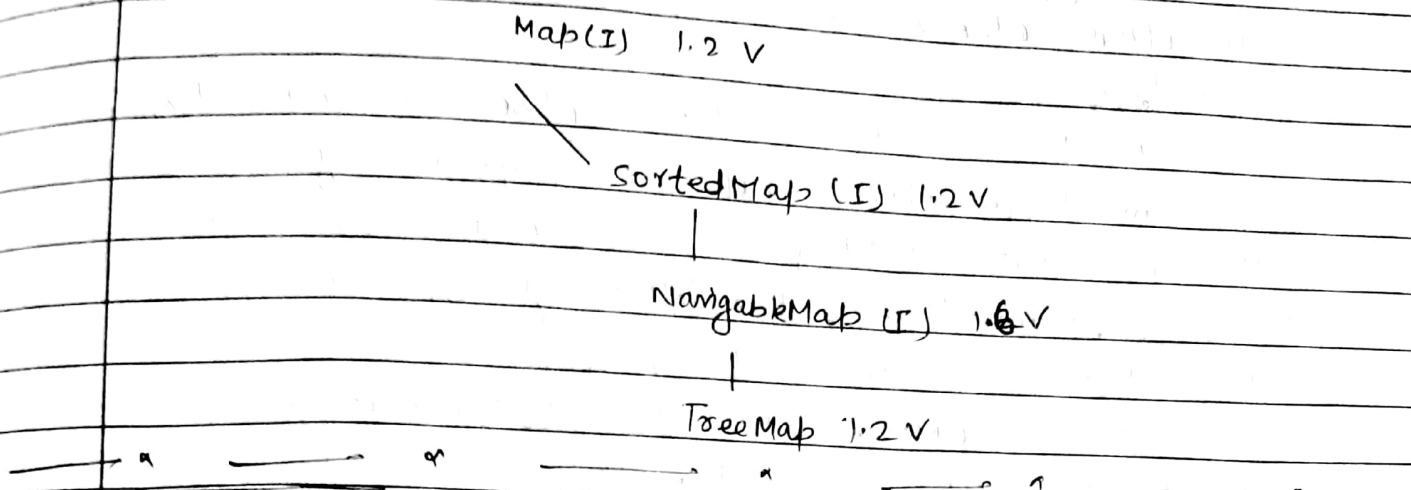
⇒ Navigable Map :→

→ It is the child interface of SortedMap.

→ It defines several methods for Navigation purposes.



⇒ **Collection** :→

→ If we want to represent a group of individual objects as a single entity then we should go for collection.

→ Collection interface difined the most common methods which are applicable for any collection object.

⇒ Methods available in collection interface :-

```
boolean add(Object o)
boolean addAll(Collection c)
boolean remove(Object o)
boolean removeAll(Collection c)
boolean retainAll(Collection c)
        ↳ To remove all objects except those
          present in c.
void clear();
boolean contains(Object o)
boolean containsAll(Collection c)
boolean isEmpty();
int size()
Object[] toArray()
Iterator iterator();
```

NOTE :- There is no concrete class which implements Collection interface directly.

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List :→

→ List is child interface of collection.

→ If we want to represent a group of individual objects as a single entity where duplicates are allowed and insertion order must be preserved then we should go for List.

→ We can preserved insertion order via Indexed and we can differentiate duplicate objects by using index. Hence, Index will play very important role in List.

→ List interface defines the following specific methods :-

① void add (int index, Object o)

② boolean ~~void~~ addAll (int index, Collection c)

③ Object get (int index)

④ Object remove (int index)

⑤ Object set (int index, Object new)

↳ to replace the elements presents at specified index with provided Object and returns old Object.

⑥ int indexOf (Object o)

→ return index of first occurance of 'o'.

⑦ int lastIndexOf (Object o)

ListIterator listIterator();

⇒ ArrayList :-

→ The underlined data structure is re-sizable array or growable array.

→ Duplicates are allowed

→ Insertion order is preserved.

→ Hetrogeniows objects are allowed. (Except TreeSet & TreeMap)

→ Null insertion is possible.

⇒ Constructors :→

(1) ArrayList l = new ArrayList();

→ Create an empty ArrayList object with default initial capacity 10.