

⇒ Linked Hash Set :->

Page No.:

- It is the child class of Hash Set
- It is exactly same as Hash Set (including constructors and methods) except the following differences.

Hash Set	Linked Hash Set
① The underlined data structure is Hash Table.	① The underlined data structure is Linked List + Hash Table.
② Insertion order is not preserved.	② preserved.
③ Introduced in 1.2 v	③ 1.4 v

⇒ In above prog. (for Hash Set ex), if we will replace Hash Set with the Linked Hash Set the output will be

[B, C, D, Z, null, 10]

NOTE :->

⇒ In general, we can use Linked Hash Set to develop cache based applications where duplicates are not allowed and Insertion order not preserved.

⇒ Sorted Set :-

- It is the child interface of Set interface.
- If we want to represent a group of individual objects according to some sorting order without duplicates. then we should go for Sorted Set.

⇒ Sorted Set interface defines the following methods:-

① ~~first()~~ ① Object first
↳ returns ~~elements~~ first element of the Sorted Set

② ~~last()~~

② Object last(): → It returns the last element of the Sorted Set.

③ ~~headSet~~

③ SortedSet headSet (Object obj)

↳ It returns Sorted Set whose elements are less than obj.

(4) SortedSet tailSet(Object obj) \Rightarrow
 It returns SortedSet whose elements
 are \geq obj.

(5) SortedSet SubSet(Object obj1, Object obj2)
 \hookrightarrow returns SortedSet whose elements are
 \geq obj1 and $<$ obj2

(6) Comparator comparator()
 \hookrightarrow returns Comparator Object that describes
 underlying sorting technique. If we are using
 default natural sorting order then we will get
 null.

Note: —

The default natural sorting order for
 Number is Ascending order and for String Object
 Alphabetical Order.

	Sorted set
(1) first() \Rightarrow 100	100
(2) last() \Rightarrow 120	101 104
(3) headSet(106) \Rightarrow [100, 101, 104]	106
(4) tailSet(106) \Rightarrow [106, 110, 115, 120]	110
(5) SubSet(101, 115); \hookrightarrow [101, 104, 106, 110]	115
(6) comparator()	120

[null] \rightarrow default