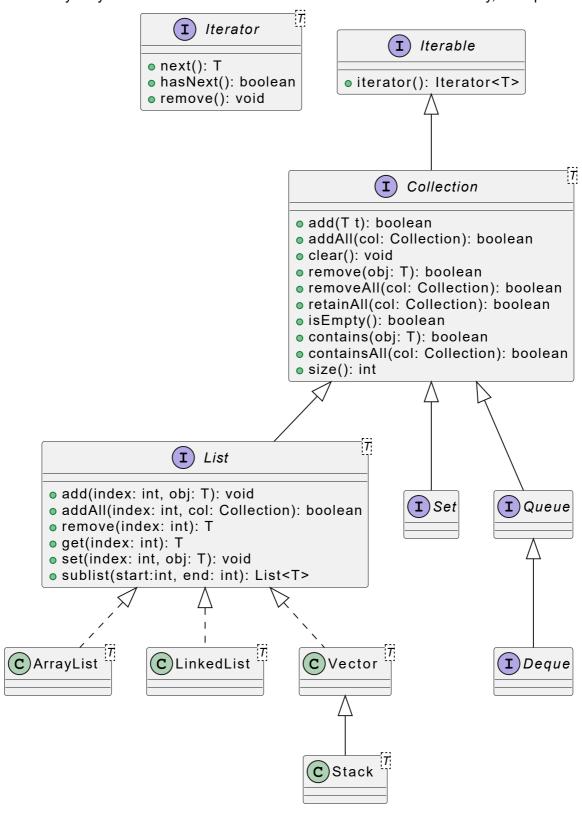
Collection framework in Java

Limitations of using an array and the need of a new type called Collection

- Arrays are created in the heap, the size of which can be determined during the runtime (unlike C language)
- Once array is created of a particular size, you cannot increase or decrease the size
- An array occupies bytes continuously in the RAM, and sometimes, if the array size is huge, we may not get enough memory
- insertion and deletion operations on an array element/s is time consuming (arrays do not provide any built in mechanisms)

Collections in Java

- Introduced in JDK 1.0
- Lots of things changed in version 1.2
- Java 5 brought in the feature of generics (homogeneous collection)
- Java 8 brought in the feature of streams (a stream of data)
- Java collection framework is a bunch of interfaces and many implementing classes
 - o choose an implementation based on your requirement and optimization



List implementations

1. ArrayList

- o introduced in version 1.2
- o internal mechanism is an array
- o default size of the internal array is 10
- every time we add an element, the capacity is ensured
- o insertion and deletion operations are time consuming
- since arrays are faster (random access), this should be the default choice for List type

2. LinkedList

uses a linked list to store data

- o elements are not contiguous
- o each element has a reference to the next and previous element
- o insertion and deletion operations are faster
- if there is a lot of performance loss due to heavy insertion and deletion operations,
 then choose this class for an object of List type

3. Vector

- o internal mechanism is an array, just like an ArrayList
- was introduced in version 1.0 (hence a.k.a. legacy collection)
- went through lot changes in version 1.2 (and in version 1.5) and was aligned with the new collection framework
- most of the methods are synchronized (data safety is ensured in a multithreaded application)
 - additional overhead involved
- o use this class only if your data in the collection is shared to multiple threads

4. Stack