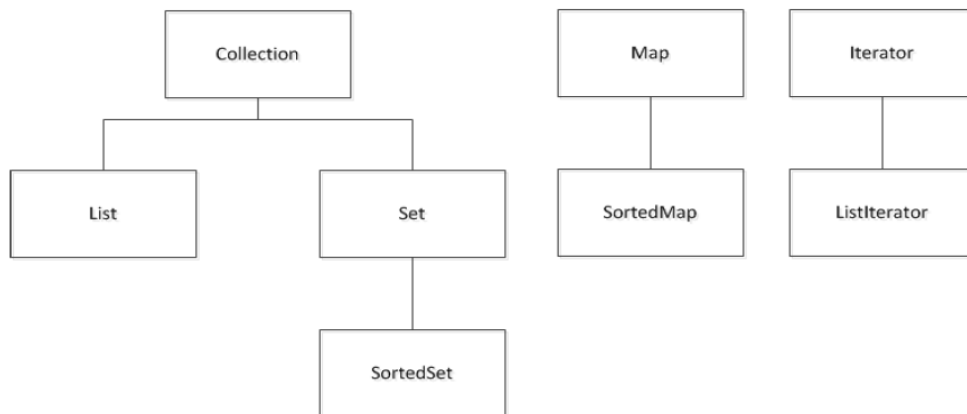


# The Java Collections Framework

interfaces:



```
public interface Collection<E> extends Iterable<E> {  
    // Basic operations  
    int size();  
    boolean isEmpty();  
    boolean contains(Object element);  
    boolean add(E element); // optional  
    boolean remove(Object element); // optional  
    Iterator<E> iterator();  
    // Bulk operations  
    boolean containsAll(Collection<E> c);  
    boolean addAll(Collection<? extends E> c); // optional  
    boolean removeAll(Collection<? extends E> c); // optional  
    boolean retainAll(Collection<? extends E> c); // optional  
    void clear(); // optional  
    // Array operations  
    Object[] toArray();  
    <E> E[] toArray(E[] a);  
}
```

```
public interface List<E> extends Collection<E> {  
    // Positional access  
    E get(int index);  
    E set(int index, E element); // optional  
    boolean add(E element); // optional  
    void add(int index, E element); // optional  
    E remove(int index); // optional  
    boolean addAll(int index, Collection<? extends E> c); // optional  
    // Search  
    int indexOf(Object o);  
    int lastIndexOf(Object o);  
    // Iteration  
    ListIterator<E> listIterator();  
    ListIterator<E> listIterator(int index);  
    // Range-view  
    List<E> subList(int from, int to);  
}
```

```

public interface Set<E> extends Collection<E> {
    // Basic operations
    int size();
    boolean isEmpty();
    boolean contains(Object element);
    boolean add(E element); // optional
    boolean remove(Object element); // optional
    Iterator<E> iterator();
    // Bulk operations
    boolean containsAll(Collection<?> c);
    boolean addAll(Collection<? extends E> c); // optional
    boolean removeAll(Collection<?> c); // optional
    boolean retainAll(Collection<?> c); // optional
    void clear(); // optional
    // Array Operations
    Object[] toArray();
    <T> T[] toArray(T[] a);
}

```

```

public interface SortedSet<E> extends Set<E> {
    Comparator<? super E> comparator();
    E first();
    E last();
}

```

```

public interface Map<K, V> {
    // Basic operations
    V put(K key, V value);
    V get(Object key);
    V remove(Object key);
    boolean containsKey(Object key);
    boolean containsValue(Object value);
    int size();
    boolean isEmpty();
    // Bulk operations
    void putAll(Map<? extends K, ? extends V> m);
    void clear();
    // Collection Views
    public Set<K> keySet();
    public Collection<V> values();
    public Set<Map.Entry<K, V>> entrySet();
    // Interface for entrySet elements
    public interface Entry<K, V> {
        K getKey();
        V getValue();
        V setValue(V value);
    }
}

```

```

public interface SortedMap<K, V> extends Map<K, V>{
    Comparator<? super K> comparator();
    SortedMap<K, V> subMap(K fromKey, K toKey);
    SortedMap<K, V> headMap(K toKey);
    SortedMap<K, V> tailMap(K fromKey);
    K firstKey();
    K lastKey();
}

```

```
public interface Iterator<E> {  
    boolean hasNext();  
    E next();  
    void remove();  
}
```

```
public interface ListIterator<E> extends Iterator<E> {  
    // Query Operations  
    boolean hasNext();  
    E next();  
    boolean hasPrevious();  
    E previous();  
    int nextIndex();  
    int previousIndex();  
    // Modification Operations  
    void remove();  
    void set(E e);  
    void add(E e);  
}
```

EPFL 2011 - W. Riegman

```
public interface Comparable<T> {  
    public int compareTo(T o);  
}
```

```
public interface Comparator<T> {  
    int compare(T obj1, T obj2);  
}
```

<b>Interface:</b>	<b>Implementations:</b>
List	ArrayList, LinkedList
Set	HashSet, TreeSet, LinkedHashSet
Map	HashMap, TreeMap, LinkedHashMap

## Method Summary of java.util.Collections (incomplete)

static <T> boolean	<a href="#">addAll</a> ( <a href="#">Collection</a> <? super T> c, T... elements) Adds all of the specified elements to the specified collection.
static <T> int	<a href="#">binarySearch</a> ( <a href="#">List</a> <? extends <a href="#">Comparable</a> <? super T>> list, T key) Searches the specified list for the specified object using the binary search algorithm.
static <T> int	<a href="#">binarySearch</a> ( <a href="#">List</a> <? extends T> list, T key, <a href="#">Comparator</a> <? super T> c) Searches the specified list for the specified object using the binary search algorithm.
static <T> void	<a href="#">copy</a> ( <a href="#">List</a> <? super T> dest, <a href="#">List</a> <? extends T> src) Copies all of the elements from one list into another.
static boolean	<a href="#">disjoint</a> ( <a href="#">Collection</a> <?> c1, <a href="#">Collection</a> <?> c2) Returns true if the two specified collections have no elements in common.
static <T> <a href="#">List</a> <T>	<a href="#">emptyList</a> () Returns the empty list (immutable).
static <K,V> <a href="#">Map</a> <K,V>	<a href="#">emptyMap</a> () Returns the empty map (immutable).
static <T> <a href="#">Set</a> <T>	<a href="#">emptySet</a> () Returns the empty set (immutable).
static <T> void	<a href="#">fill</a> ( <a href="#">List</a> <? super T> list, T obj) Replaces all of the elements of the specified list with the specified element.
static int	<a href="#">frequency</a> ( <a href="#">Collection</a> <?> c, <a href="#">Object</a> o) Returns the number of elements in the specified collection equal to the specified object.
static int	<a href="#">indexOfSubList</a> ( <a href="#">List</a> <?> source, <a href="#">List</a> <?> target) Returns the starting position of the first occurrence of the specified target list within the specified source list, or -1 if there is no such occurrence.
static int	<a href="#">lastIndexOfSubList</a> ( <a href="#">List</a> <?> source, <a href="#">List</a> <?> target) Returns the starting position of the last occurrence of the specified target list within the specified source list, or -1 if there is no such occurrence.
static <T extends <a href="#">Object</a> & <a href="#">Comparable</a> <? super T>> T	<a href="#">max</a> ( <a href="#">Collection</a> <? extends T> coll) Returns the maximum element of the given collection, according to the <i>natural ordering</i> of its elements.
static <T> T	<a href="#">max</a> ( <a href="#">Collection</a> <? extends T> coll, <a href="#">Comparator</a> <? super T> comp) Returns the maximum element of the given collection, according to the order induced by the specified comparator.
static <T extends <a href="#">Object</a> & <a href="#">Comparable</a> <? super T>> T	<a href="#">min</a> ( <a href="#">Collection</a> <? extends T> coll) Returns the minimum element of the given collection, according to the <i>natural ordering</i> of its elements.
static <T> T	<a href="#">min</a> ( <a href="#">Collection</a> <? extends T> coll, <a href="#">Comparator</a> <? super T> comp) Returns the minimum element of the given collection, according to the order induced by the specified comparator.
static <T> <a href="#">List</a> <T>	<a href="#">nCopies</a> (int n, T o) Returns an immutable list consisting of n copies of the specified object.
static <E> <a href="#">Set</a> <E>	<a href="#">newSetFromMap</a> ( <a href="#">Map</a> <E, <a href="#">Boolean</a> > map) Returns a set backed by the specified map.

static <T> boolean	<a href="#">replaceAll(List&lt;T&gt; list, T oldVal, T newVal)</a> Replaces all occurrences of one specified value in a list with another.
static void	<a href="#">reverse(List&lt;?&gt; list)</a> Reverses the order of the elements in the specified list.
static <T> <a href="#">Comparator&lt;T&gt;</a>	<a href="#">reverseOrder()</a> Returns a comparator that imposes the reverse of the <i>natural ordering</i> on a collection of objects that implement the <code>Comparable</code> interface.
static <T> <a href="#">Comparator&lt;T&gt;</a>	<a href="#">reverseOrder(Comparator&lt;T&gt; cmp)</a> Returns a comparator that imposes the reverse ordering of the specified comparator.
static void	<a href="#">rotate(List&lt;?&gt; list, int distance)</a> Rotates the elements in the specified list by the specified distance.
static void	<a href="#">shuffle(List&lt;?&gt; list)</a> Randomly permutes the specified list using a default source of randomness.
static void	<a href="#">shuffle(List&lt;?&gt; list, Random rnd)</a> Randomly permute the specified list using the specified source of randomness.
static <T> <a href="#">Set&lt;T&gt;</a>	<a href="#">singleton(T o)</a> Returns an immutable set containing only the specified object.
static <T> <a href="#">List&lt;T&gt;</a>	<a href="#">singletonList(T o)</a> Returns an immutable list containing only the specified object.
static <K, V> <a href="#">Map&lt;K, V&gt;</a>	<a href="#">singletonMap(K key, V value)</a> Returns an immutable map, mapping only the specified key to the specified value.
static <T extends <a href="#">Comparable&lt;?</a> super T>> void	<a href="#">sort(List&lt;T&gt; list)</a> Sorts the specified list into ascending order, according to the <i>natural ordering</i> of its elements.
static <T> void	<a href="#">sort(List&lt;T&gt; list, Comparator&lt;? super T&gt; c)</a> Sorts the specified list according to the order induced by the specified comparator.
static void	<a href="#">swap(List&lt;?&gt; list, int i, int j)</a> Swaps the elements at the specified positions in the specified list.
static <T> <a href="#">Collection&lt;T&gt;</a>	<a href="#">synchronizedCollection(Collection&lt;T&gt; c)</a> Returns a synchronized (thread-safe) collection backed by the specified collection.
static <T> <a href="#">List&lt;T&gt;</a>	<a href="#">synchronizedList(List&lt;T&gt; list)</a> Returns a synchronized (thread-safe) list backed by the specified list.
static <K, V> <a href="#">Map&lt;K, V&gt;</a>	<a href="#">synchronizedMap(Map&lt;K, V&gt; m)</a> Returns a synchronized (thread-safe) map backed by the specified map.
static <T> <a href="#">Set&lt;T&gt;</a>	<a href="#">synchronizedSet(Set&lt;T&gt; s)</a> Returns a synchronized (thread-safe) set backed by the specified set.
static <K, V> <a href="#">SortedMap&lt;K, V&gt;</a>	<a href="#">synchronizedSortedMap(SortedMap&lt;K, V&gt; m)</a> Returns a synchronized (thread-safe) sorted map backed by the specified sorted map.
static <T> <a href="#">SortedSet&lt;T&gt;</a>	<a href="#">synchronizedSortedSet(SortedSet&lt;T&gt; s)</a> Returns a synchronized (thread-safe) sorted set backed by the specified sorted set.

static <T> <a href="#">Collection</a> <T>	<b><a href="#">unmodifiableCollection</a></b> ( <a href="#">Collection</a> <? extends T> c) Returns an unmodifiable view of the specified collection.
static <T> <a href="#">List</a> <T>	<b><a href="#">unmodifiableList</a></b> ( <a href="#">List</a> <? extends T> list) Returns an unmodifiable view of the specified list.
static <K,V> <a href="#">Map</a> <K,V>	<b><a href="#">unmodifiableMap</a></b> ( <a href="#">Map</a> <? extends K,? extends V> m) Returns an unmodifiable view of the specified map.
static <T> <a href="#">Set</a> <T>	<b><a href="#">unmodifiableSet</a></b> ( <a href="#">Set</a> <? extends T> s) Returns an unmodifiable view of the specified set.
static <K,V> <a href="#">SortedMap</a> <K,V>	<b><a href="#">unmodifiableSortedMap</a></b> ( <a href="#">SortedMap</a> <K,? extends V> m) Returns an unmodifiable view of the specified sorted map.
static <T> <a href="#">SortedSet</a> <T>	<b><a href="#">unmodifiableSortedSet</a></b> ( <a href="#">SortedSet</a> <T> s) Returns an unmodifiable view of the specified sorted set.

## Method Summary of class java.util.Arrays

static <T> <a href="#">List</a> <T>	<a href="#">asList</a> (T... a) Returns a fixed-size list backed by the specified array.
static int	<a href="#">binarySearch</a> (TYPE[] a, TYPE key) Searches the specified array of bytes for the specified value using the binary search algorithm.
static <T> int	<a href="#">binarySearch</a> (T[] a, int fromIndex, int toIndex, T key, <a href="#">Comparator</a> <? super T> c) Searches a range of the specified array for the specified object using the binary search algorithm.
static <T> int	<a href="#">binarySearch</a> (T[] a, T key, <a href="#">Comparator</a> <? super T> c) Searches the specified array for the specified object using the binary search algorithm.
static TYPE[]	<a href="#">copyOf</a> (TYPE[] original, int newLength) Copies the specified array, truncating or padding with zeros (if necessary) so the copy has the specified length.
static TYPE[]	<a href="#">copyOfRange</a> (TYPE[] original, int from, int to) Copies the specified range of the specified array into a new array.
static boolean	<a href="#">deepEquals</a> ( <a href="#">Object</a> [] a1, <a href="#">Object</a> [] a2) Returns <code>true</code> if the two specified arrays are <i>deeply equal</i> to one another.
static int	<a href="#">deepHashCode</a> ( <a href="#">Object</a> [] a) Returns a hash code based on the "deep contents" of the specified array.
static <a href="#">String</a>	<a href="#">deepToString</a> ( <a href="#">Object</a> [] a) Returns a string representation of the "deep contents" of the specified array.
static boolean	<a href="#">equals</a> (TYPE[] a, TYPE[] a2) Returns <code>true</code> if the two specified arrays of booleans are <i>equal</i> to one another.
static void	<a href="#">fill</a> (TYPE[] a, TYPE val) Assigns the specified TYPE value to each element of the specified array of booleans.
static void	<a href="#">fill</a> (TYPE[] a, int fromIndex, int toIndex, TYPE val) Assigns the specified TYPE value to each element of the specified range of the specified array of TYPEs.
static int	<a href="#">hashCode</a> (TYPE[] a) Returns a hash code based on the contents of the specified array.
static void	<a href="#">sort</a> (TYPE[] a) Sorts the specified array of TYPEs into ascending numerical order.
static void	<a href="#">sort</a> (TYPE[] a, int fromIndex, int toIndex) Sorts the specified range of the specified array of TYPEs into ascending numerical order.
static <a href="#">String</a>	<a href="#">toString</a> (TYPE[] a) Returns a string representation of the contents of the specified array.