

Collection<T> Interface

boolean isEmpty()

public boolean contains(Object target)

public boolean containsAll(Collection<?> collectionOfTargets)

public boolean equals(Object other) (Note: equals of the collection)

public int size()

Iterator<T> iterator() (Note: iterator for the calling object)

public Object[] toArray() (Note: returns an array containing all elements of the collection)

public <E> E[] toArray(E[] a) (Note: returns an array of type E containing all the elements in the collection)

public int hashCode() (Note: returns hash code for the calling object)

Optional Methods (Still need to be implemented; can throw an

UnsupportedOperationException if not a real implementation)

public boolean add(T element)

public boolean addAll(Collection<? extends T> collectionToAdd)

public boolean remove(Object element)

public boolean removeAll(Collection<?> collectionToRemove)

public boolean retainAll(Collection<?> saveElements)

public void clear()

Set<T> Interface (Refinements to methods)

public boolean add(T element) (Note: adds element only if it does not exist in the calling object)

public boolean addAll(Collection<? extends T> collectionToAdd)

(Note: adds the elements in the collectionToAdd that do not exist in the calling object)