

Introduction

The **java.util.Interfaces** contains the collections framework, legacy collection classes, event model, date and time facilities, internationalization, and miscellaneous utility classes *astringtokenizer, arandom – numbergenerator, andabitarray*.

Interface Summary

S.N. Intreface & Description

1

Collection<E>

This is the root interface in the collection hierarchy.

2

Comparator<T>

This is a comparison function, which imposes a total ordering on some collection of objects.

3

Deque<E>

This is a linear collection that supports element insertion and removal at both ends.

4

Enumeration<E>

This is an object that implements the Enumeration interface generates a series of elements, one at a time.

5

EventListener

This is a tagging interface that all event listener interfaces must extend.

6

Formattable

This is the Formattable interface must be implemented by any class that needs to perform custom formatting using the 's' conversion specifier of Formatter.

7

Iterator<E>

This is an iterator over a collection.

8

List<E>

This is an ordered collection *alsoknownasasequence*.

9

ListIterator<E>

This is an iterator for lists that allows the programmer to traverse the list in either direction, modify the list during iteration, and obtain the iterator's current position in the list.

10

Map<K,V>

This is an object that maps keys to values.

11

Map.Entry<K,V>

This is a map entry *key – valuepair*.

12

NavigableMap<K,V>

This is a SortedMap extended with navigation methods returning the closest matches for given search targets.

13

NavigableSet<E>

This is a SortedSet extended with navigation methods reporting closest matches for given search targets.

14

Observer

This is a class can implement the Observer interface when it wants to be informed of changes in observable objects.

15

Queue<E>

This is a collection designed for holding elements prior to processing.

16

RandomAccess

This is the Marker interface used by List implementations to indicate that they support fast *generallyconstanttime* random access.

17

Set<E>

This is a collection that contains no duplicate elements.

18

SortedMap<K,V>

This is a Map that further provides a total ordering on its keys.

19

SortedSet<E>

This is a Set that further provides a total ordering on its elements.

Loading [MathJax]/jax/output/HTML-CSS/fonts/TeX/fontdata.js