




Interfaz	Collection<E>	Set<E>	SortedSet<E>	Queue<E>	List<E>	Map<K,V>	SortedMap<K,V>	Iterator<E>	ListIterator<E>
Implement		HashSet	TreeSet	LinkedList	ArrayList LinkedList	HashMap	TreeMap		
Consultas	size() isEmpty() contains(o) containsAll(c)		first() last() comparator()	element() ^E peek()	get(i) indexOf(o) lastIndexOf(o)	size() isEmpty() get(k) containsKey(k) containsValue(v)	firstKey() lastKey() comparator()	hasNext() next()	hasPrevious() previous() nextIndex() previousIndex()
Añadir	add(e) addAll(c)			add(e) ^E offer(e)	add(i, e) addAll(i, c)	put(k, v) putAll(m)			add(e)
Eliminar	clear() remove(o) removeAll(c) retainAll(c)			remove() ^E poll()	remove(i)	clear() remove(k)		remove()	
Modificar					set(i, e) sort(cp)				set(e)
Iterar	iterator()				listIterator() listIterator(i)			<div>Map.Entry<K,V></div> <div>getKey() getValue() setValue(v)</div>	
Vistas	toArray() toArray(a)		headSet(t) tailSet(f) subSet(f, t)		subList(f, t)	entrySet() keySet() values()	headMap(t) tailMap(f) subMap(f, t)		

Leyenda: [o: Object] [e: Element] [c: Collection] [i: Index (int)] [f: From] [t: To] [a: Array] [k: Key] [v: Value] [m: Map]