

## Module 2:

1. Explain with suitable example Storing User Defined Classes in Collections .
2. Explain different Map interface.
3. Explain Different Map class.
4. Explain with suitable example working of comparator interface in Map class.

## Module 3:

1. Define String Class. Explain different type of String Constructor.
2. Which are the methods used for searching string. With Suitable program.
3. Explain any five methods of StringBuffer Class. Write a program to demonstrate it.
4. Explain any five methods present in String class to compare String.
5. Explain with Suitable program for Data Conversion Using valueOf( ).
6. Explain different methods used for modifying String.
7. Explain Additional Method of String class with Suitable program