Container

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A **Container** is a class, a data structure, or an Abstract Data Type (ADT) whose instances are collections of other objects. In other words, they store objects in an organized way that follows specific access rules. The size of the container depends on the number of objects (elements) it contains. Underlying (inherited) implementations of various container types may vary in size and complexity, and provide flexibility in choosing the right implementation for any given scenario.

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Last update: **2021/07/30 15:19**