Figure 10.2 Some useful *Vector* methods.

Here are the methods you're most likely to use:

void addElement(Object obj)
– adds a new element **obj** at the end of this Vector

void clear()
– removes all elements of this Vector

Object elementAt(int index)
– returns the element at position **index**

Object remove(int index)
– removes the element at position **index**, and returns it

int size()
– returns the number of elements in this Vector

void setElementAt(Object obj, int index)
– replaces the element at position **index** with **obj**

Object set(int index, Object obj)
– replaces the element at position **index** with **obj** and returns the element previously at that index

int indexOf(Object obj)
– returns the index of the first occurrence of **obj**, or -1 if **obj** does not occur in this Vector

Enumeration elements()
– returns an enumerator for this Vector

And you'll need a couple of **Enumeration** methods too:

boolean hasMoreElements()
– returns **true** or **false** depending on whether there are still elements left to be processed

Object nextElement()
– returns the next element to be processed

See your Java API for other Vector methods.