|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | Array(Unsorted) | Array(Sorted) | Linked List | BST | Hash Table |
| Search | O(n) | O(logn) | O(n) | O(logn) |  |
| Insert | O(1) | O(n) | O(1),  O(n) for sorted | O(logn) | O(1) |
| Delete | O(n) | O(n) | O(n) | O(logn) | O(1) |
| Find closest | O(n) |  | O(n) | O(logn) | O(n) |
| Sorted Traversal | O(nlogn) |  | O(nlogn),  O(n) in case of sorted) | O(n) | O(nlogn) |

We get O(logn) in BST only when it is balanced. In general it is O(height) for BST.