

List implementations:

	get	add	contains	next	remove(0)	iterator.remove
ArrayList	$O(1)$	$O(1)$	$O(n)$	$O(1)$	$O(n)$	$O(n)$
LinkedList	$O(n)$	$O(1)$	$O(n)$	$O(1)$	$O(1)$	$O(1)$
CopyOnWrite-ArrayList	$O(1)$	$O(n)$	$O(n)$	$O(1)$	$O(n)$	$O(n)$

Set implementations:

	add	contains	next	notes
HashSet	$O(1)$	$O(1)$	$O(h/n)$	h is the table capacity
LinkedHashSet	$O(1)$	$O(1)$	$O(1)$	
CopyOnWriteArraySet	$O(n)$	$O(n)$	$O(1)$	
EnumSet	$O(1)$	$O(1)$	$O(1)$	
TreeSet	$O(\log n)$	$O(\log n)$	$O(\log n)$	
ConcurrentSkipListSet	$O(\log n)$	$O(\log n)$	$O(1)$	

Map implementations:

	get	containsKey	next	Notes
HashMap	$O(1)$	$O(1)$	$O(h/n)$	h is the table capacity
LinkedHashMap	$O(1)$	$O(1)$	$O(1)$	
IdentityHashMap	$O(1)$	$O(1)$	$O(h/n)$	h is the table capacity
EnumMap	$O(1)$	$O(1)$	$O(1)$	
TreeMap	$O(\log n)$	$O(\log n)$	$O(\log n)$	
ConcurrentHashMap	$O(1)$	$O(1)$	$O(h/n)$	h is the table capacity
ConcurrentSkipListMap	$O(\log n)$	$O(\log n)$	$O(1)$	

Queue implementations:

	offer	peek	poll	size
PriorityQueue	$O(\log n)$	$O(1)$	$O(\log n)$	$O(1)$
ConcurrentLinkedQueue	$O(1)$	$O(1)$	$O(1)$	$O(n)$
ArrayBlockingQueue	$O(1)$	$O(1)$	$O(1)$	$O(1)$
LinkedBlockingQueue	$O(1)$	$O(1)$	$O(1)$	$O(1)$
PriorityBlockingQueue	$O(\log n)$	$O(1)$	$O(\log n)$	$O(1)$
DelayQueue	$O(\log n)$	$O(1)$	$O(\log n)$	$O(1)$
LinkedList	$O(1)$	$O(1)$	$O(1)$	$O(1)$
ArrayDeque	$O(1)$	$O(1)$	$O(1)$	$O(1)$
LinkedBlockingDeque	$O(1)$	$O(1)$	$O(1)$	$O(1)$