## DATA STRUCTURES CHEAT SHEET

		AVERAGE TIME COMPLEXITY				WORST TIME COMPLEXITY			
DATA STRUCTURES	• ACCESS	<b>Q</b> SEARCH	<b>→</b> INSERT	DELETE	• ACCESS	<b>SEARCH</b>	<b>-⊇</b> INSERT	T DELETE	
ARRAY	0(1)	O(N)	O(N)	O(N)	0(1)	O(N)	O(N)	<b>O(N)</b>	
DYNAMIC ARRAY	0(1)	<b>O(N)</b>	O(N)	O(N)	0(1)	O(N)	0(N)	O(N)	
LINKED LIST	<b>O(N)</b>	<b>O(N)</b>	0(1)	0(1)	<b>O(N)</b>	O(N)	0(1)	0(1)	
<b>DOUBLE LINKED LIST</b>	<b>O(N)</b>	<b>O(N)</b>	0(1)	0(1)	<b>O(N)</b>	O(N)	0(1)	0(1)	
SKIP LIST	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	<b>O(N)</b>	O(N)	<b>O(N)</b>	O(N)	
STACK	<b>O(N)</b>	O(N)	0(1)	0(1)	<b>O(N)</b>	O(N)	0(1)	0(1)	
QUEUE	<b>O(N)</b>	O(N)	0(1)	0(1)	<b>O(N)</b>	O(N)	0(1)	0(1)	
HASH TABLE	0(1)	0(1)	0(1)	0(1)	<b>O(N)</b>	<b>O(N)</b>	O(N)	<b>O(N)</b>	
BINARY SEARCH TREE	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	<b>O(N)</b>	<b>O(N)</b>	<b>O(N)</b>	<b>O(N)</b>	
BALANCED BST	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	
B-TREE	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	O(LOGN)	
BINARY HEAP	<b>O(N)</b>	O(N)	O(LOGN)	O(LOGN)	O(N)	O(N)	O(LOGN)	O(LOGN)	
BINOMIAL HEAP	<b>O(N)</b>	<b>O(N)</b>	0(1)	O(LOGN)	<b>O(N)</b>	O(N)	O(LOGN)	O(LOGN)	
FIBONACCI HEAP	<b>O(N)</b>	<b>O(N)</b>	0(1)	O(LOGN)	<b>O(N)</b>	O(N)	0(1)	<b>O(N)</b>	

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