Collections

* **Lists**
  + ArrayList => unsorted, quick to access, slower to insert.
  + LinkedList => sorted, insertion fast, slow to access
* **Set** – does not allow duplicates
  + HashSet – quick insertion and search
  + TreeSet – inserts sorted order
* **Maps** - keyvals
  + Hashmap – regular key-val map
* **NavigableMap** - extends SortedMap interface
  + Treemap – easy to navigate through
* **Queue –** FIFO
* **Deque –** extends queue interface and enables to remove elements from front and back
  + ArrayDeque
  + LinkedList
  + LinkedBlockDeque