

# Cheat Sheet

This is a compilation of worst-case complexities for various data-structures and algorithms.

## Data-Structures

Data Structure	Worst Case Complexity		Notes
Array	Insert	$O(1)$	

## Linked List

Insert at Tail	$O(n)$
Insert at Head	$O(1)$
Retrieve	$O(n)$

Note that if new elements are added at the head of the linkedlist then insert becomes a  $O(1)$  operation.

## Binary Tree

Insert	$O(n)$
Retrieve	$O(n)$

In worst case, the binary tree becomes a linked-list.

## Dynamic Array

Insert	$O(1)$
Retrieve	$O(1)$

Note by retrieving it is implied we are retrieving from a specific index of the array.

## Stack

Push	$O(1)$
Pop	$O(1)$

There are no complexity trick questions asked for stacks or queues. We only mention them here for completeness. The two data-structures are more important from a last-in last-out (stack) and first in first out (queue) perspective.

## Queue

Enqueue	$O(1)$
Dequeue	$O(1)$

## Priority Queue (binary heap)

Insert	$O(lgn)$
Delete	$O(lgn)$
Get Max/Min	$O(1)$

## Hashtable

Insert	$O(n)$
Retrieve	$O(n)$

Be mindful that a hashtable's average case for insertion and retrieval is  $O(1)$

## B-Trees

Insert	$O(\log n)$
Retrieve	$O(\log n)$

## Red-Black Trees

Insert	$O(\log n)$
Retrieve	$O(\log n)$

Category	Worst Case Complexity		Notes									
Sorting	<table border="1" data-bbox="783 447 1311 1165"> <tbody> <tr> <td data-bbox="783 447 1051 556">Bubble Sort</td><td data-bbox="1051 447 1311 556"><math>O(n^2)</math></td></tr> <tr> <td data-bbox="783 556 1051 719">Insertion Sort</td><td data-bbox="1051 556 1311 719"><math>O(n^2)</math></td></tr> <tr> <td data-bbox="783 719 1051 882">Selection Sort</td><td data-bbox="1051 719 1311 882"><math>O(n^2)</math></td></tr> <tr> <td data-bbox="783 882 1051 997">Quick Sort</td><td data-bbox="1051 882 1311 997"><math>O(n^2)</math></td></tr> <tr> <td data-bbox="783 997 1051 1165">Merge Sort</td><td data-bbox="1051 997 1311 1165"><math>O(nlgn)</math></td></tr> </tbody> </table>	Bubble Sort	$O(n^2)$	Insertion Sort	$O(n^2)$	Selection Sort	$O(n^2)$	Quick Sort	$O(n^2)$	Merge Sort	$O(nlgn)$	<p>Note, even though worst case quicksort performance is <math>O(n^2)</math> but in practice quicksort is often used for sorting since its average case is <math>O(nlgn)</math>.</p>
Bubble Sort	$O(n^2)$											
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Quick Sort	$O(n^2)$											
Merge Sort	$O(nlgn)$											

## Trees

Depth First Search	$O(n)$
Breadth First Search	$O(n)$
Pre-order, In-order, Post-order Traversals	$O(n)$

**n** is the total number of nodes in the tree. Most tree-traversal algorithms will end up seeing every node in the tree and their complexity in the worst case is thus O(n).

Did you complete this lesson?

YES!





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