

	Best	Average	Worst	Space	Stable
Selection	$O(n^2)$			$O(1)$	
Insertion	$O(n)$	$O(n^2)$		$O(1)$	✓
Bubble	$O(n^2)$			$O(1)$	✓
Merge	$O(n \log(n))$			$O(n)$	✓
Quick	$O(n \log(n))$		$O(n^2)$	$O(\log(n))$	
Bucket	$O(n)$	$O(n + k)$ (k: numbers of buckets)	$O(n^2)$	$O(n + k)$	✓
Counting	$O(n + k)$ (k: range of the input values, max-min)			$O(n + k)$	✓
Heap	$O(n \log(n))$			$O(1)$	

	Worst			Average			Space
	Insert	Delete	Search	Insert	Delete	Search	
Vector Ordered	$O(n)$		$O(\log(n))$	$O(n)$		$O(\log(n))$	$O(n)$
Vector Unordered	$O(1)^*$	$O(n)$		$O(1)^*$	$O(n)$		
Linked List	$O(1)$			$O(1)$			
Binary Search Tree	$O(n)$			$O(\log(n))$			
Balanced BST (RBT)	$O(\log(n))$						
Priority Queues	Insert	RMH**	Peek	Insert	RMH**	Peek	
Linked List	$O(n)$	$O(1)$		$O(n)$	$O(1)$		
Heap	$O(\log(n))$		$O(1)$	$O(1)$	$O(\log(n))$	$O(1)$	
*: Amortised - ie over a sequence of this operation. Resizing vector $O(n)$							
**: Remove highest priority							

