



1.

Access (Get element by index)

Structure	Time Complexity
Array	$O(1)$
List (Dynamic Array)	$O(1)$
Stack	$O(1)$ (Top only)
Queue	$O(1)$ (Front only)
Singly Linked List (SLL)	$O(n)$
Doubly Linked List (DLL)	$O(n)$

2. Search (Find an element)

Structure	Time Complexity
Array	$O(n)$
List (Dynamic Array)	$O(n)$
Stack	$O(n)$ (Must pop elements)
Queue	$O(n)$ (Must dequeue elements)
Singly Linked List (SLL)	$O(n)$
Doubly Linked List (DLL)	$O(n)$

3. Insertion

Structure	Insert at Start	Insert at End	Insert at Middle
Array	$O(n)$ (Shift elements)	$O(1)$ (If space) / $O(n)$ (If resize)	$O(n)$
List (Dynamic Array)	$O(n)$	$O(1)$ (Amortized)	$O(n)$
Stack	✗ Not allowed	$O(1)$ (Push)	✗ Not allowed
Queue	✗ Not allowed	$O(1)$ (Enqueue)	✗ Not allowed
Singly Linked List (SLL)	$O(1)$	$O(1)$ (If tail pointer) / $O(n)$ (Otherwise)	$O(n)$ (Search + Insert)

Structure	Insert at Start	Insert at End	Insert at Middle
Doubly Linked List (DLL)	$O(1)$	$O(1)$	$O(n)$ (Search + Insert)

4. Deletion

Structure	Delete at Start	Delete at End	Delete at Middle
Array	$O(n)$ (Shift elements)	$O(1)$	$O(n)$
List (Dynamic Array)	$O(n)$	$O(1)$	$O(n)$
Stack	✗ Not allowed	$O(1)$ (Pop)	✗ Not allowed
Queue	$O(1)$ (Dequeue)	✗ Not allowed	✗ Not allowed
Singly Linked List (SLL)	$O(1)$	$O(n)$ (Must traverse)	$O(n)$ (Search + Delete)
Doubly Linked List (DLL)	$O(1)$	$O(1)$	$O(n)$ (Search + Delete)

5. Space Complexity

Structure	Space Complexity
Array	$O(n)$ (Fixed)
List (Dynamic Array)	$O(n)$ (Resizes)
Stack	$O(n)$
Queue	$O(n)$

Structure	Space Complexity
Singly Linked List (SLL)	$O(n) + O(1)$ per node
Doubly Linked List (DLL)	$O(n) + O(2)$ per node