Dijkstra – This is mainly used to find the shortest path.

Adv: Efficient when we have weighted edges

DisAdv: We need weights, doesn’t work for negative weights and works for single source, single destination

Heapq – This is mainly used for priority queues. For it to have a heap property ie, min heap, it will need to have a root node and all left children needs to be smaller and right children larger

Adv: Speed, poping items is almost constant time (n Log n)

DisAdv:

DFS

DFT

BFT

Merge\_sort

Rabin\_karp

BST

Linked\_lists

Arrays