

Data Structure	Definition	Key Characteristics	Example	Java Implementation	Practical Application	Where to Learn More
Array	A collection of elements stored in contiguous memory locations.	Fixed size (usually), direct access via index, efficient for sequential access.	[1, 2, 3, 4]	<code>int[] arr = {1, 2, 3, 4};</code>	Dynamic programming, binary search, storing ordered data.	<a href="#">Java Arrays Documentation</a>
Linked List	A linear data structure where each element (node) points to the next.	Dynamic size, insertion and deletion are efficient (if you have a reference), sequential access.	1 → 2 → 3 → NULL	<code>LinkedList&lt;Integer&gt; list = new LinkedList&lt;&gt;();</code>	Implementing stacks, queues, dynamic memory allocation, avoids fixed size.	<a href="#">Java LinkedList Class</a>
Stack	A collection of elements that follows the LIFO (Last In First Out) principle.	LIFO order, efficient push and pop operations at one end, easy to implement.	<code>push(1), push(2), pop()</code> → 2	<code>Stack&lt;Integer&gt; stack = new Stack&lt;&gt;();</code>	Function call management, syntax parsing, undo/redo operations.	<a href="#">Java Stack Class</a>
Queue	A collection of elements that follows the FIFO (First In First Out) principle.	FIFO order, efficient enqueue and dequeue operations, easy to implement.	<code>enqueue(1), enqueue(2), dequeue()</code> → 1	<code>Queue&lt;Integer&gt; queue = new LinkedList&lt;&gt;();</code>	Scheduling algorithms, breadth-first search, handling requests in servers.	<a href="#">Java Queue Interface</a>
Deque	A generalized form of queue supporting insertion and deletion at both ends (Double-ended Queue).	Flexible insertion/deletion at both ends, can be used as a stack or queue.	<code>addFirst(1), addLast(2)</code>	<code>Deque&lt;Integer&gt; deque = new LinkedList&lt;&gt;();</code>	Sliding window problems, palindrome checking, implementing queues or stacks.	<a href="#">Java Deque Interface</a>
Hash Table	A data structure that maps keys to values using a hash function.	Fast lookups, insertions, and deletions (average case), unordered storage, may have collisions.	Key: value) e.g., (1: 'one', 2: 'two')	<code>HashMap&lt;Integer, String&gt; map = new HashMap&lt;&gt;();</code>	Caching, implementing dictionaries, fast lookups by key.	<a href="#">Java HashMap Class</a>
Binary Tree	A tree structure where each node has at most two children (left and right).	Hierarchical data representation, can have different properties based on the structure.	1 / 1 2 3	<code>class TreeNode { int val; TreeNode left; right; }</code>	Hierarchical data representation, parsing expressions.	<a href="#">Binary Tree Implementation in Java</a>
Binary Search Tree	A binary tree where left &lt; root &lt; right for all nodes.	Ordered structure, efficient for search, insertion, deletion (in average cases).	2 / 1 1 3	<code>class TreeNode { int val; TreeNode left; right; }</code>	Searching, database indexing, maintaining sorted data.	<a href="#">Java Binary Search Tree</a>
Heap	A special tree-based structure satisfying the heap property (min or max heap).	Partial order, efficient for finding min or max element, used for priority queues.	10 / \ 5 8	<code>PriorityQueue&lt;Integer&gt; heap = new PriorityQueue&lt;&gt;();</code>	Priority queues, heap sort, graph algorithms like Dijkstra's.	<a href="#">Java PriorityQueue Class</a>
Graph	A collection of nodes (vertices) and edges that connect them.	Represent relationships between entities, can be directed or undirected, cyclic or acyclic.	A → B → C	<code>Map&lt;Integer, List&lt;Integer&gt;&gt; graph = new HashMap&lt;&gt;();</code>	Social networks, transportation networks, shortest path problems, network analysis.	<a href="#">Graph Implementation in Java</a>
Trie (Prefix Tree)	A tree-like data structure for storing strings based on shared prefixes.	Efficient prefix-based searching, useful for string operations.	'cat', 'car' stored in a prefix tree	<code>class TrieNode { Map&lt;Character, TrieNode&gt; children; boolean isEndOfWord; }</code>	Autocomplete, spell checkers, IP routing, dictionary implementation.	<a href="#">Trie Implementation in Java</a>
Segment Tree	A tree for storing intervals or segments for range queries.	Efficient range queries (e.g., sum, min, max), pre-processed data.	<code>sum(0,3)</code>	<code>class SegmentTree { int[] tree; }</code>	Range query problems (range sum, min, max), computational geometry.	<a href="#">Segment Tree in Java</a>
Fenwick Tree (Binary Indexed Tree)	A tree for efficient prefix sum queries.	Efficient prefix sum queries and updates, compact representation.	<code>sum(0,5)</code>	<code>class FenwickTree { int[] tree; }</code>	Frequency analysis, range queries, cumulative frequency tables.	<a href="#">Fenwick Tree in Java</a>
Set	A collection of unique elements (no duplicates).	Ensures uniqueness, unordered collection of elements.	{1, 2, 3}	<code>Set&lt;Integer&gt; set = new HashSet&lt;&gt;();</code>	Ensuring uniqueness, mathematical set operations, graph implementations.	<a href="#">Java Set Interface</a>