|  |  |  |  |
| --- | --- | --- | --- |
| **Interface** | **Ordered** | **Dupes** | **Notes** |
| List | Yes | Yes | Positional access; element insertion control |
| Queue | Yes | Yes | Holds elements; usually FIFO |
| Map | Can be | No (Keys) | Unique keys; one value mapping max per key |
| Set | Can be | No | Uniqueness matters |

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| --- | --- | --- | --- | --- | --- |
| **Implementations** | **Interface** | **Ordered** | **Sorted** | **Dupes** | **Notes** |
| ArrayList | List | Index | No | Yes | Fast resizable array |
| LinkedList | List | Index | No | Yes | Doubly linked list |
| Vector | List | Index | No | Yes | Legacy, synchronized |
| PriorityQueue | Queue | Priority | Yes | Yes | Heap implementation |
| HashMap | Map | No | No | No | Key/value pairs |
| Hashtable | Map | No | No | No | Legacy, synchronized |
| LinkedHashMap | Map | Insertion, last access | No | No | Linked list/hash table |
| TreeMap | Map | Balanced | Yes | No | Red-black tree map |
| HashSet | Set | No | No | No | Fast access ... |



