|  |  |
| --- | --- |
| **ArrayList** | **Vector** |
| Not synchronized | Synchronized |
| If capacity exceeded it increments the size by 50% | If capacity exceeded it increments the size by 100% |
| Faster | Slower |
| Uses iterator to traverse | Uses both iterator and enumeration to traverse |

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| --- | --- |
| **HashSet** | **SortedSet** |
| Unordered | Ordered |
| Faster | Slower |

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| --- | --- |
| **TreeSet** | **HashSet** |
| Slower | Faster |
| Ordered | Unordered |
| Doesn’t allow null objects | Allows null objects |
| Uses compareTo() to compare two objects | Uses equals() to compare two objects |

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| --- | --- |
| **Array** | **List** |
| Same data type | Ordered collection of elements |
| Random access | Sequential access |
| Consecutive in memory | Stored in different parts of memory |
| Slower | Faster |
| Static memory allocation | Dynamic memory allocation |

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| --- | --- |
| **List** | **Set** |
| Ordered | Not necessarily ordered |
| Allows duplicates | Doesn’t allow duplicates |

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| --- | --- |
| **NavigableSet** | **NavigableMap** |
| Unordered collection of elements | Collection of pairs of elements and keys |