Winston Wang

Mr. Kuszmaul

AP Computer Science

18 November 2014

Week 14 Vocab

1. Maps have a coordinate-value way of storing values, while hash tables have a key-value way of storing them
2. Each node on a map has two data points, the coordinate and the value, while queues only have one data point
3. Each node on a map has two data points, the coordinate and the value, while heaps only have one data point per node
4. In a map, values are not linked, while in a linked list, they are.
5. The time complexity for the find function of a map is O(log(n))
6. The tree depth values were stored on a map
7. Each node on a hash table has two data points, the coordinate and the value, while queues only have one data point per node
8. Each node on a hash table has two data points, the coordinate and the value, while heaps only have one data point per node
9. Linked lists are in order, while hash tables are not.
10. A hash table can be searched in log(n) time
11. The tree depth values were stored in a hash table
12. Queues are first in first out, while heaps are first in last out
13. Both queues and linked lists are ordered
14. A queue can be searched in log(n) time
15. The tree depth values were stored in a queue
16. Heaps are not ordered, while linked lists have nodes that are linked together
17. A heap can be searched in log(n) time
18. The tree depths were stored in a heap
19. The linked list can be searched in log(n) time.
20. The tree depths were stored in a linked list
21. The log of the tree depths gave no meaningful information