	Ordering	Random Access	Key-Value Pairs	Allows Duplicates	Allows Null Values	Thread Safe	Blocking Operations	Upper Bounds	Usage Scenarios	
						iviost Comm	only Known Co	DIJECTIONS	* Default choice of List implementation	
									* To store a bunch of things * Repetitions matters	
ArrayList	YES	YES	NO	YES	YES	NO	NO	NO	* Insertion order matters	
									* Best implementation in case of huge lists which are read intensive (elements are accessed more frequently than inserted deleted)	
HashMap	NO	YES	YES	NO	YES	NO	NO	NO	* Default choice of Map implementation	
·									Majorly used for simple in-memory caching purpose. Historical implementation of List	
Vector	YES	YES	NO	YES	YES	YES	NO	NO	* A good choice for thread-safe implementation	
Hashtable	NO	YES	YES	NO	NO	YES	NO	NO	* Similar to HashMap * Do not allow null values or keys	
						Most Talk	red About Colle	ctions	* Entire map is locked for thread safety	
						Wost Tail	ted About Colle	Cuoria	* To store bunch of things	
HashSet	NO	YES	NO	NO	YES	NO	NO	NO	* A very nice alternative for ArrayList if ** Do not want repetitions	
									** Ordering does not matter	
TreeSet	YES	YES	NO	NO	NO	NO	NO	NO	* To store bunch of things in sorted order * A very nice alternative for ArrayList if	
Hecoci	120	120	110	110	NO NO	110	110	110	** Do not want repetitions ** Sorted order	
									* Sequential Access	
I believed to be	VEO	NO	NO	V/E0	\/E0	NO	NO.	NO	* Faster adding and deleting of elements * Slightly more memory than ArrayList	
LinkedList	YES	NO	NO	YES	YES	NO	NO	NO	* Add/Remove elements from both ends of the queue	
									* Best alternative in case of huge lists which are more write intensive (elements added / deleted are more frequent than reading elements)	
									* Random Access * Faster searching and retrieval of elements	
ArrayDeque	YES	YES	NO	YES	NO	NO	NO	NO	* Add/Remove elements from both ends of the queue	
Stook	VEO	NO	NO	VEO	VEO	VEO	NO	NO	* Best alternative in case of huge lists which are more read intensive * Similar to a Vector	
Stack TreeMap	YES	NO YES	NO YES	YES NO	YES NO	YES	NO NO	NO NO	* Last-In-First-Out implementation * A very nice alternative for HashMap if sorted keys are important	
ттеемар	TES	TES	TES	NO	NO		Purpose Collec		A very flice alternative for Hashiwap it softed keys are important	
									* The keys that are not referenced will automatically become eligible for garbage collection	
WeakHashMap	NO	YES	YES	NO	YES	NO	NO	NO	* Usually used for advanced caching techniques to store huge data and	
									want to conserve memory * A Utility class provided to manipulate arrays	
Arrays	YES	YES	NO	YES	YES	NO	NO	YES	** Searching	
									** Sorting ** Converting to other Collection types such as a List	
									* Properties are exactly same as the Hashtable * Keys and Values are String	
Properties	NO	YES	YES	NO	NO	YES	NO	NO	* Can be loaded from a input stream	
		* Usually used to store application properties and configurations Thread Safe Collections								
									* A thread safe variant of ArrayList * Best use for	
CopyOnWriteArrayList	YES	YES	NO	YES	YES	YES	NO	NO	** Small lists which are read intensive	
									** requires thread-safety * A thread safe variant of Hashtable	
ConcurrentHashMap	NO	YES	YES	NO	NO	YES	NO	NO	* Best use for	
,									** requires thread-safety ** Better performance at high load due to a better locking mechanism	
ConcurrentSkipListMap	YES	YES	YES	NO	NO	YES	NO	NO	* A thread safe variant of TreeMap * Best use for	
Оопситентокірсізимар	120	120	120	NO	NO	120	110		** requires thread-safety	
									* A thread safe variant of TreeSet * Best use for	
ConcurrentSkipListSet	YES	NO	NO	NO	NO	YES	NO	NO	** Do not want repetitions	
									** Sorted order ** Requires thread-safety	
									* A thread-safe implementation of a Set * Best use for	
CopyOnWriteArraySet	YES	YES	NO	NO	YES	YES	NO	NO	** Small lists which are read intensive	
									** requires thread-safety ** Do not want repetitions	
									* A thread-safe variant of PriorityQueue * Best use for	
ConcurrentLinkedQueue	YES	NO	NO	YES	NO	YES	NO	NO	** Small lists	
									** No random access ** requires thread-safety	
									"* A thread-safe variant of LinkedList	
Concurrent intends	VEC	NO	NO	VEC	NO	VEC	NO	NO	* Best use for ** Small lists	
ConcurrentLinkedDeque	YES	NO	NO	YES	NO	YES	NO	NO	** No random access ** Insertions, retrieval on both sides of the queue	
									** requires thread-safety"	
						Bloc	king Collection	S	* Best use for Producer - Consumer type of scenarios with	
ArrayBlockingQueue	YES	NO	NO	YES	NO	YES	YES	YES	** Lower capacity bound ** Predictable capacity	
									* Has a bounded buffer. Space would be allocated during object creation	
									* Best use for Producer - Consumer type of scenarios with ** Large capacity bound	
LinkedBlockingQueue	YES	NO	NO	YES	NO	YES	YES	YES	** Unpredictable capacity	
LinkedTransferQueue	YES	NO	NO	YES	NO	YES	YES	YES	Upper bound is optional Can be used in situations where the producers should wait for	
LIIINEU I I AIISIEI QUEUE	150	NO	INO	150	NO	150	159	150	consumer to receive elements. e.g. Message Passing ** Best use for Producer - Consumer type of scenarios with	
PriorityBlockingQueue	YES	NO	NO	YES	NO	YES	YES	NO	** Large capacity bound	
				. = 0					** Unpredictable capacity ** Consumer needs elements in sorted order	
LinkedBlockingDeque	YES	NO	NO	YES	NO	YES	YES	YES	* A Deque implementation of LinkedBlockingQueue ** Can add elements at both head and tail	
									* Both producer and consumer threads will have to wait for a handoff to	
SynchronousQueue	YES	NO	NO	YES	NO	YES	YES	NO	occur. * If there is no consumer waiting. The element is not added to the	
									collection.	
DelayQueue	YES	NO	NO	YES	NO	YES	YES	NO	Similar to a normal LinkedBlockingQueue Elements are implementations of Delayed interface	
Dolaywood	IES	INO	INO	IES	NO	153	IES	NO	* Consumer will be able to get the element only when it's delay has expired	
						Source:	http://www.jan	eve.me/articl	es/which-java-collection-to-use	