

HashMap(C)1.2V

- DS-HashTable
- Insert Order not preserved, order based on Hashcode
- Duplicate keys not allowed, Duplicate value allowed
- Heterogenous objects allowed for both key and value
- Null is allowed for both Key & Value but only once
- Implements serializable, clonable but **not** Random Access
- Best for Freq search operation
- Every Method not synchronized
- High performance & Not thread safe

IdentityHashMap(C)1.4V

- DS-
- sorting order based on key
- Duplicate keys not allowed (Last duplicate key considered) Duplicate value allowed
- Heterogenous objects allowed for value only
- Null is allowed only once for Key & multiple times for Value
- **Implements serializable, clonable bt not Random Access?**
- **Best for Freq search operation**
- **Every Method not synchronized?**
- **High performance & Not thread safe?**

SortedMap(I)1.2V

- DS-
- sorting order based on key
- Duplicate keys not allowed, Duplicate value allowed ??
- Heterogenous objects allowed for both key and value??
- Null is allowed for both Key & Value but only once??
- Implements serializable, clonable but not Random Access?
- Best for Freq search operation
- Every Method not synchronized?
- High performance & Not thread safe?

HashTable1.0V

- DS- HashTable
- Insert order not Preserved & is based on Hashcode of keys
- Duplicate keys & Values not allowed
- Heterogenous objects are allowed for keys & values
- Null is not allowed as both keys & Values
- Implements serializable, clonable bt not Random Access
- Best for Freq search operation
- Every Method synchronized
- Thread safe & poor performance

WeakHashMap(C)1.2V

- DS- HashTable
- sorting order based on
- Duplicate keys not allowed (Last duplicate key considered) Duplicate value allowed
- Heterogenous objects allowed for value only
- Null is allowed only once for Key & multiple times for Value
- **Implements serializable, clonable bt not Random Access?**
- **Best 4 Freq search operation**
- **Every Method not synchronized?**
- **High performance & Not thread safe?**

NavigableMap(I)1.6V

- DS-
- **Insert order not Preserved**
- **Duplicate keys not allowed, Duplicate value allowed**
- **For NSO keys should be homogenous & comparable**
- **For CSO keys should not need to be homogenous & comparable**
- **Null is allowed for both Key & Value but only once??**
- **Implements serializable, clonable bt not Random Access?**
- **Best for Freq search operation?**
- **Every Method not synchronized?**
- **High performance & Not thread safe?**

TreeMap(C)1.2V

- DS- Red Black Tree
- Insert order not Preserved
- Duplicate keys not allowed, Duplicate value allowed
- For NSO keys should be homogenous & comparable
- For CSO keys should not need to be homogenous & comparable
- 1<sup>st</sup> Null is allowed for Key & no entry is allowed after that
- Any Number of Null is allowed as a Value
- **Implements serializable, clonable bt not Random Access?**
- **Best for Freq search operation?**
- **Every Method not synchronized?**
- **High performance & Not thread safe?**

Properties1.0V

- Key and value should be String
- **DS- Red Black Tree**
- **Insert order not Preserved**
- **Duplicate keys not allowed, Duplicate value allowed**
- **For NSO keys should be homogenous & comparable**
- **For CSO keys should not need to be homogenous & comparable**
- **Null is allowed for both Key & Value but only once??**
- **Implements serializable, clonable bt not Random Access?**
- **Best for Freq search operation?**
- **Every Method not synchronized?**
- **High performance & Not thread safe?**

LinkedHashMap(C)1.4V

- DS- (HashTable+ LinkedList)
- Insert Order preserved
- Duplicate keys not allowed, Duplicate value allowed
- Heterogenous objects allowed for both key and value??
- Null is allowed for both Key & Value but only once?
- Implements serializable, clonable bt not Random Access?
- Best for Frequent search operation?
- Every Method not synchronized ?
- High performance & Not thread safe?