Collections - meta

Queues	ArrayBlockingQueue, ConcurrentLinkedQueue, DelayQueue, LinkedBlockingDeque, LinkedBlockingQueue, LinkedTransferQueue, PriorityBlockingQueue, PriorityQueue, SynchronousQueue
Lists	ArrayList, LinkedList, CopyOnWriteArrayList
Sets	TreeSet, HashSet, LinkedHashSet, EnumSet, ConcurrentSkipListSet
Map	HashMap, ConcurrentHashMap, SortedMap, TreeMap, WeakHashMap, EnumMap, IdentityHashMap

At a high level, collections roughly fall into Lists, Queues, Maps or Sets

We also have to distinguish between concurrent collections and non-concurrent collections

java.util.concurrent - meta

Executor	ThreadPoolExecutor, ScheduledThreadPoolExecutor, ExecutorCompletionService
Queue	LinkedBlockingQueue, ArrayBlockingQueue, SynchronousQueue, PriorityBlockingQueue, DelayQueue
Synchronizers	CountdownLatch, CyclicBarrier, Semaphore, Phaser, Exchanger
Map	ConcurrentHashMap, ConcurrentSkipListSet

java.util.concurrent has some special items in there. I skip all the ones that come to mind (e.g. executors) and put in some that are somewhat fuzzy

Most common sychronizers methods

CountdownLatch	countdown, await(timeoutMs, TimeUnit)	Can only be used once. No RESET. Thread does not block on countdown, only on await
CyclicBarrier	CyclicBarrier(count), reset(), await(timeoutMs, TimeUnit)	Can be used multiple times