

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 synchronizers methods

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