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# Elementary Data Structures

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# Algorithms :: Elementary Data Structures

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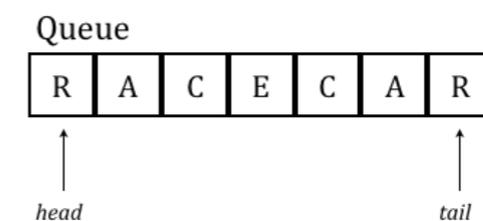
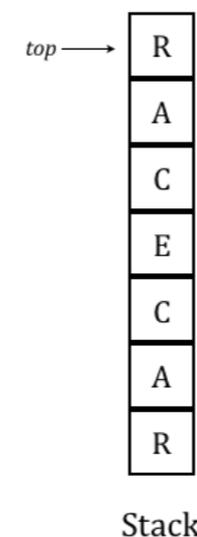
Algorithms are general recipes for solving problems **not** specific of any language or platform.

To study algorithms, we need something for them to act upon.  
That brings up **Data Structures**.

As with algorithms themselves, data structures present the same challenges:

Challenges:

- Correctness
- Efficiency
- Applicability



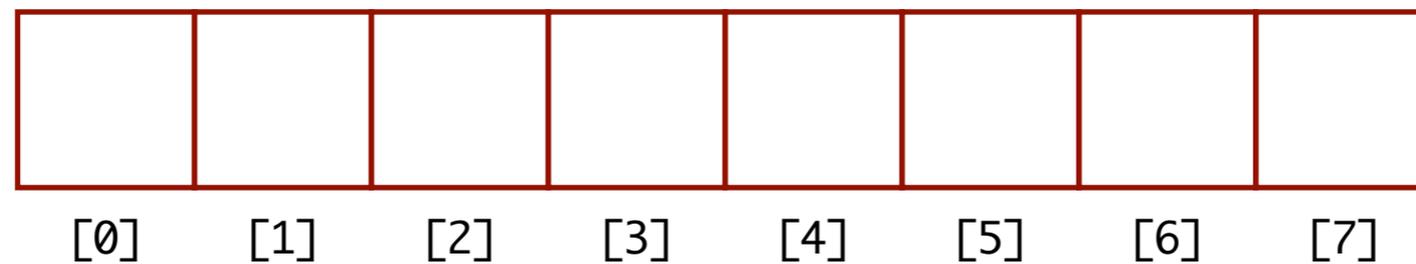
# Algorithms :: Elementary Data Structures

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## Elementary Data Structures

- Lists
- Stacks
- Queues
- ?

But before we get to those, consider the **array** data type.



This is an array of **length 8** indexed from **0** to **7**.  
We could fill this array with data, for example ...

# Arrays

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We could fill this array with eight James Bond movie names.

```
string bondFilms[8] = { };  
bondFilms[0] = "Dr. No";  
bondFilms[1] = "From Russia with Love";  
bondFilms[2] = "Goldfinger";  
bondFilms[3] = "On Her Majesty's Secret Service";  
bondFilms[4] = "The Spy Who Loved Me";  
bondFilms[5] = "Moonraker";  
bondFilms[6] = "For Your Eyes Only";  
bondFilms[7] = "GoldenEye";
```

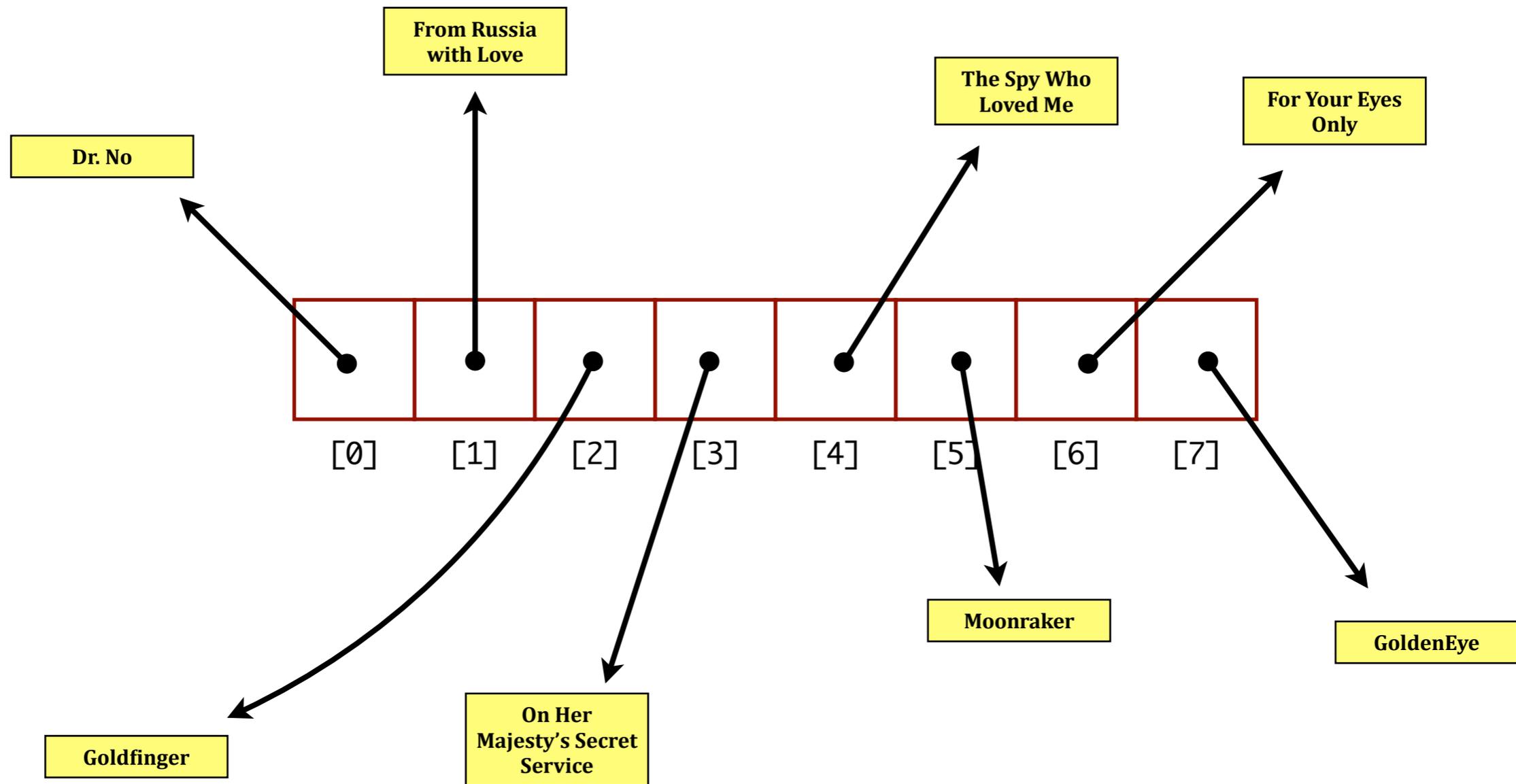
|        |                             |            |  |                            |           |                       |           |
|--------|-----------------------------|------------|--|----------------------------|-----------|-----------------------|-----------|
| Dr. No | From<br>Russia<br>with Love | Goldfinger | On Her<br>Majesty's<br>Secret<br>Service | The Spy<br>Who<br>Loved Me | Moonraker | For Your<br>Eyes Only | GoldenEye |
| [0]    | [1]                         | [2]        | [3]                                      | [4]                        | [5]       | [6]                   | [7]       |

In this example, we have an array of string (text) values. We can have arrays of other data types, including pointers.

# Arrays

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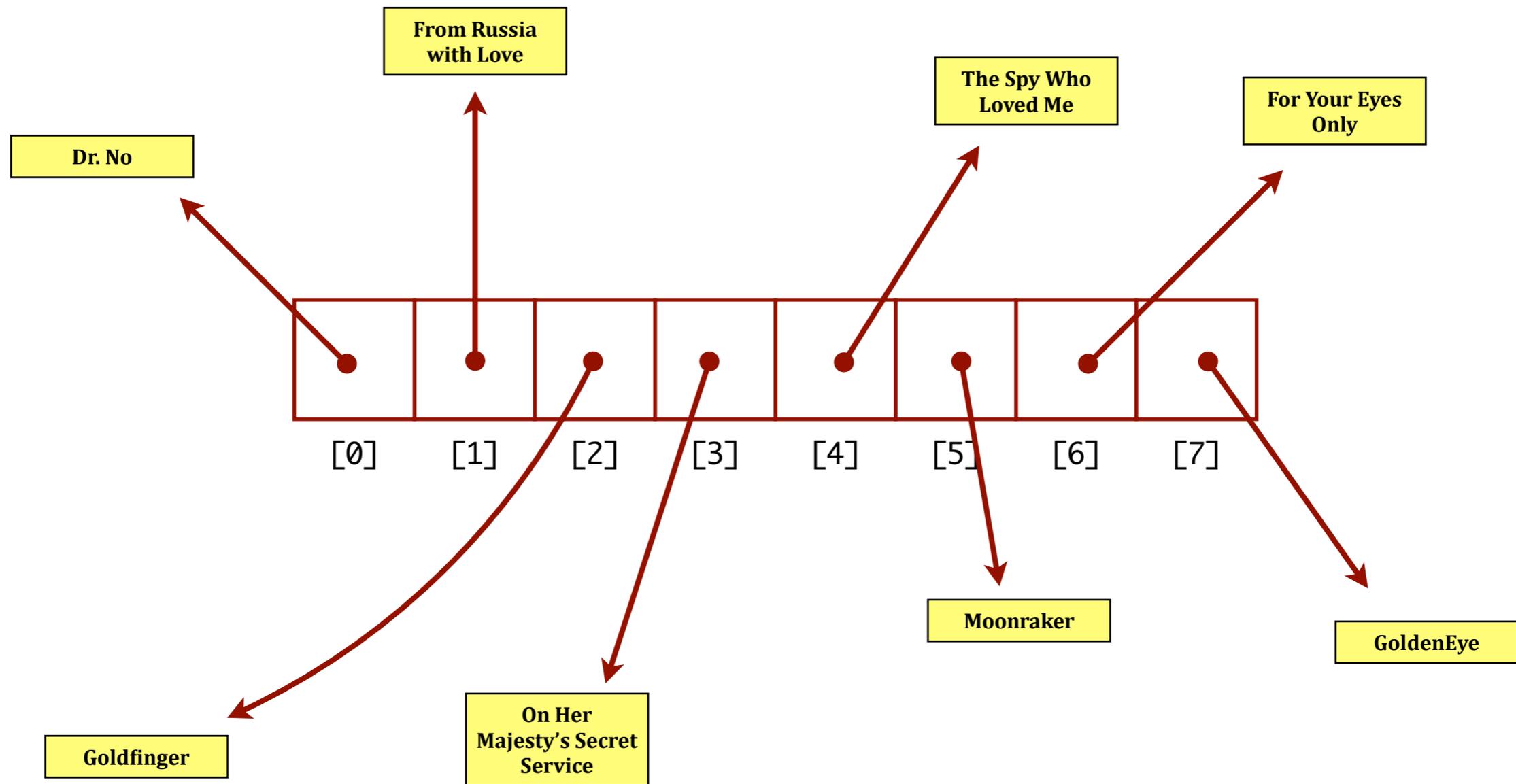
We could fill this array with pointers to objects representing eight James Bond movie names.



# Arrays

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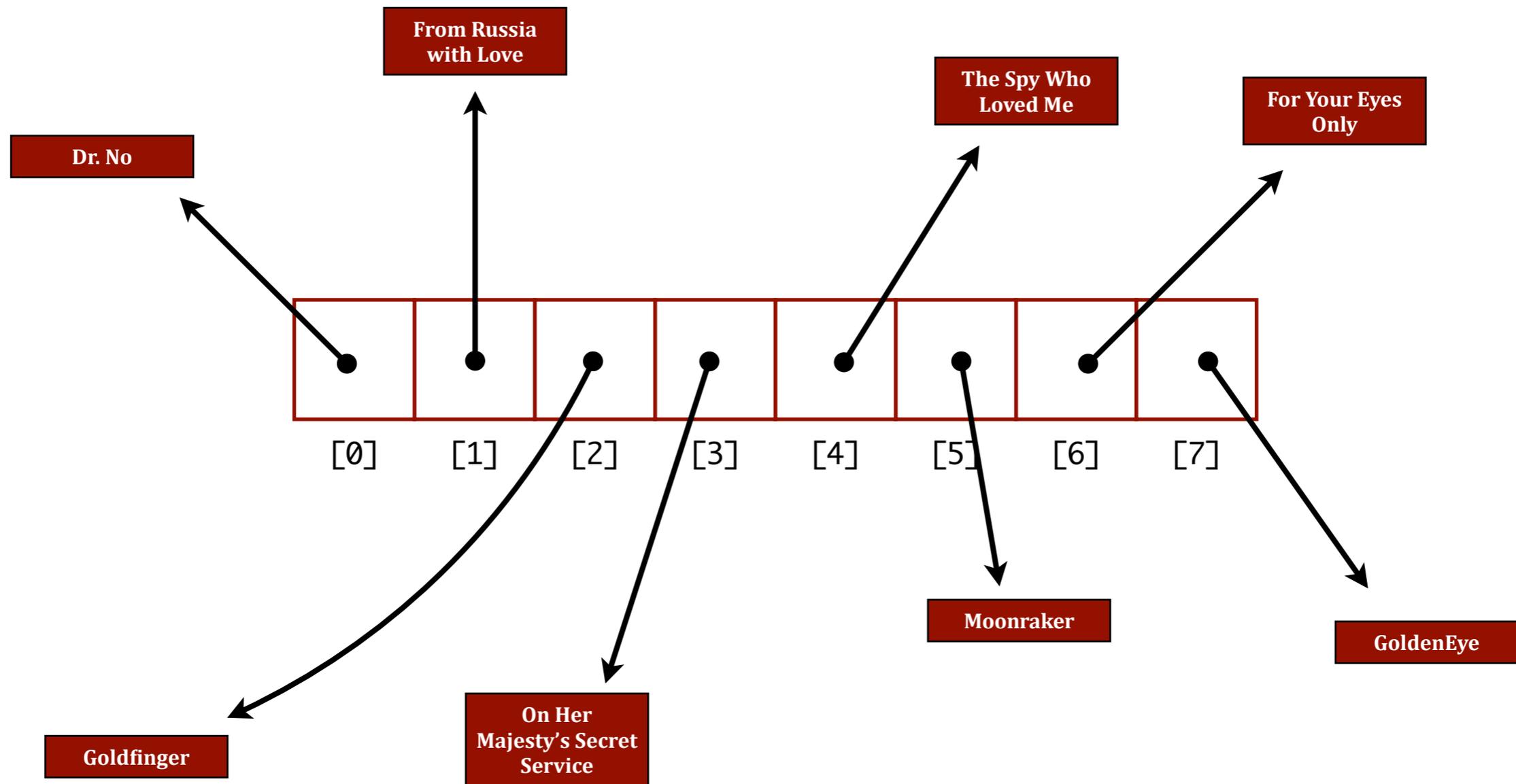
We could fill this array with **pointers** to objects representing eight James Bond movie names.



# Arrays

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We could fill this array with pointers to **objects** representing eight James Bond movie names.



# Lists

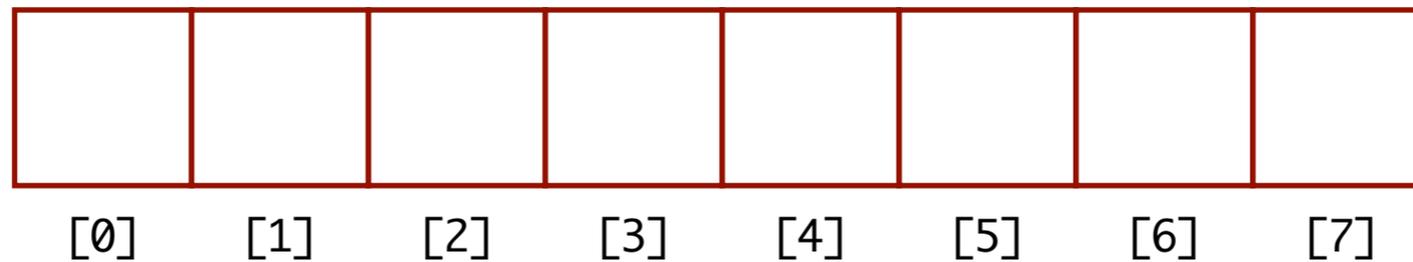
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## Elementary Data Structures

- Lists
- Stacks
- Queues
- ?



**Q:** Does an array work for a list?



**A:** It certainly can.

Especially if we know in advance how many items we want to store in the list.

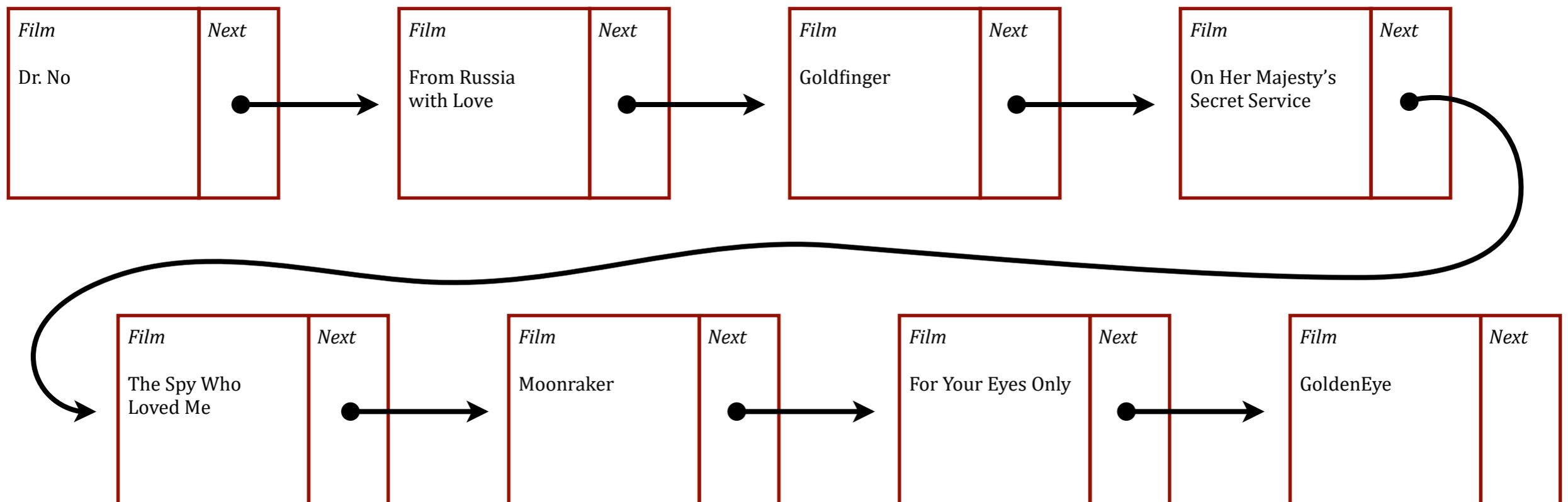
But what if we need to be more flexible?

# Linked Lists

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For flexibility, we need a linked list.

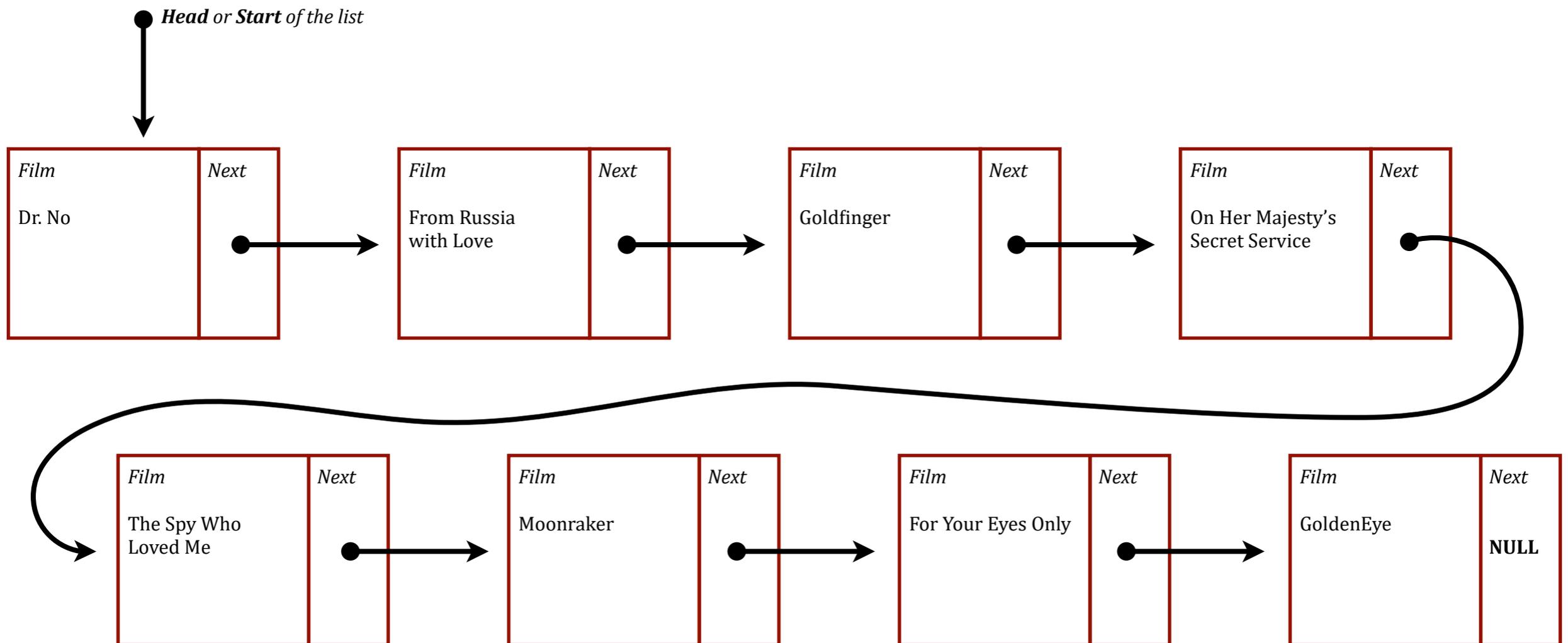
It's a **list...** of **linked** objects.



# Linked Lists

We need to know the **head** or **start** of the list.

We also need to denote that the last item has no *Next* pointer.

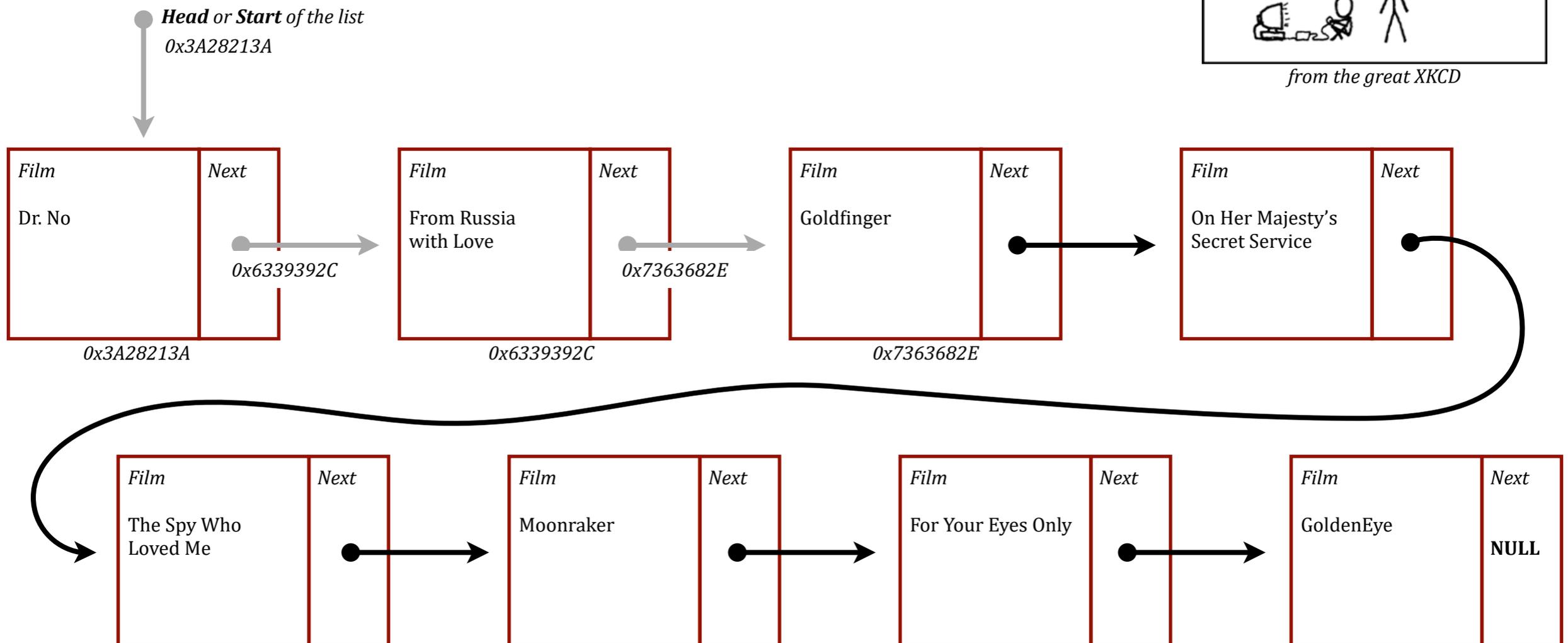


# Linked Lists

Pointers are really addresses in memory.

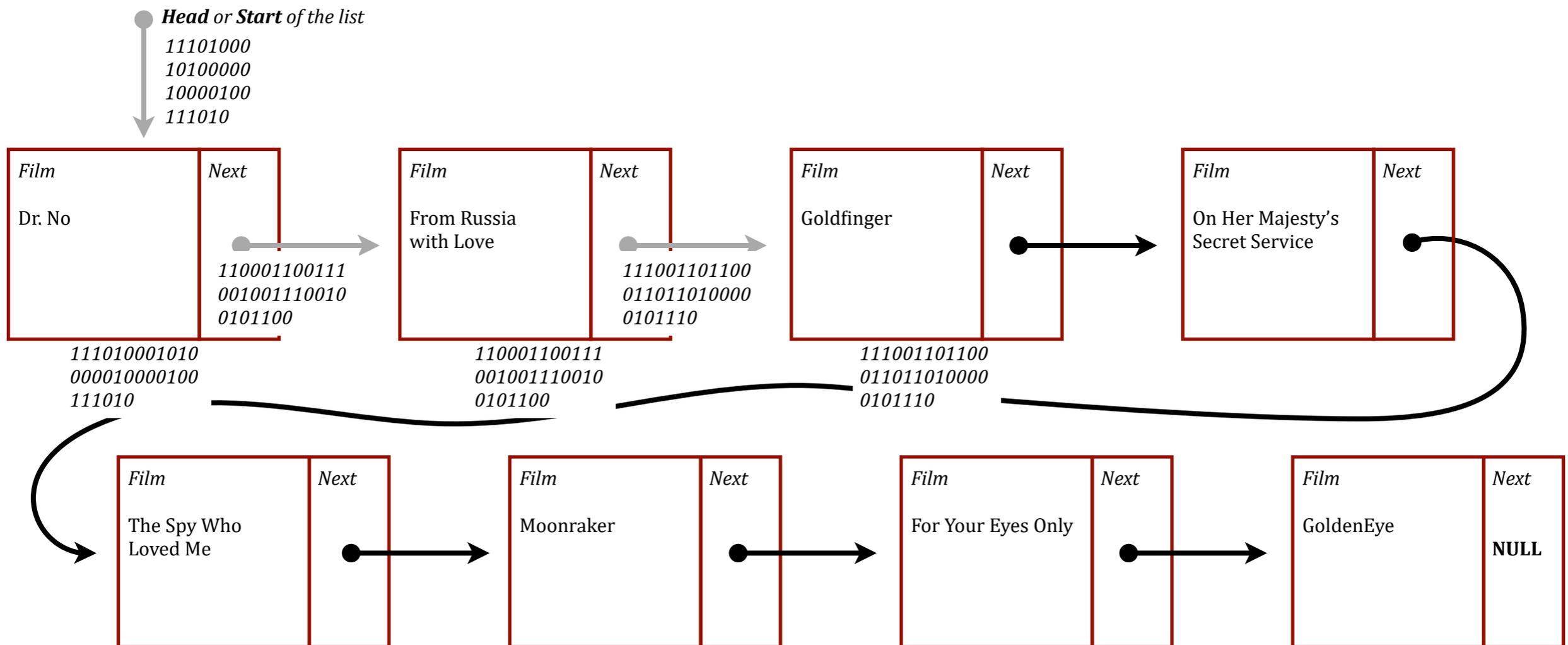


from the great XKCD



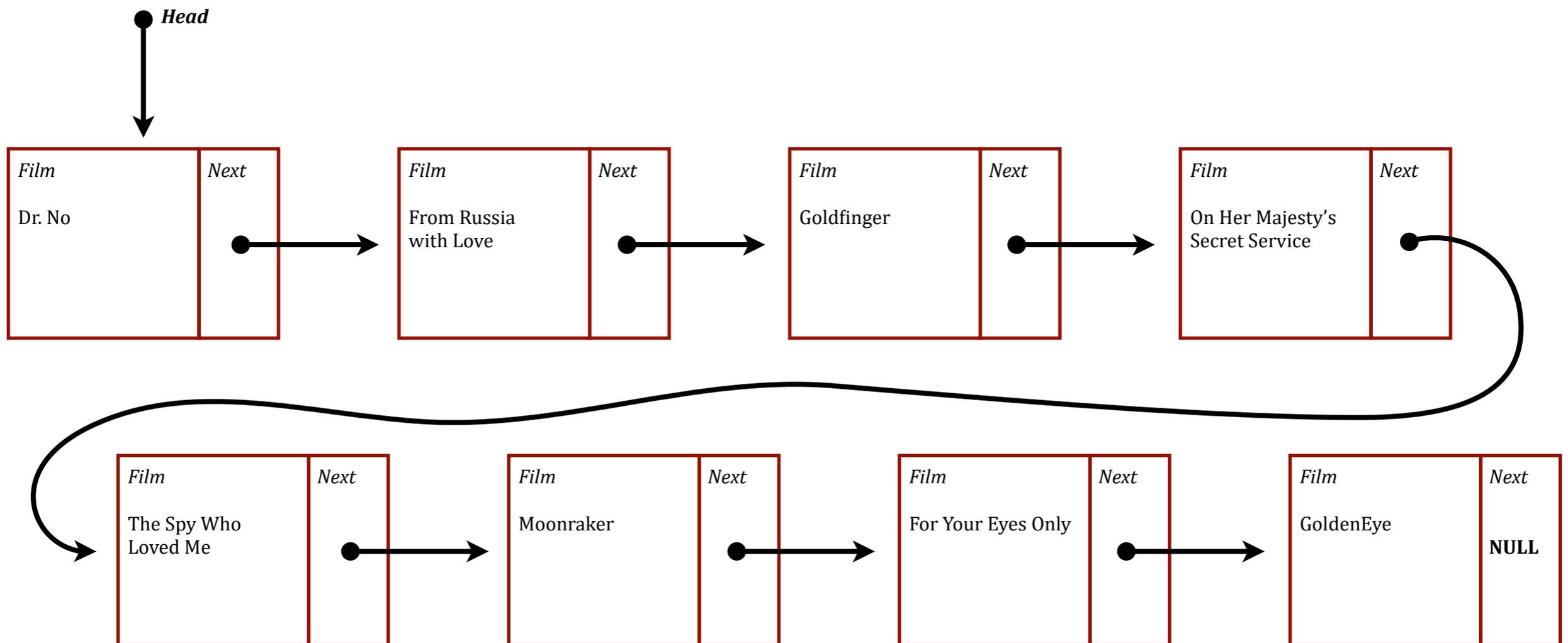
# Linked Lists

Pointers are really addresses in memory.  
Those hexadecimal addresses are really just shorthand for binary.



# Linked Lists

We can use linked lists to build elementary data structures.

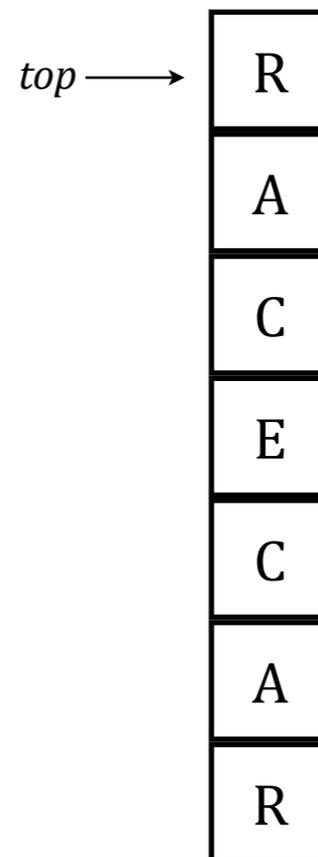


# Stacks

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## Elementary Data Structures

- Lists
- Stacks
- Queues
- ?



Stack

# Stack

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A stack is an abstract data type that supports the following operations:

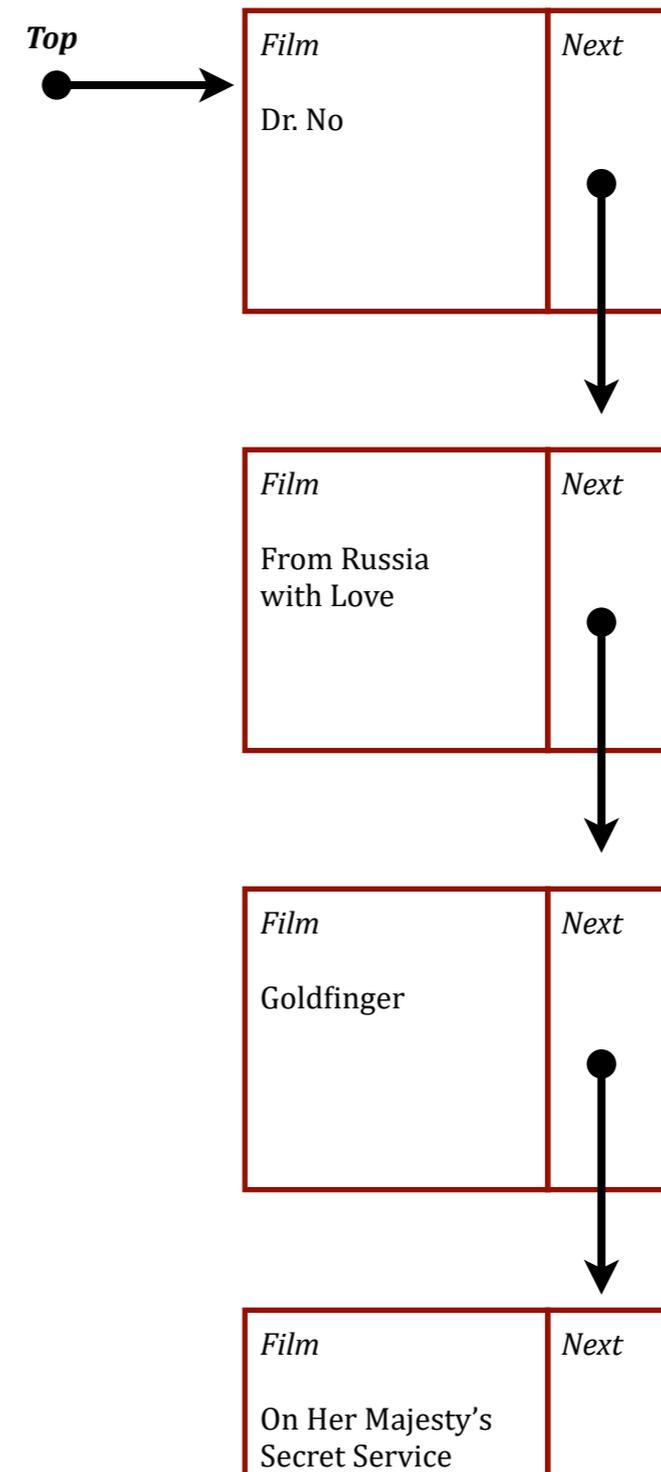
- Push - add an element to the top of the stack
- Pop - remove an element from the top of the stack
- isEmpty - check to see whether or not the stack is empty



# Stack

## Operations:

- Push
- Pop
- isEmpty

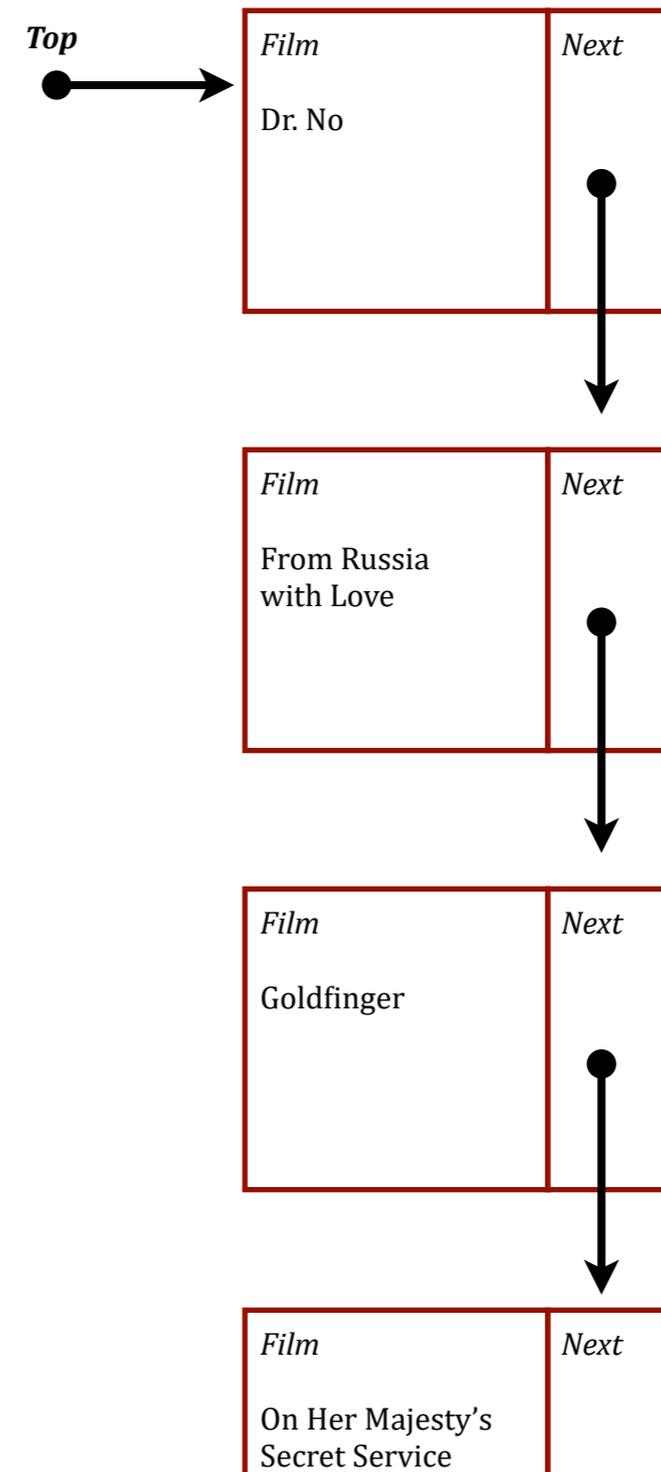


# Stack

Operations:

- Push
- **Pop**
- isEmpty

`m = stack.pop()`

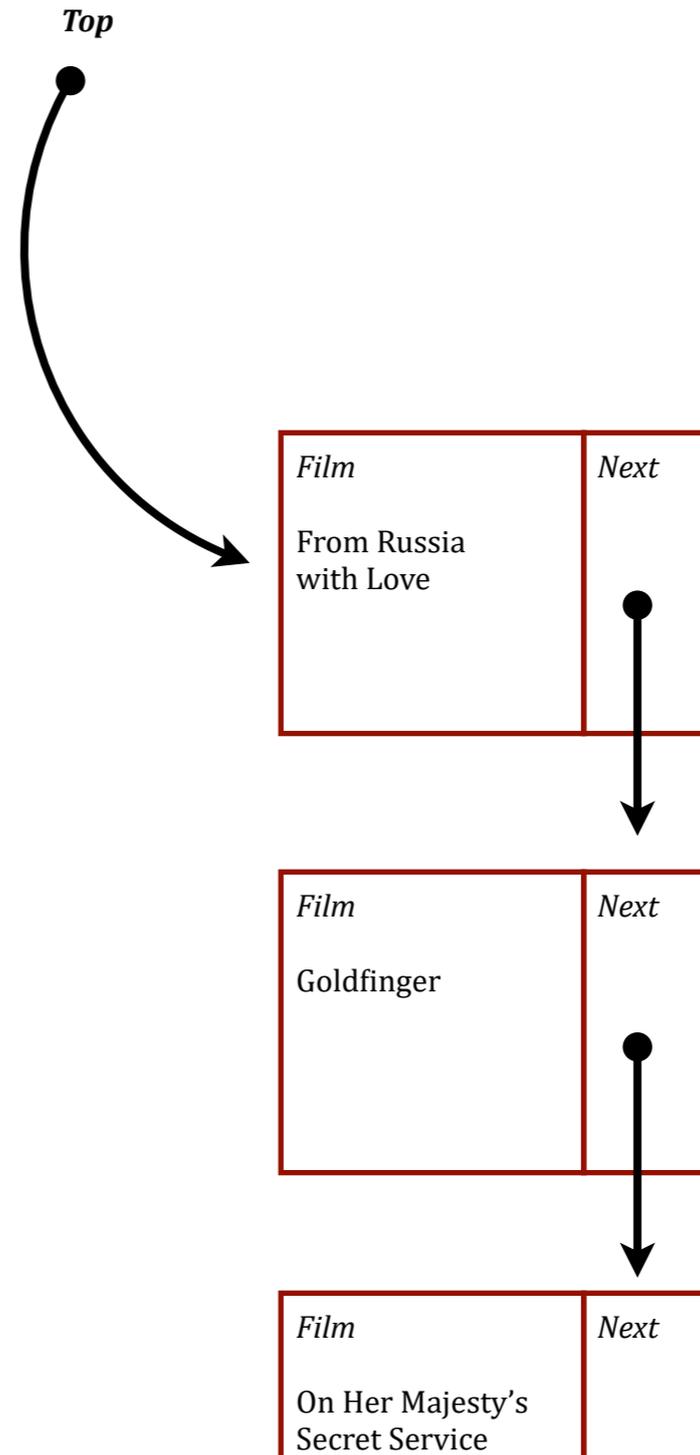
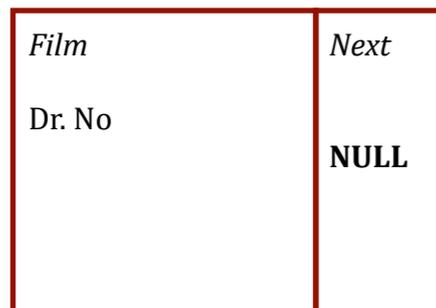


# Stack

Operations:

- Push
- **Pop**
- isEmpty

`m = stack.pop()`

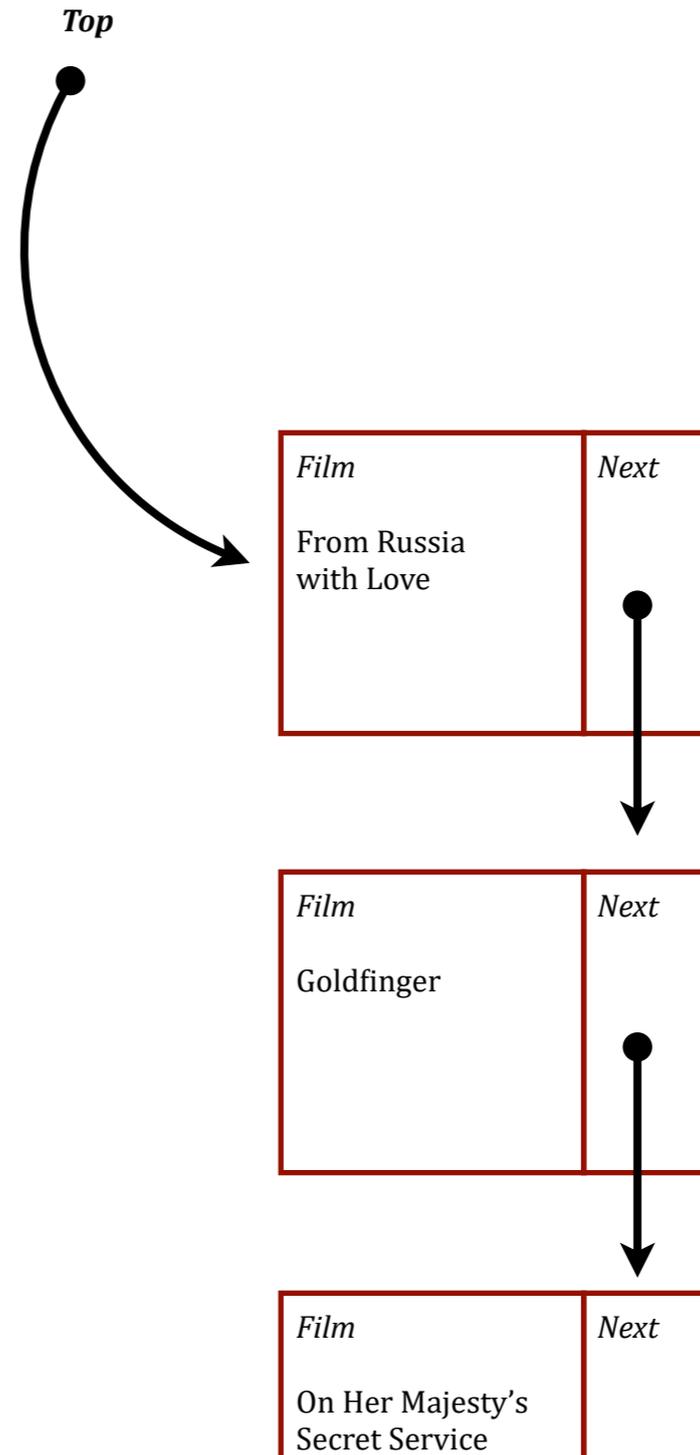
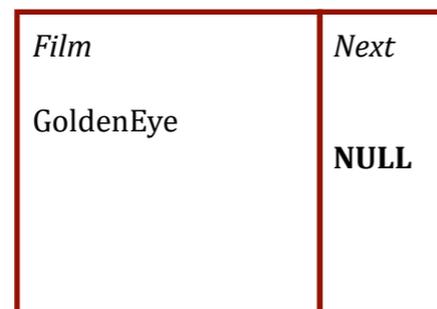


# Stack

Operations:

- **Push**
- Pop
- isEmpty

`stack.push(GoldenEye)`

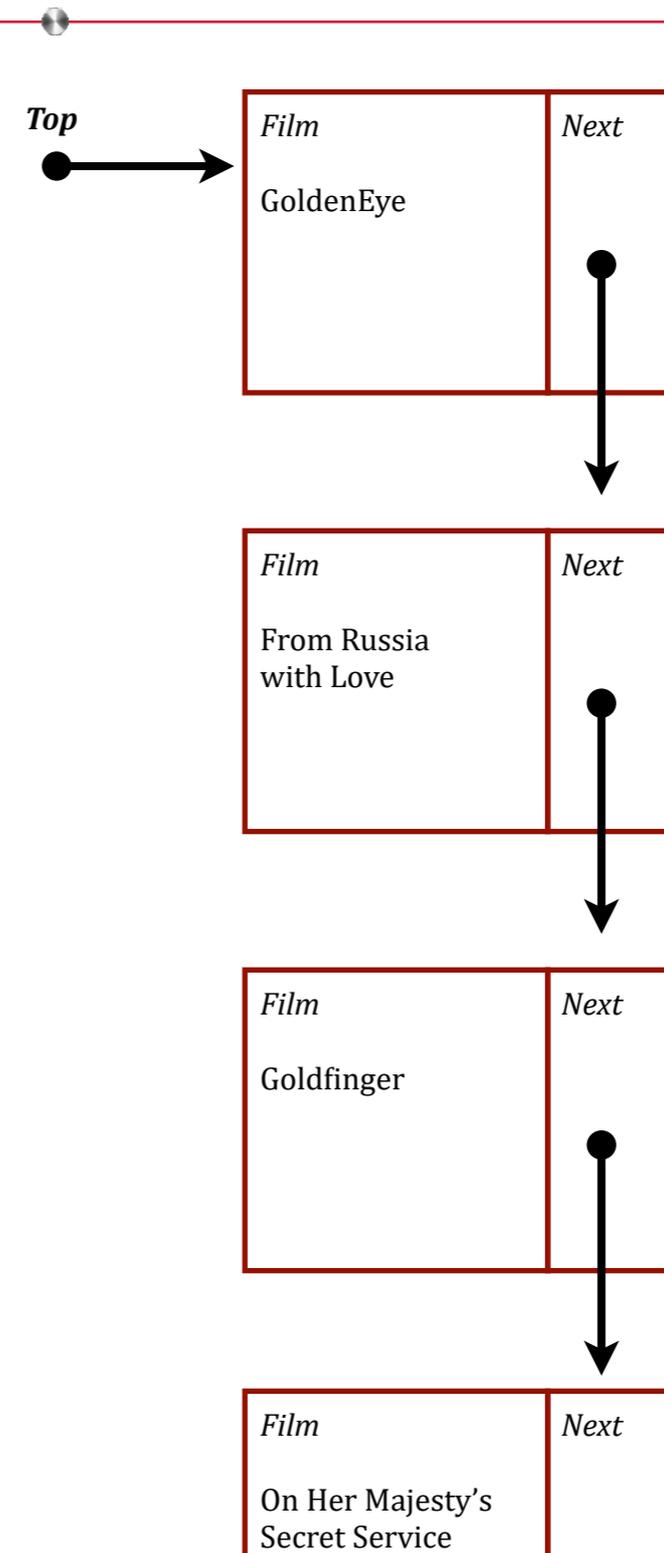


# Stack

Operations:

- **Push**
- Pop
- isEmpty

`stack.push(GoldenEye)`





# Queue

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A queue is an abstract data type that supports the following operations:

- Enqueue - add an element to the back of the queue
- Dequeue - remove an element from the front of the queue
- isEmpty - check to see whether or not the queue is empty

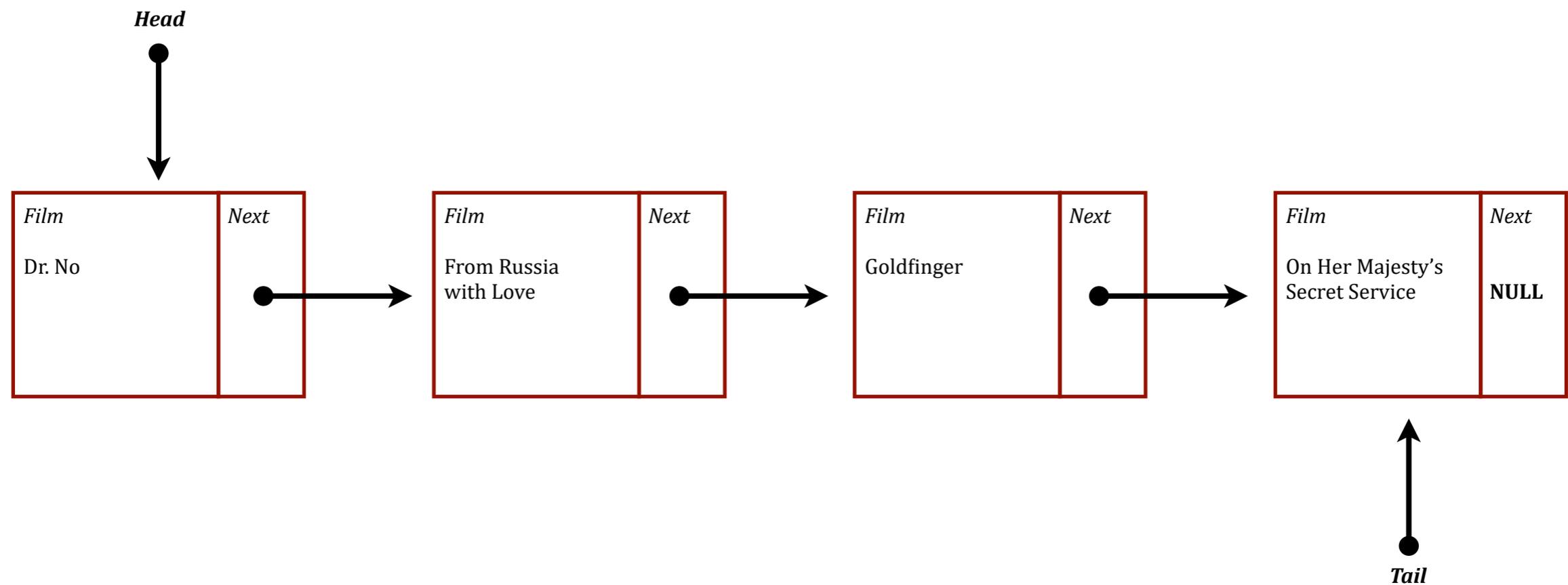


# Queue

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## Operations:

- Enqueue
- Dequeue
- isEmpty



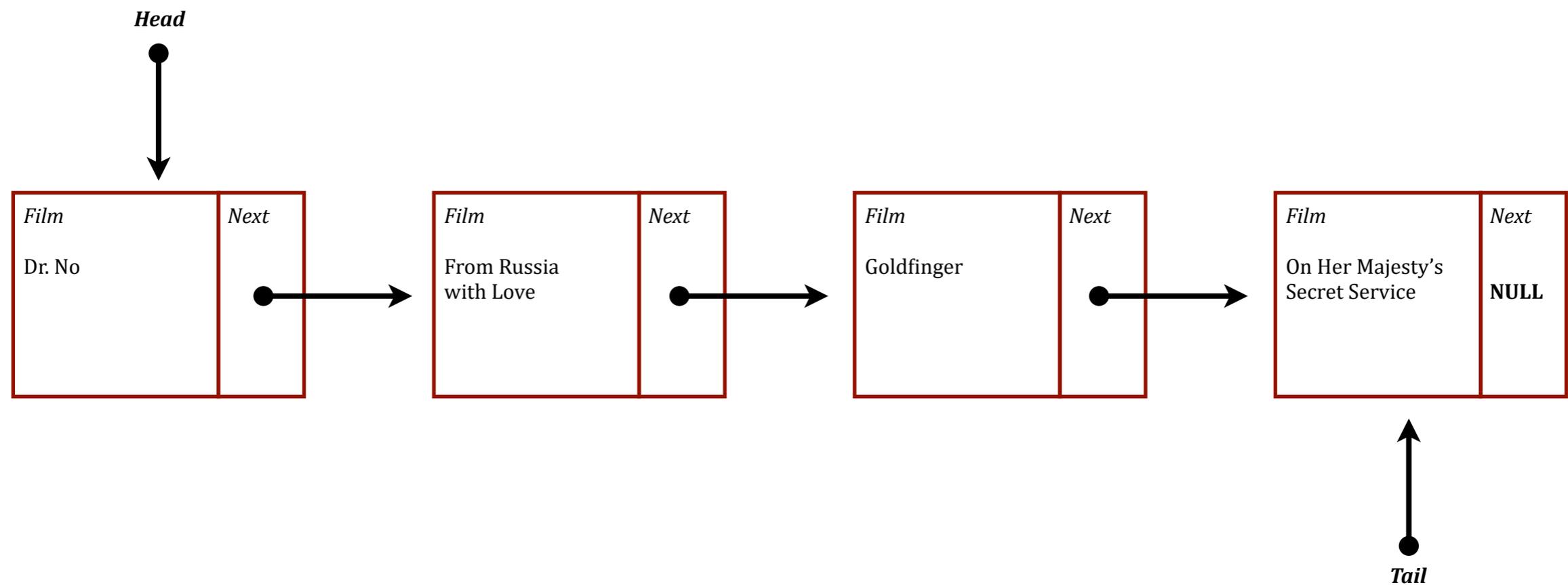
# Queue

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Operations:

- Enqueue
- **Dequeue**
- isEmpty

`m = queue.dequeue()`

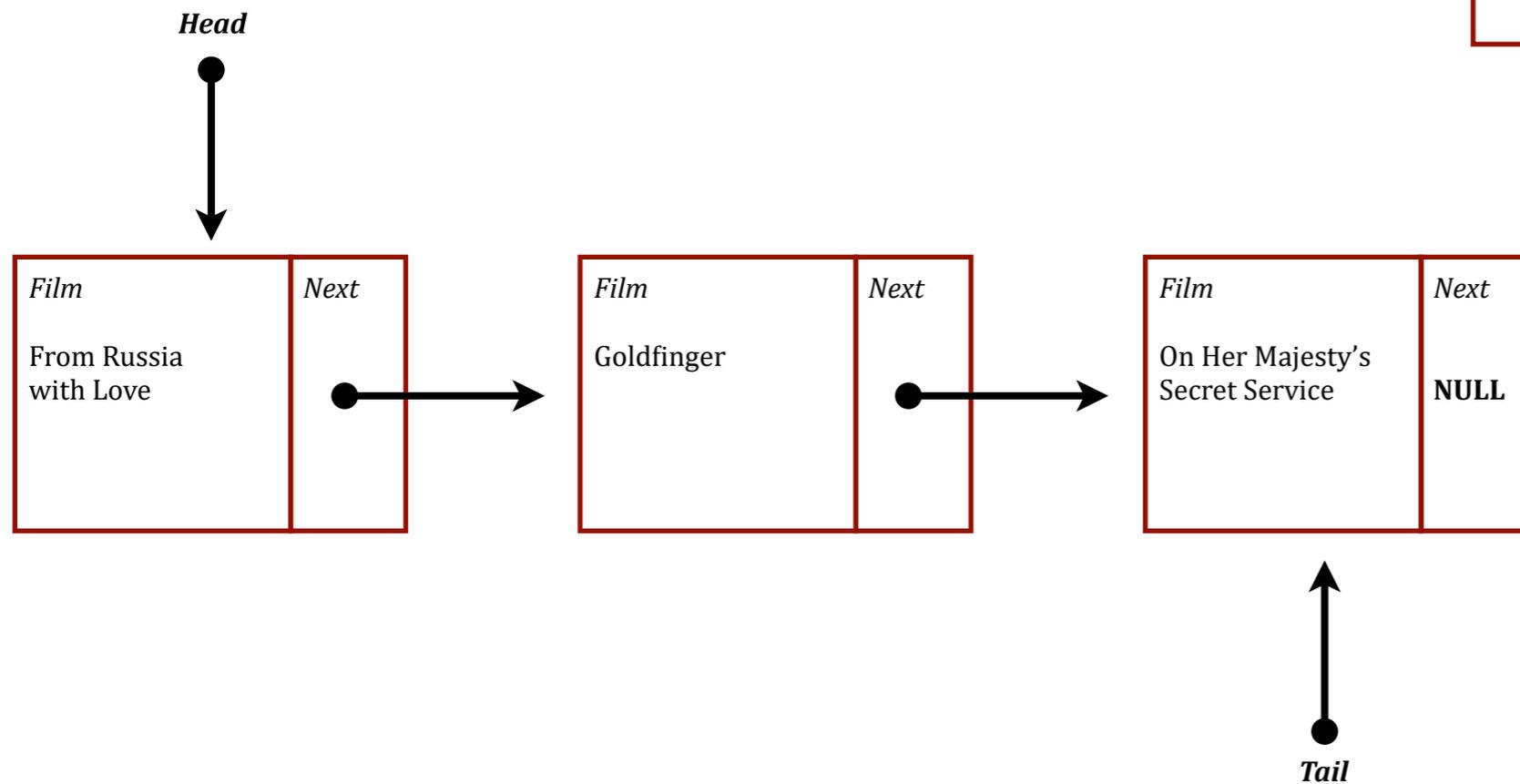
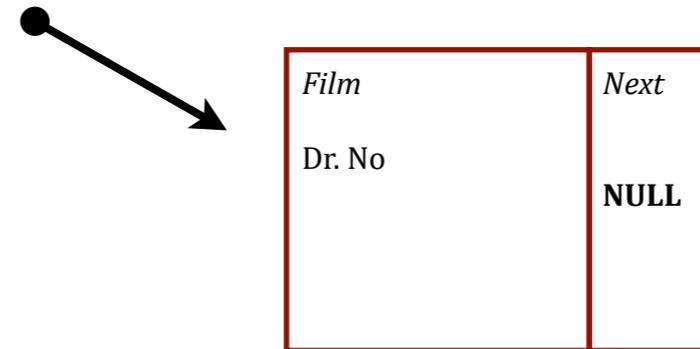


# Queue

Operations:

- Enqueue
- **Dequeue**
- isEmpty

`m = queue.dequeue()`



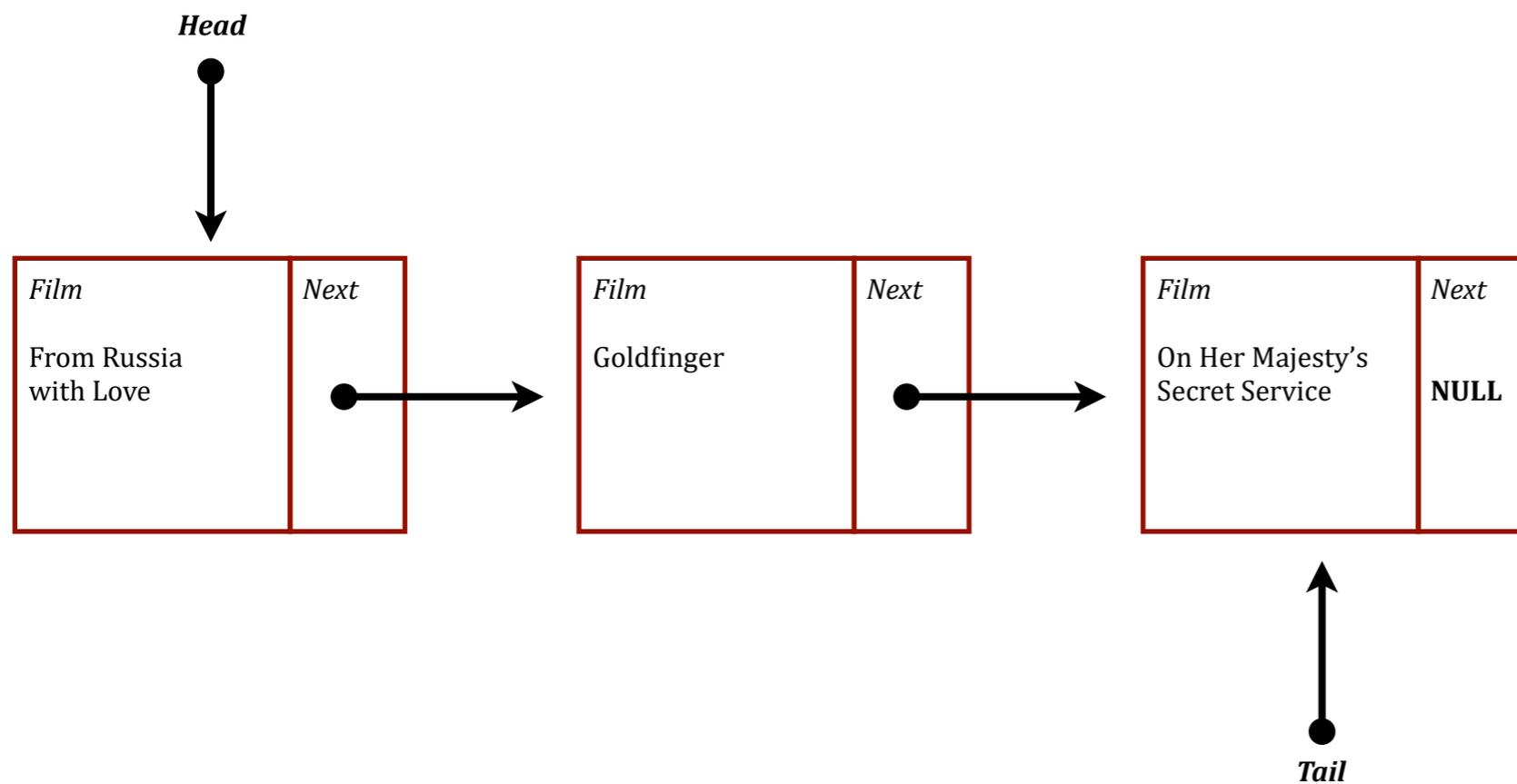
# Queue

Operations:

- **Enqueue**
- Dequeue
- isEmpty

```
queue.enqueue(GoldenEye)
```

| <i>Film</i> | <i>Next</i> |
|-------------|-------------|
| GoldenEye   | NULL        |

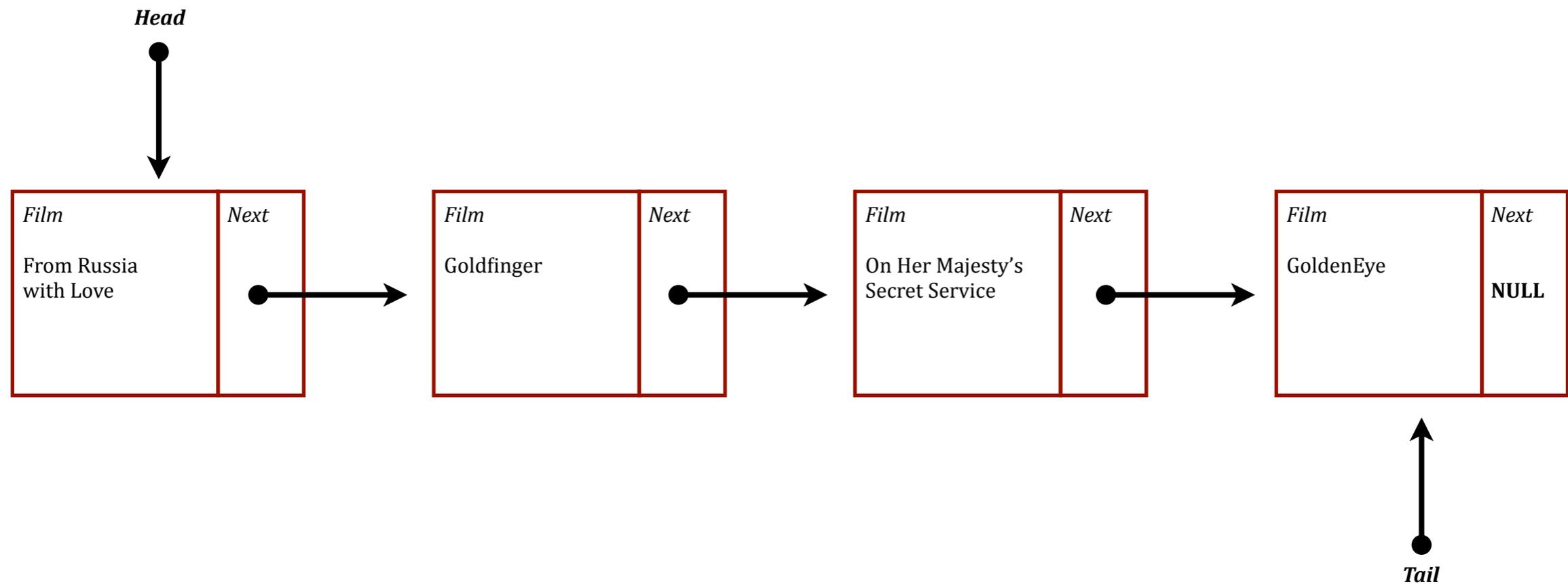


# Queue

Operations:

- **Enqueue**
- Dequeue
- isEmpty

```
queue.enqueue(GoldenEye)
```



# Algorithms :: Performance Characteristics

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What's the “Big Oh” of these operations?

- Lists
  - add
  - remove
- Stacks
  - push
  - pop
  - isEmpty
- Queues
  - enqueue
  - dequeue
  - isEmpty

# Algorithms :: Wait... more?

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## Elementary Data Structures

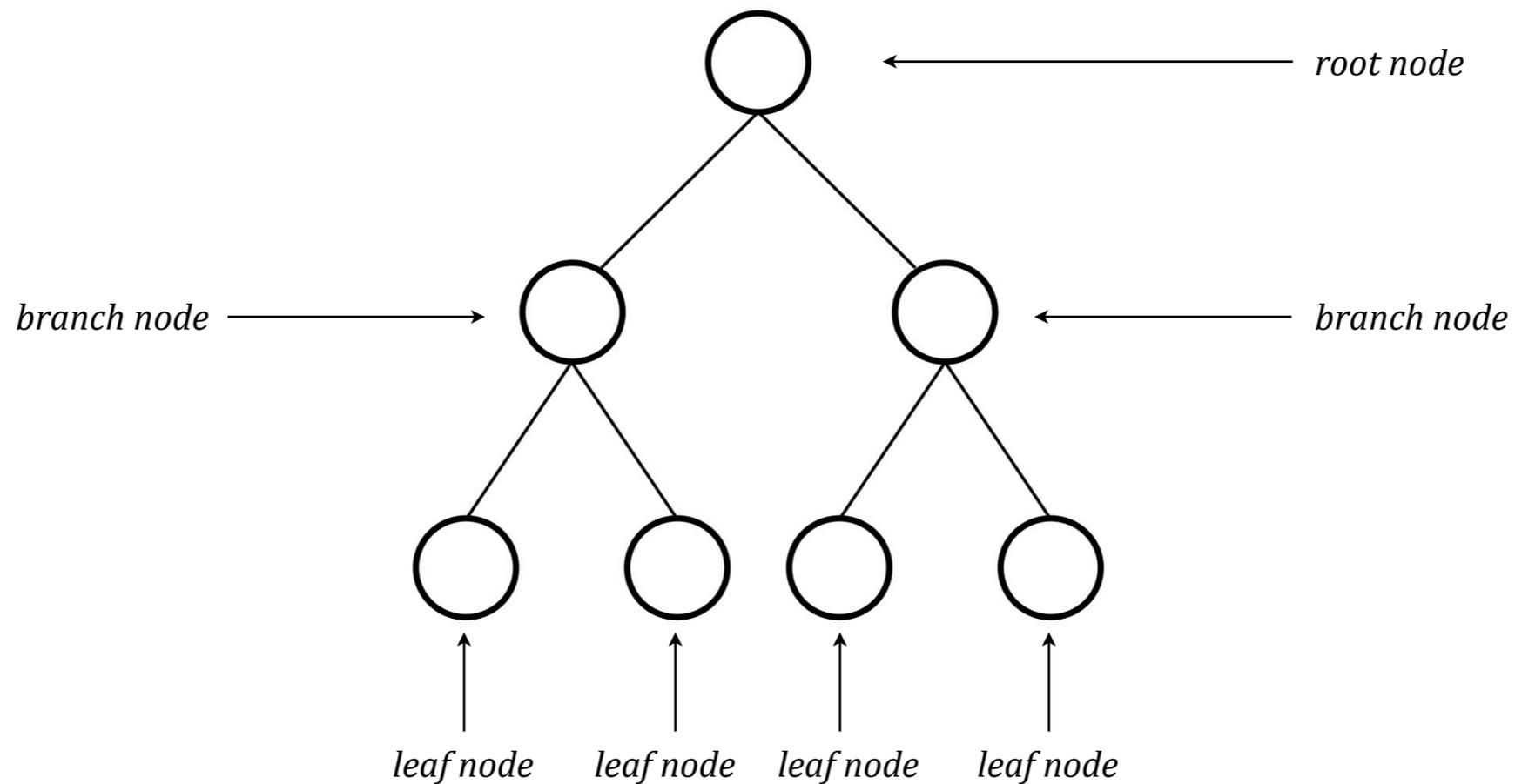
- Lists
- Stacks
- Queues
- ?

# Algorithms :: More?

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## Elementary Data Structures

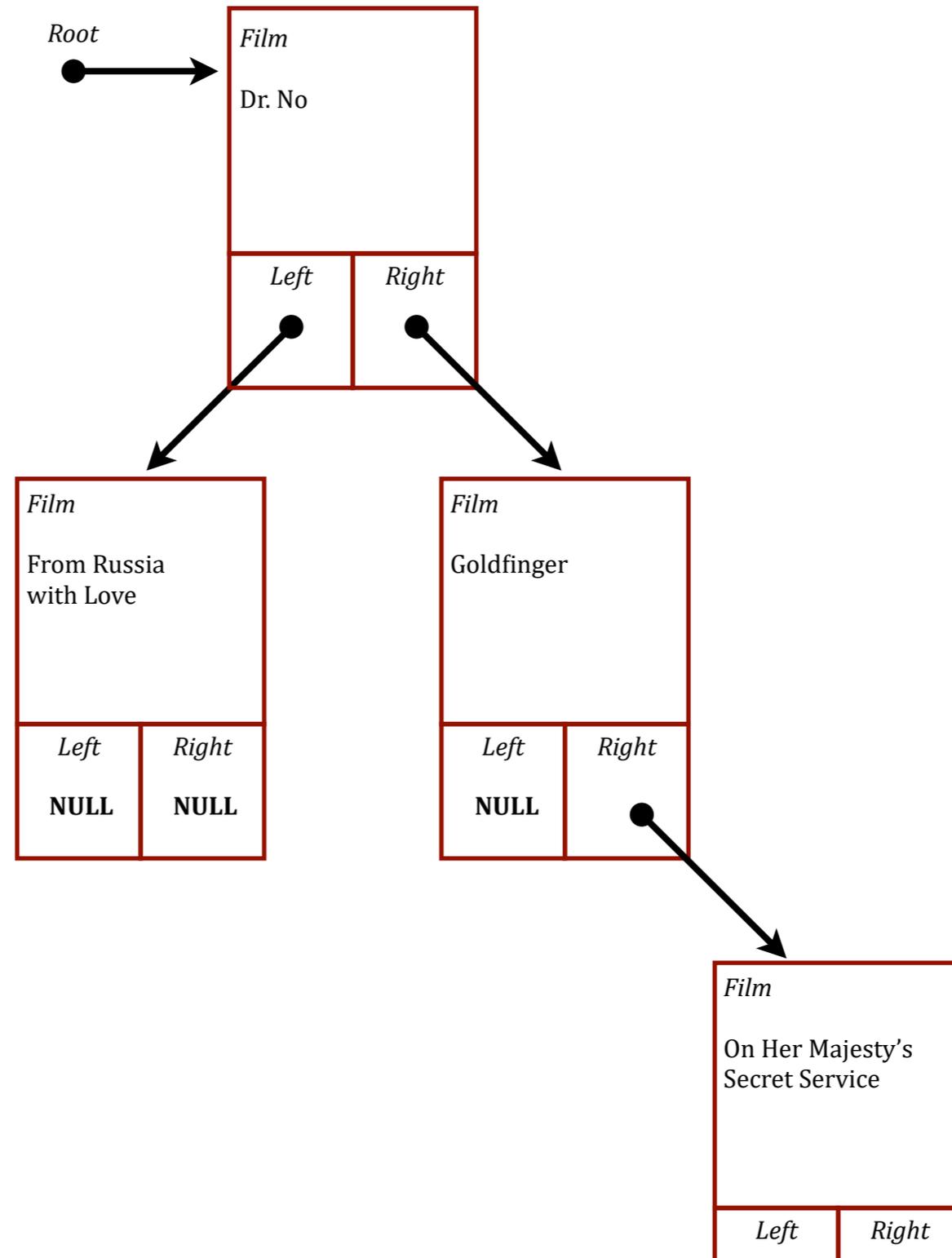
- Lists
- Stacks
- Queues
- Trees



# Tree

## Operations:

- Insert
- Delete
- Traverse
- isEmpty



# Tree

## Operations:

- Insert
- Delete
- Traverse
- isEmpty

