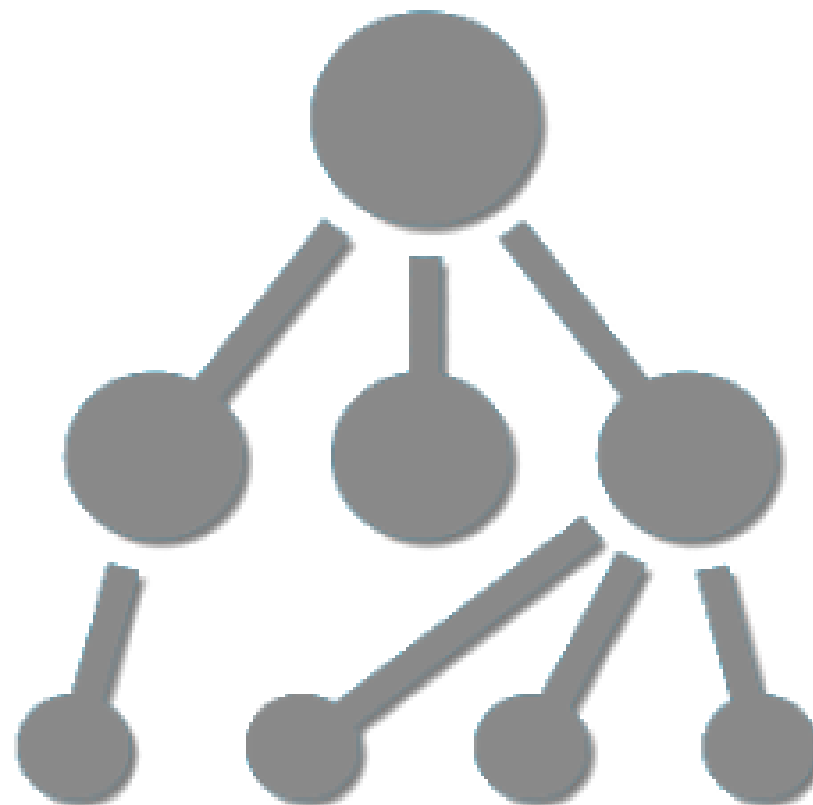


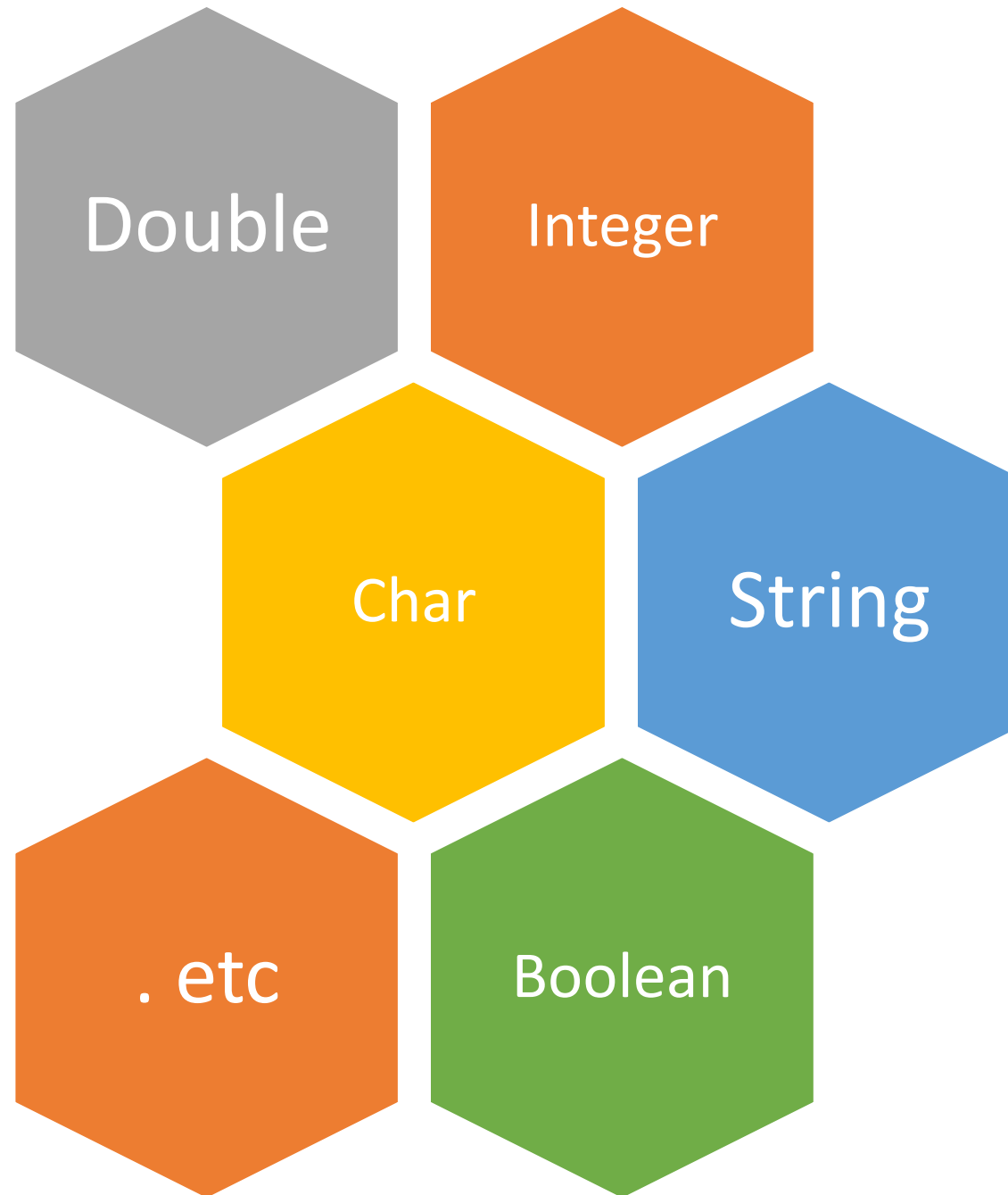


DATA STRUCTURE

Safaa Jassim

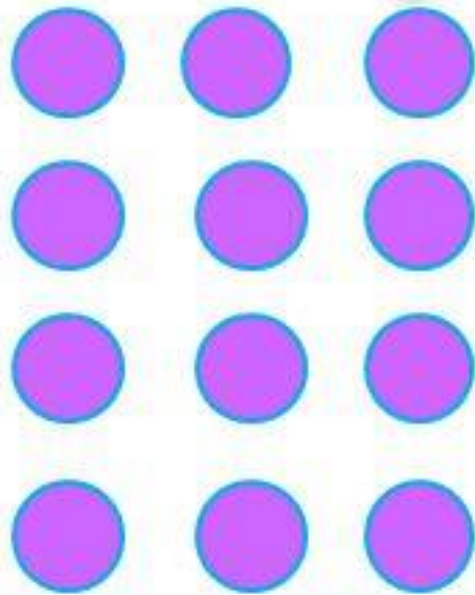
هذه الملاحظات المستخدمة في الدورة

اضغط [هنا](#) للانتقال الى الدورة



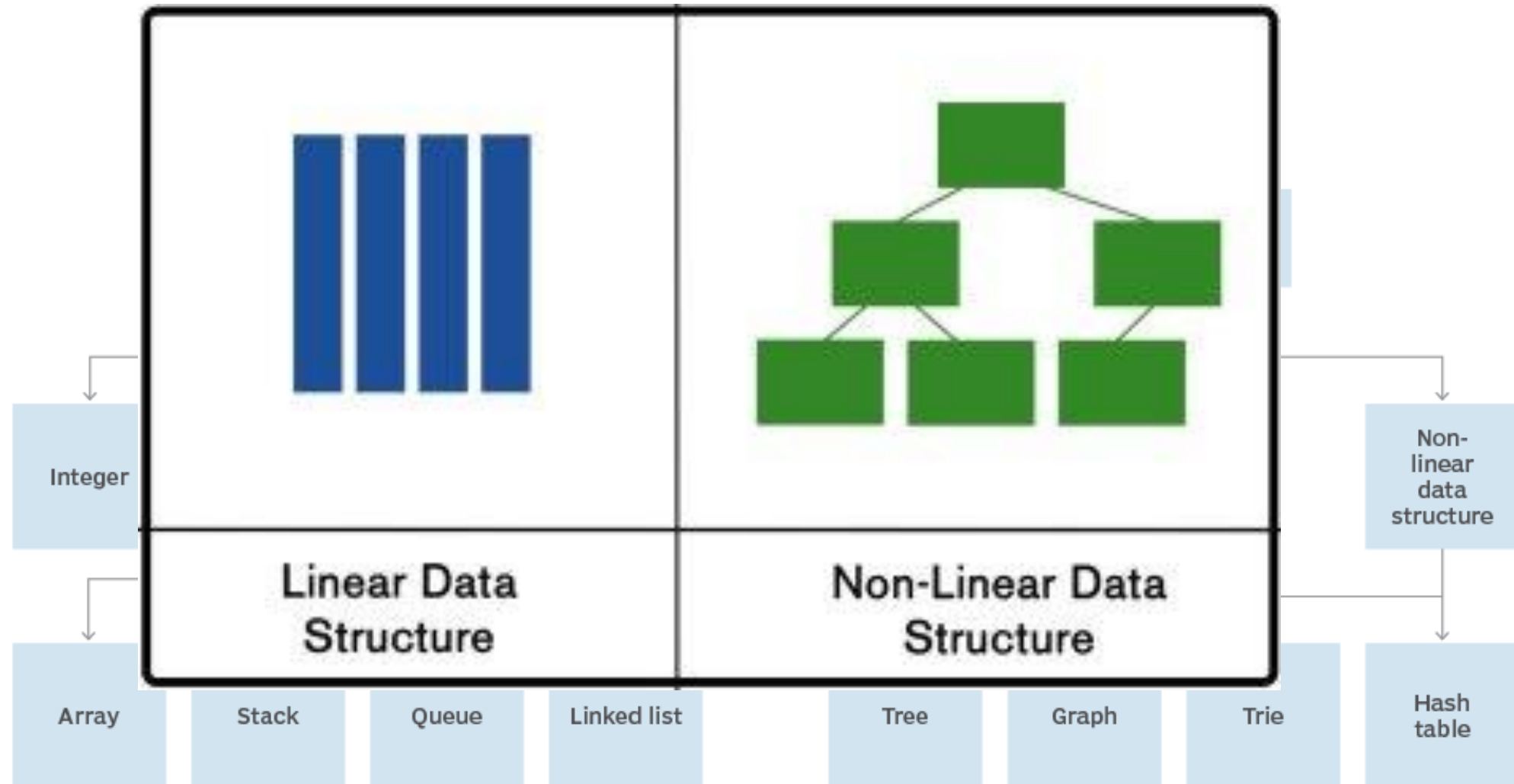
Arrays

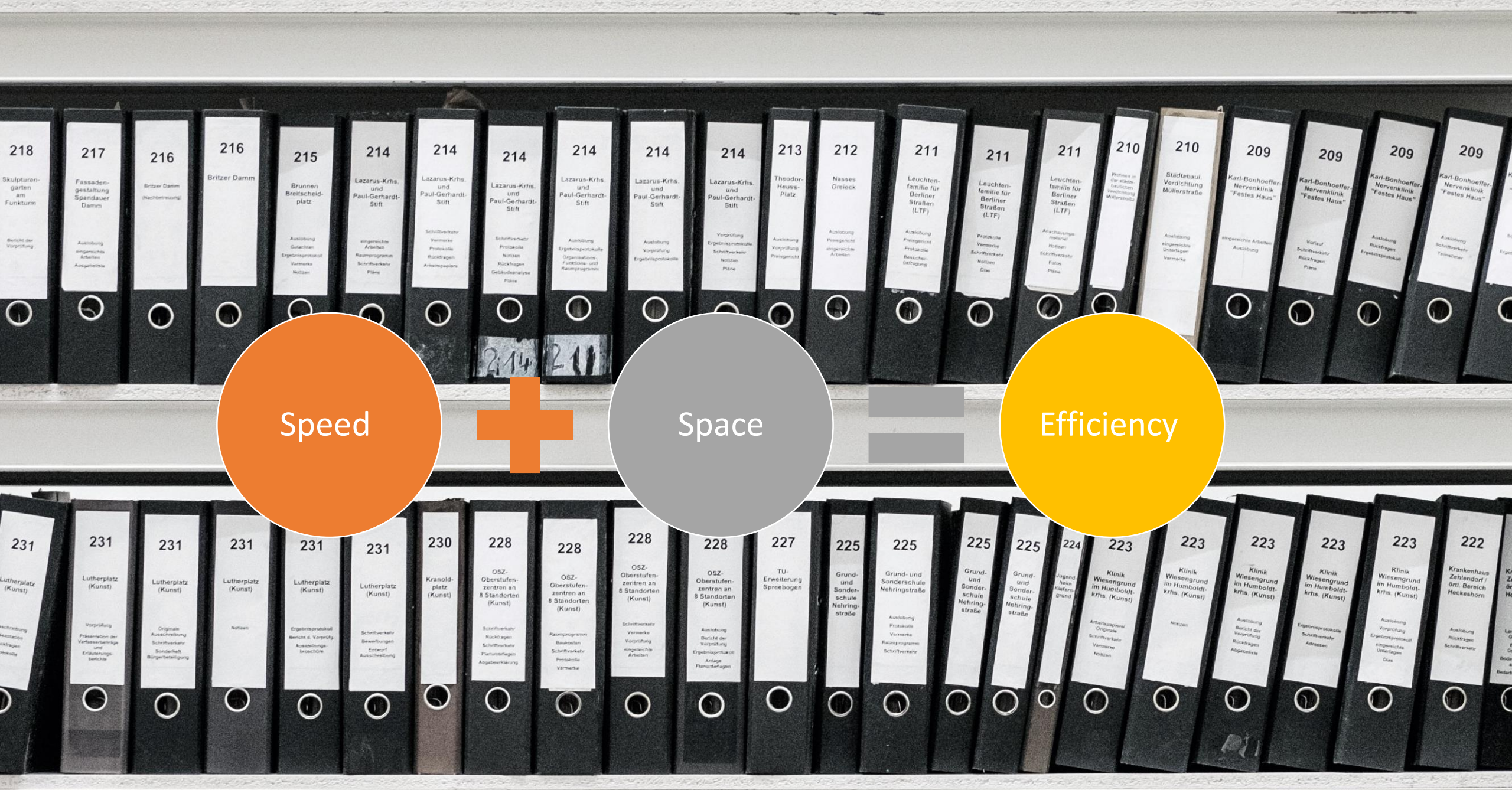
$$4 \times 3$$

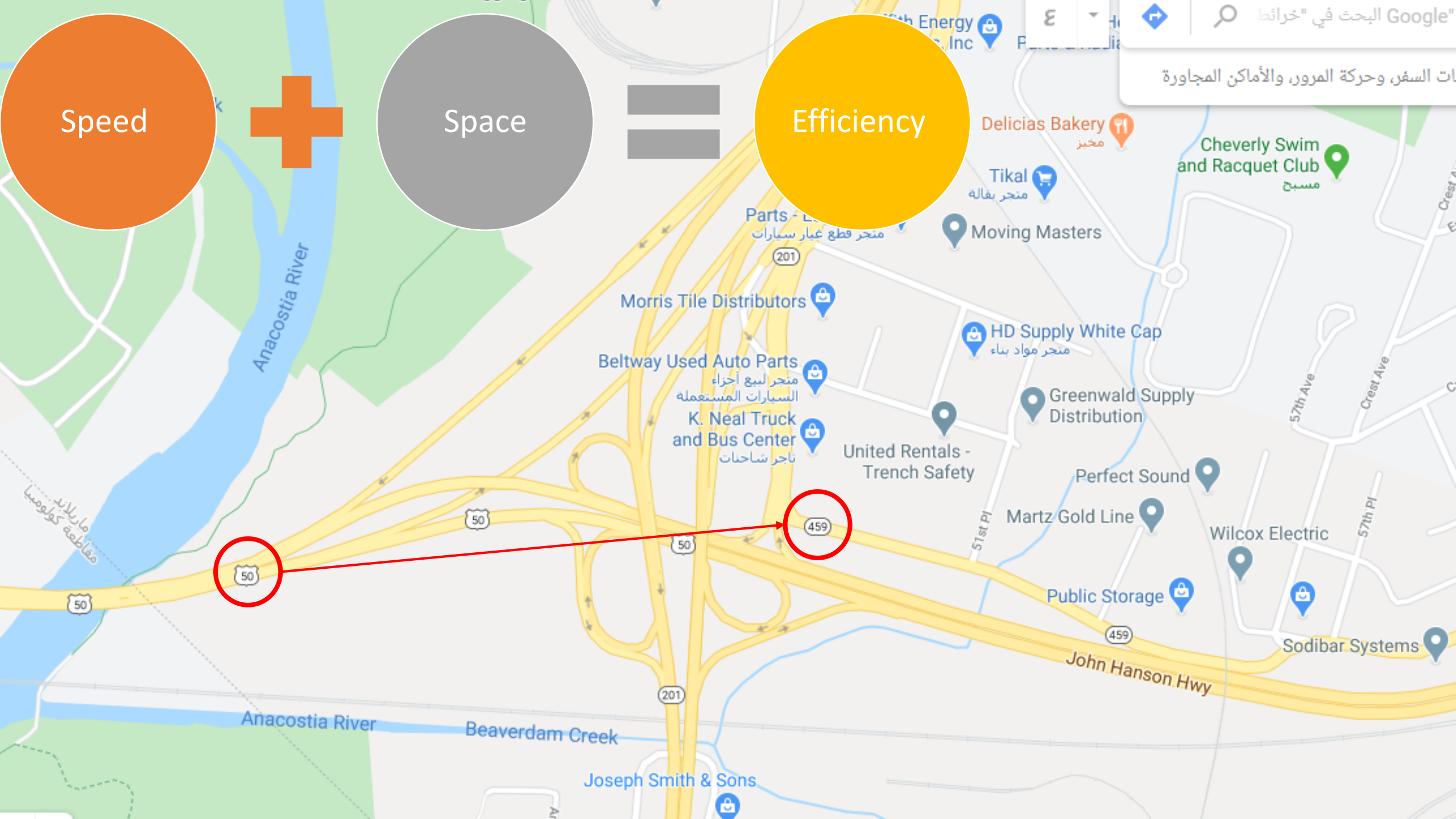


$$4 \text{ rows of } 3 = 12$$

Data structure hierarchy







Arrays

Arrays

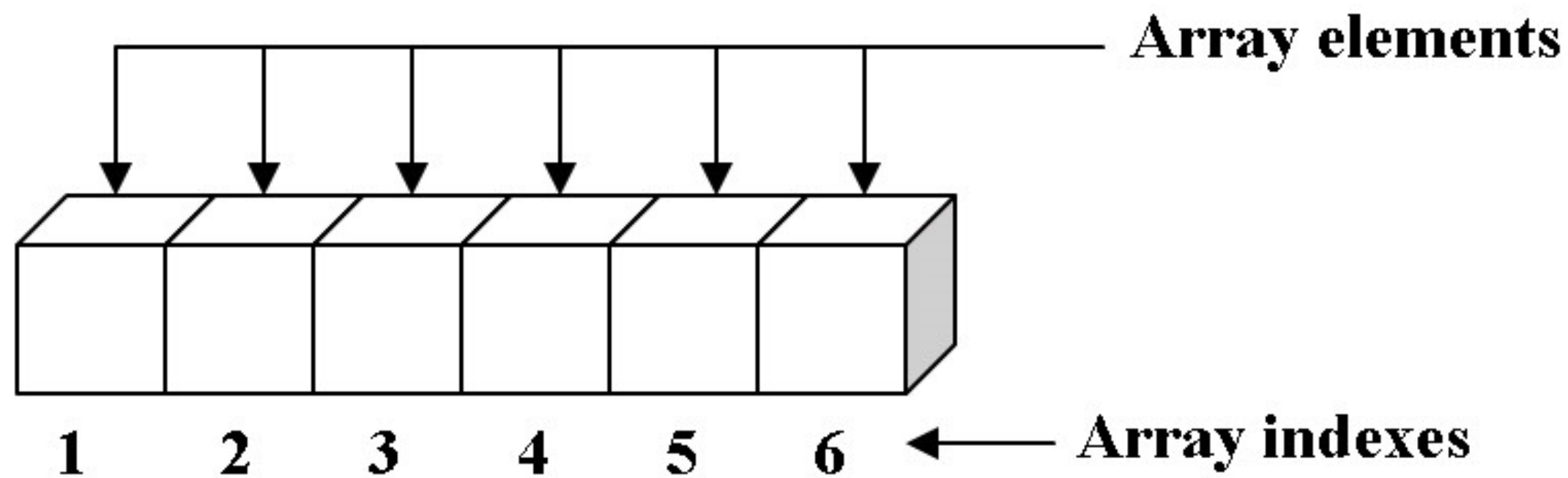


**One Dimensional
Arrays**

LINEAR ARRAYS

**Multidimensional
Arrays**

2-D ARRAYS



One-dimensional array with six elements

Memory Location

200	201	202	203	204	205	206	■	■	■
U	B	F	D	A	E	C	■	■	■
0	1	2	3	4	5	6	■	■	■

Index

40	55	63	17	22	68	89	97	89
0	1	2	3	4	5	6	7	8

<- Array Indices

Array Length = 9

First Index = 0

Last Index = 8

Columns

→

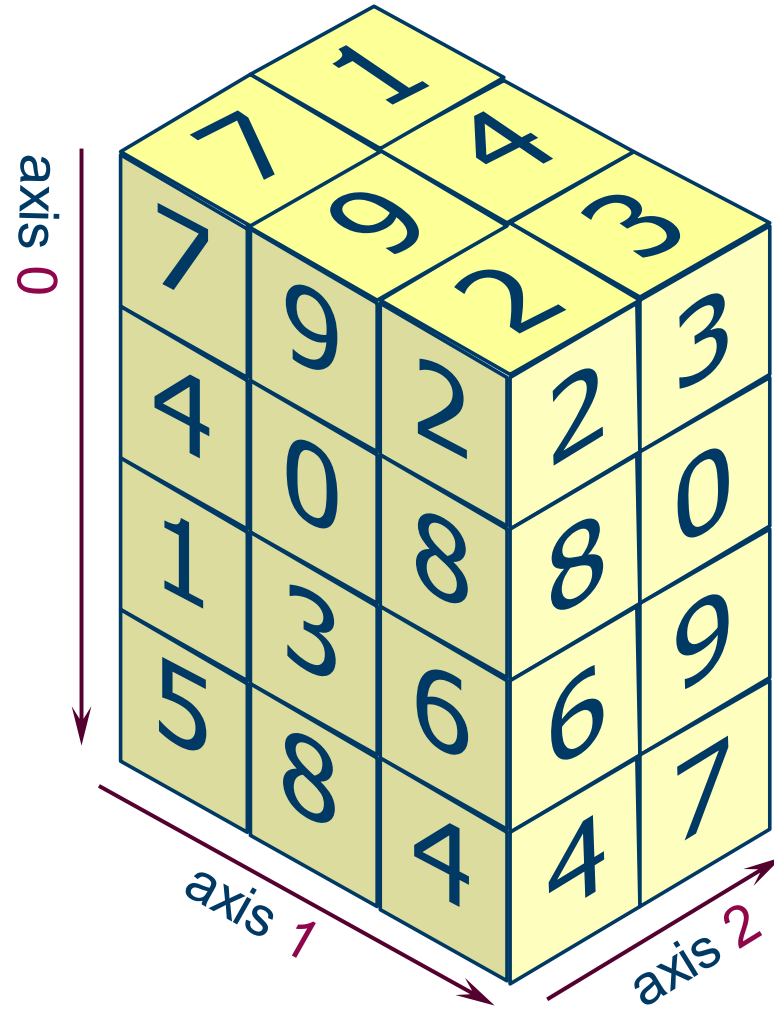
	0	1	2	3	4
0	5	12	17	9	3
1	13	4	8	14	1
2	9	6	3	7	21

↓

Rows

2D Array of size 3 x 5

3D Array



shape : (4, 3, 2)

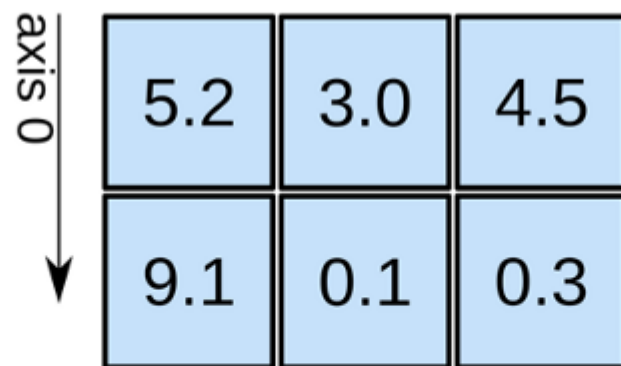
1D array



axis 0 →

shape: (4,)

2D array

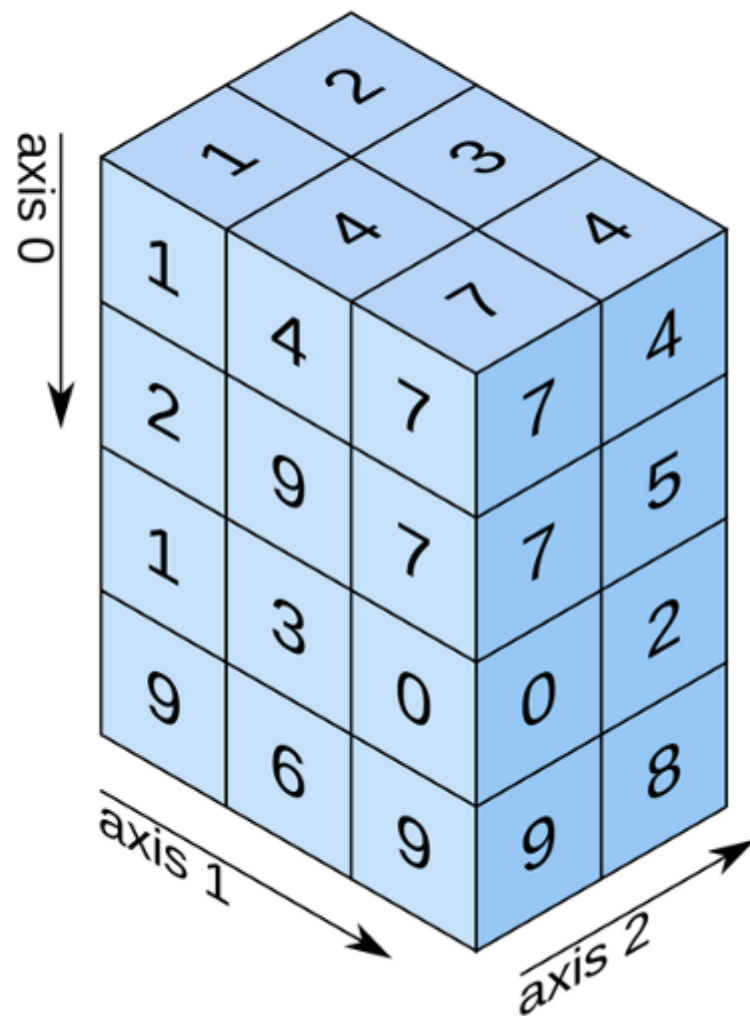


axis 0 ↓

axis 1 →

shape: (2, 3)

3D array



axis 0 ↓

axis 1 ↘

axis 2 ↗

shape: (4, 3, 2)

25	33	20	100	3
0	1	2	3	4

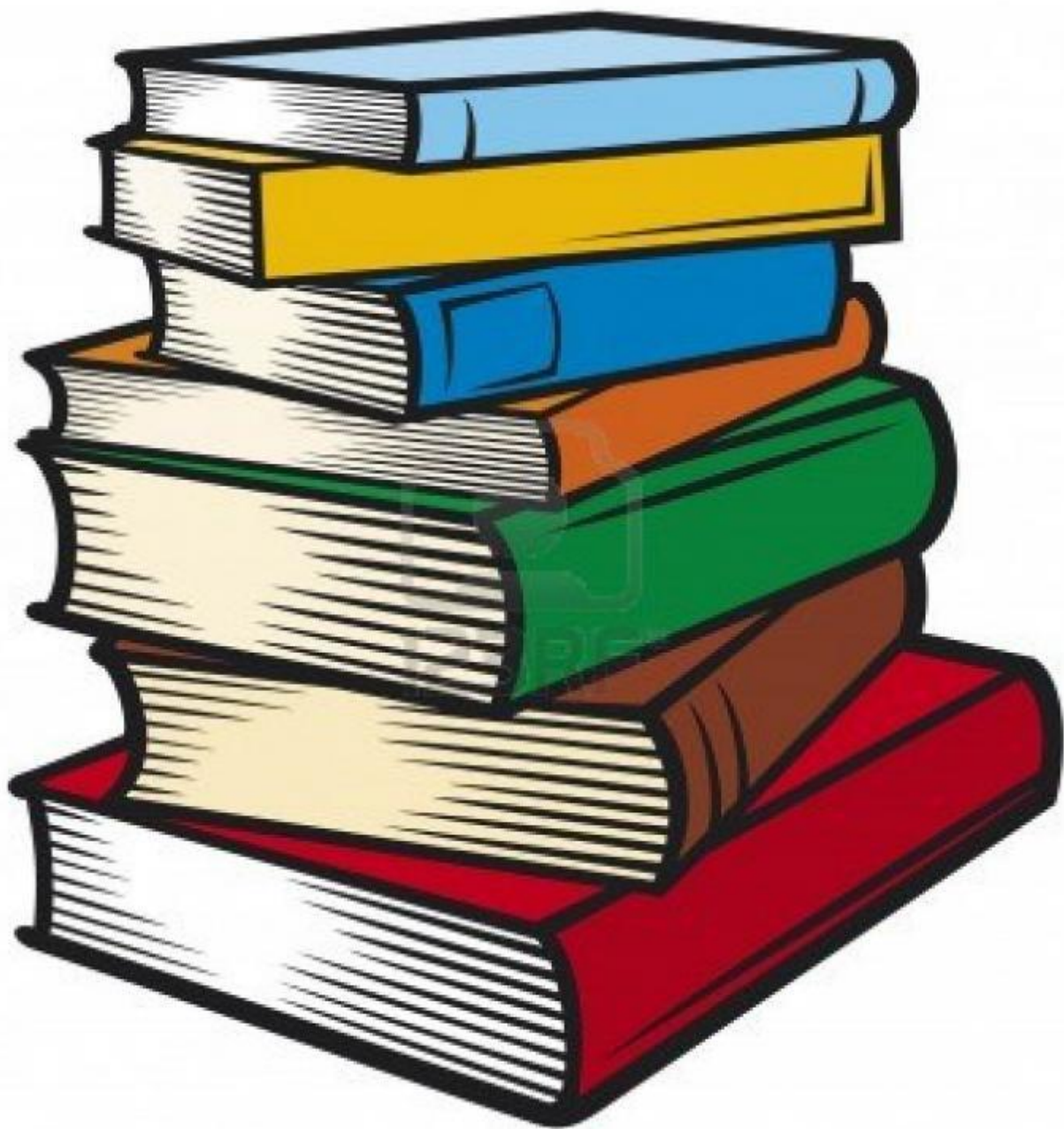
- $A(0) \gg \gg \gg \gg \gg \gg \gg \gg 25$
- $A(2)=22$

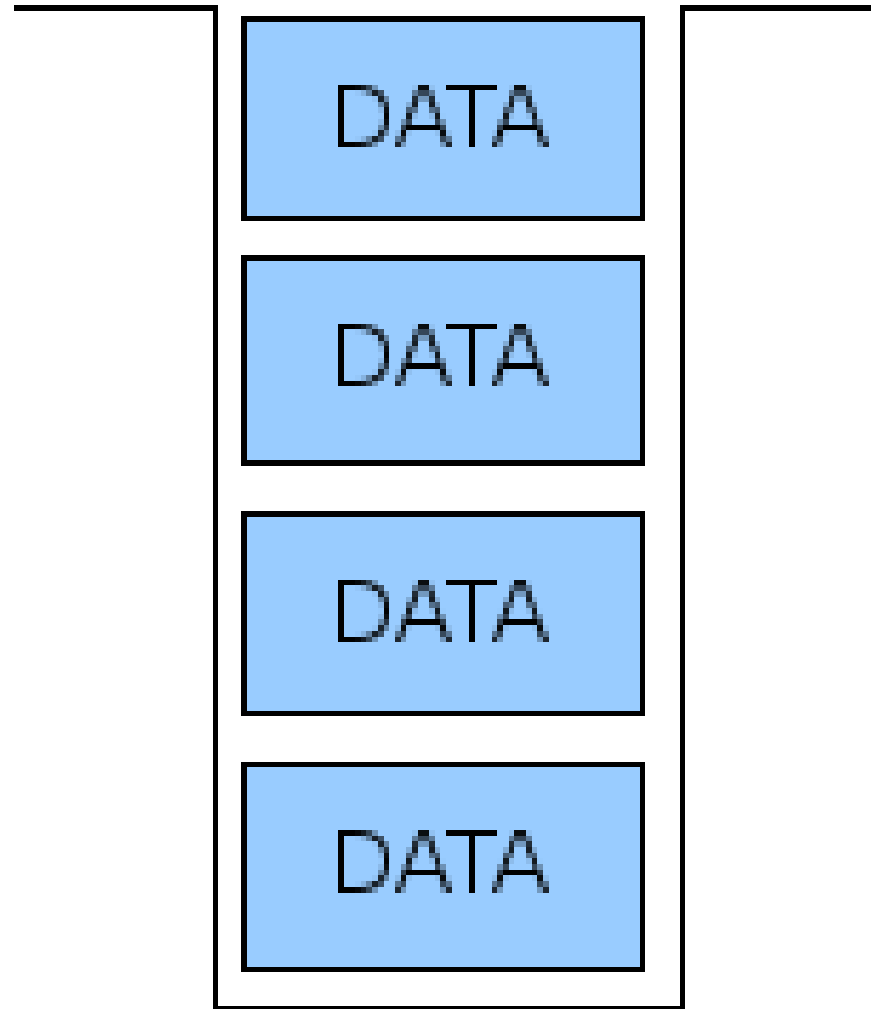
25	33	22	100	3
0	1	2	3	4

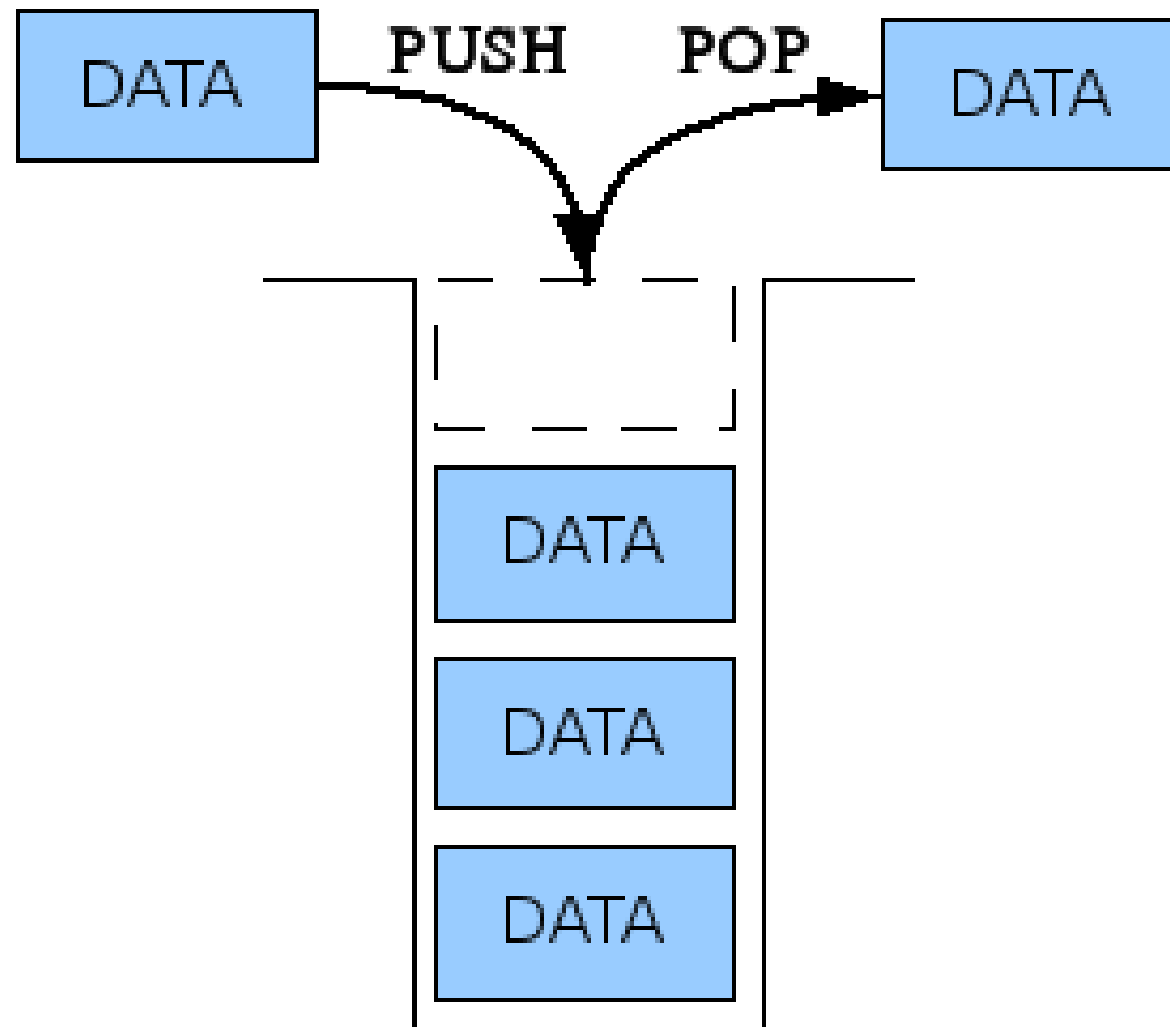
- $A(0) \gg \gg \gg \gg \gg \gg \gg \gg 25$
- $A(2)=22$
- $A.Length \gg \gg \gg \gg 5$

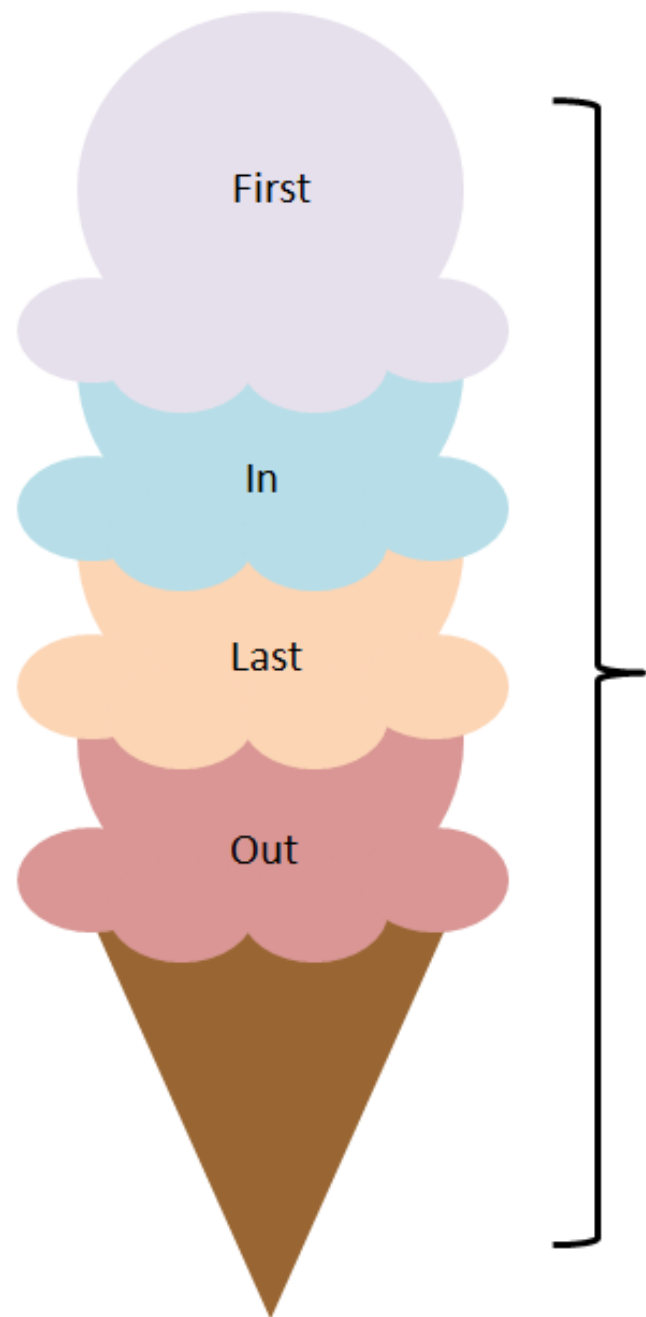


Stack

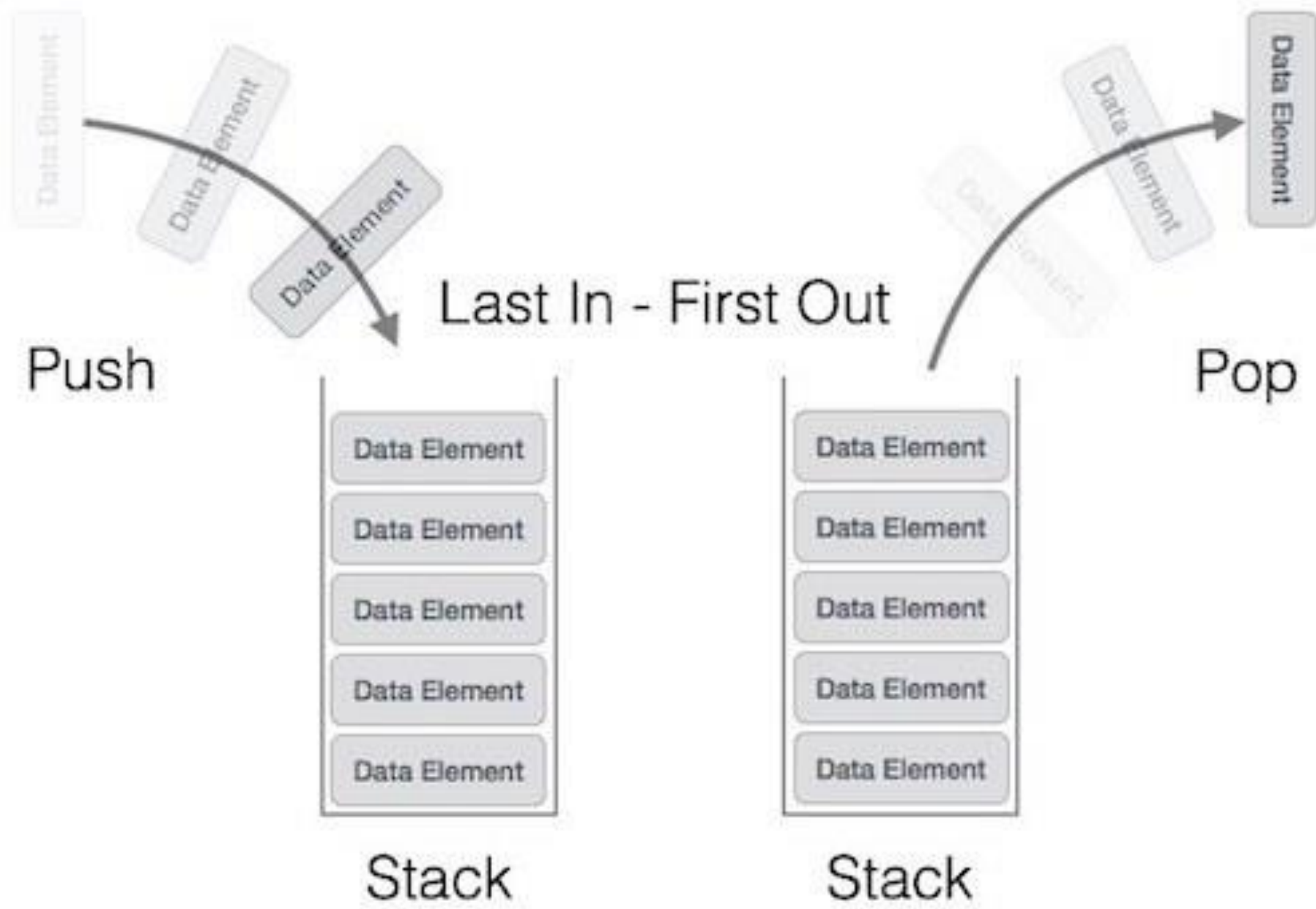




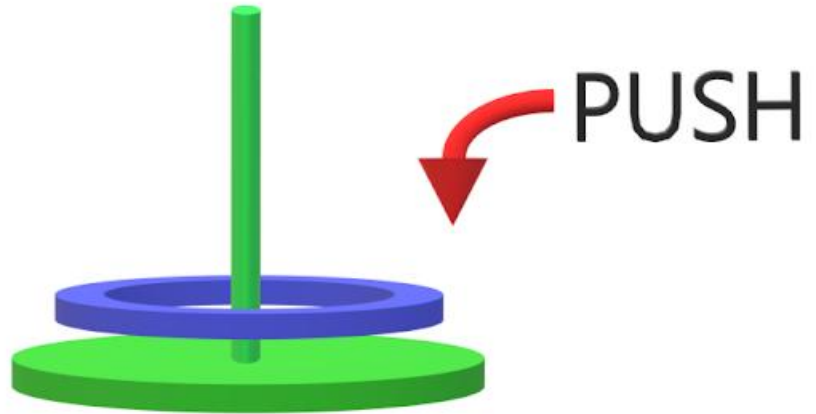




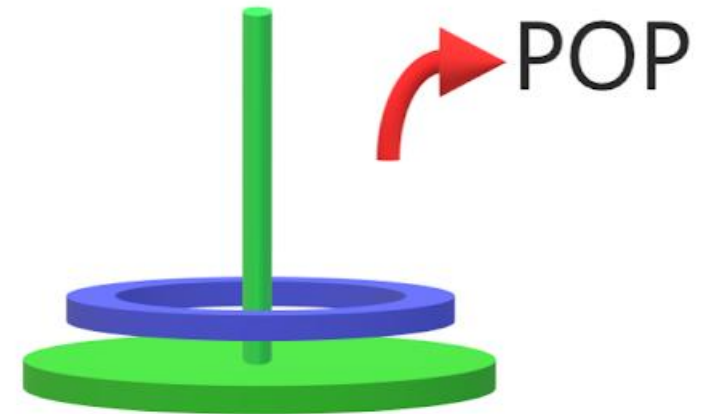
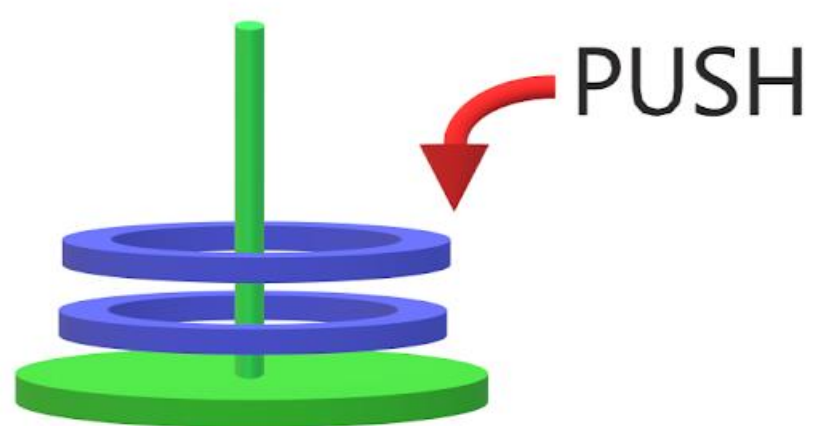
STACKS

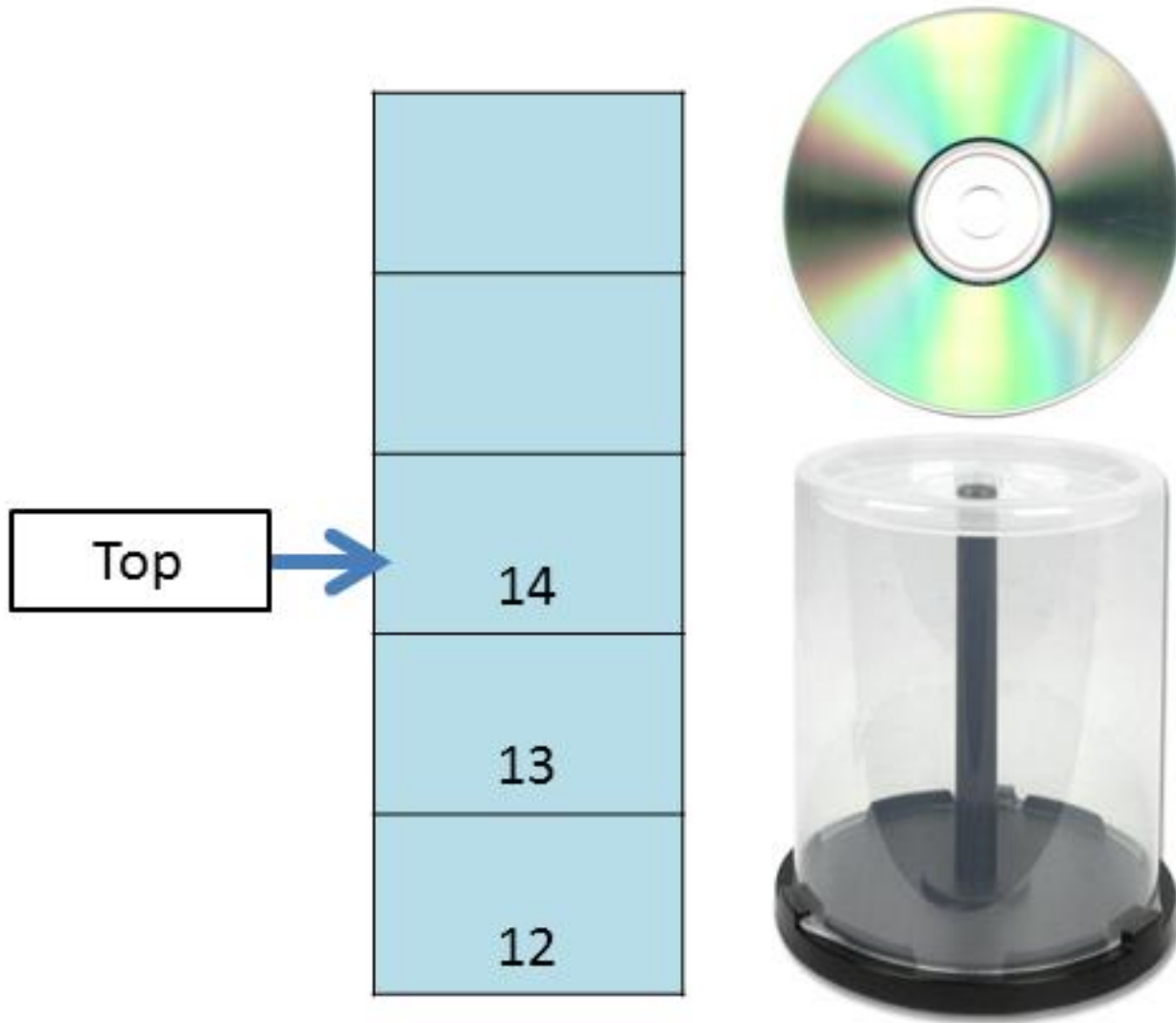


Overflow

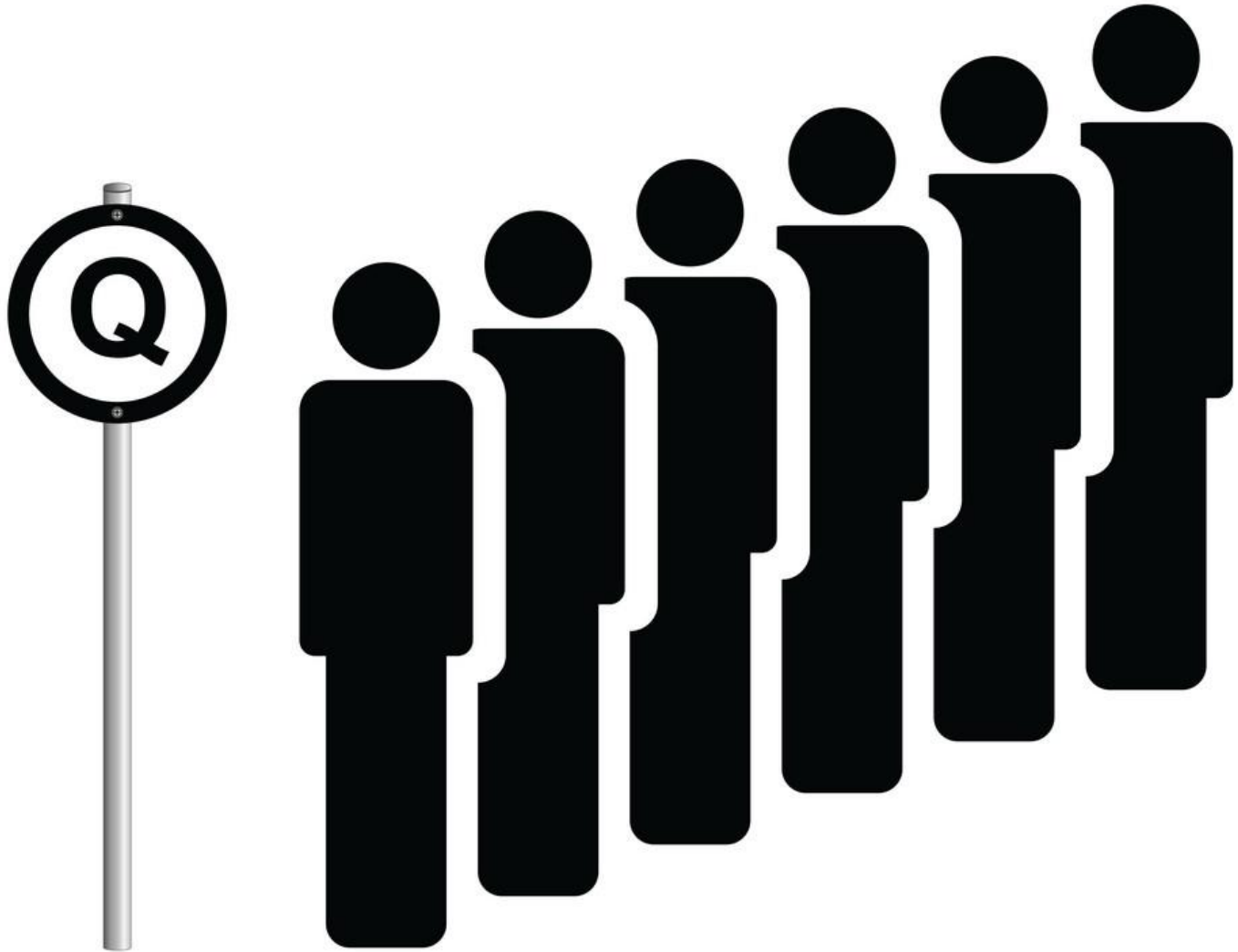


underflow





- ❖ Stack is an **ordered list** of similar data type.
- ❖ Stack is a **LIFO** (Last in First out) structure or we can say **FILO** (First in Last out)
- ❖ **push()** and **pop()** operation performed
- ❖ Stack is said to be in **Overflow** state when it is completely full and is said to be in **Underflow** state if it is completely empty.

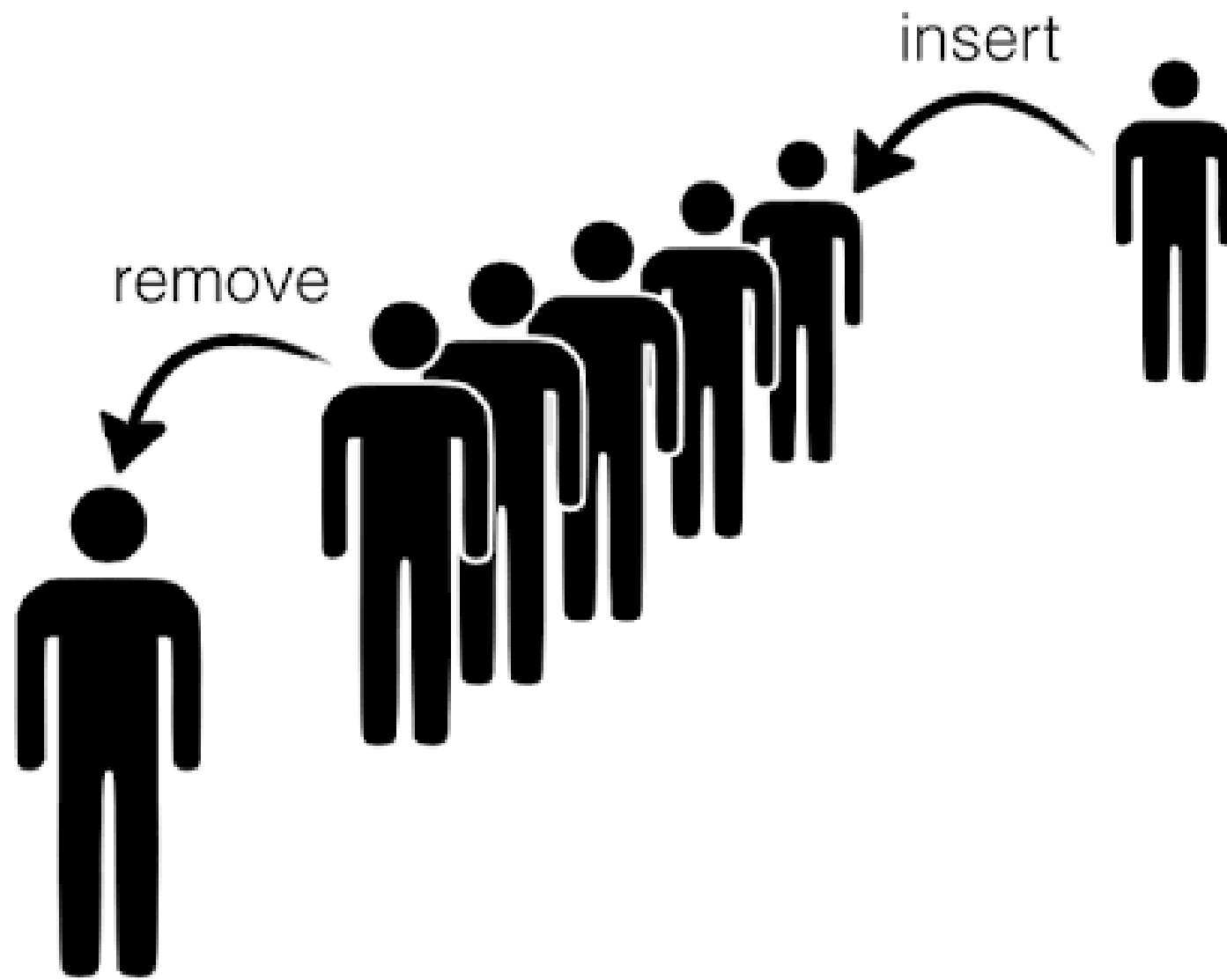


Queue

Back

Front

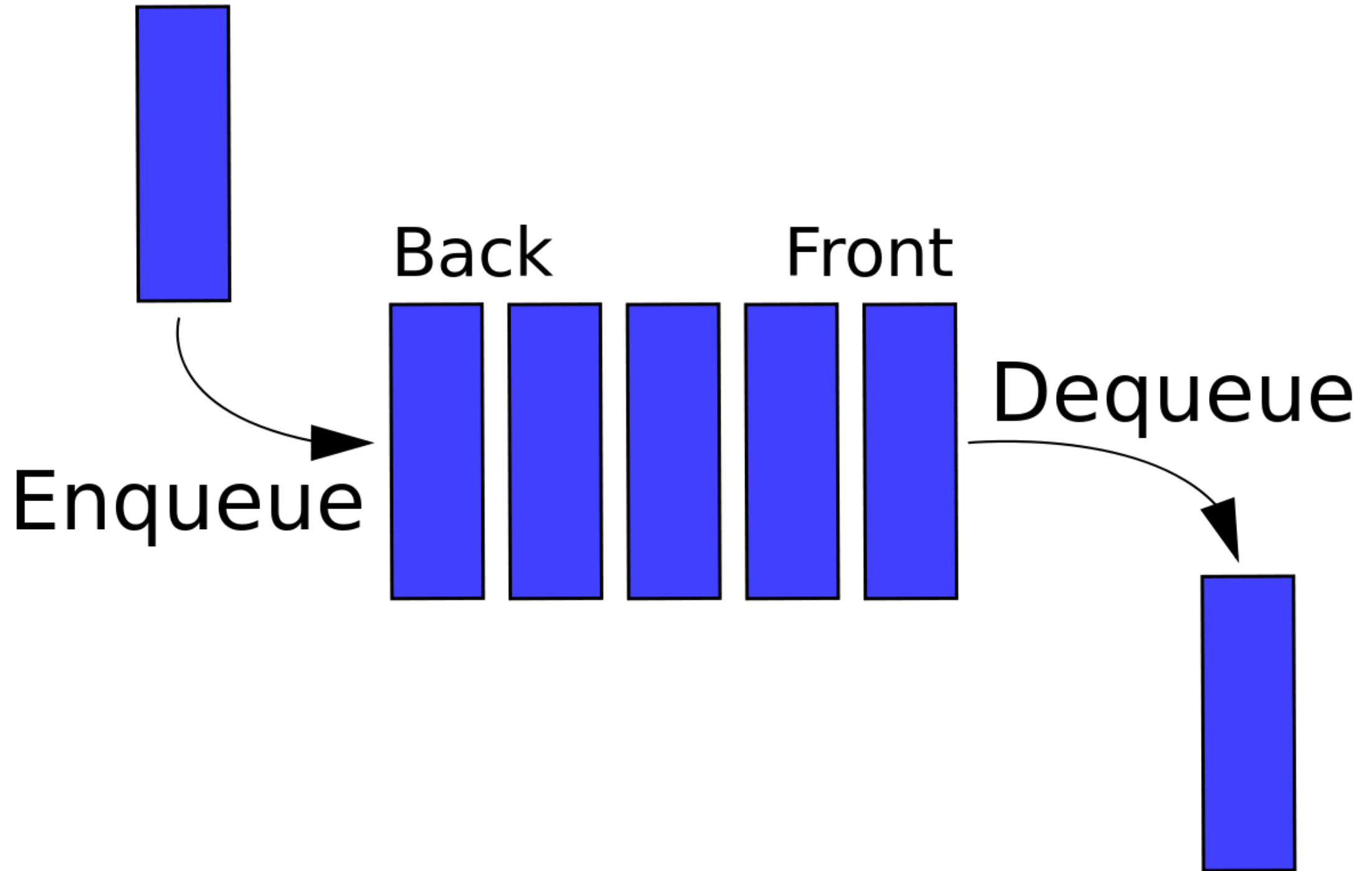




LILO

FIFO







Back



Front



Dequeue

Front



Enqueue



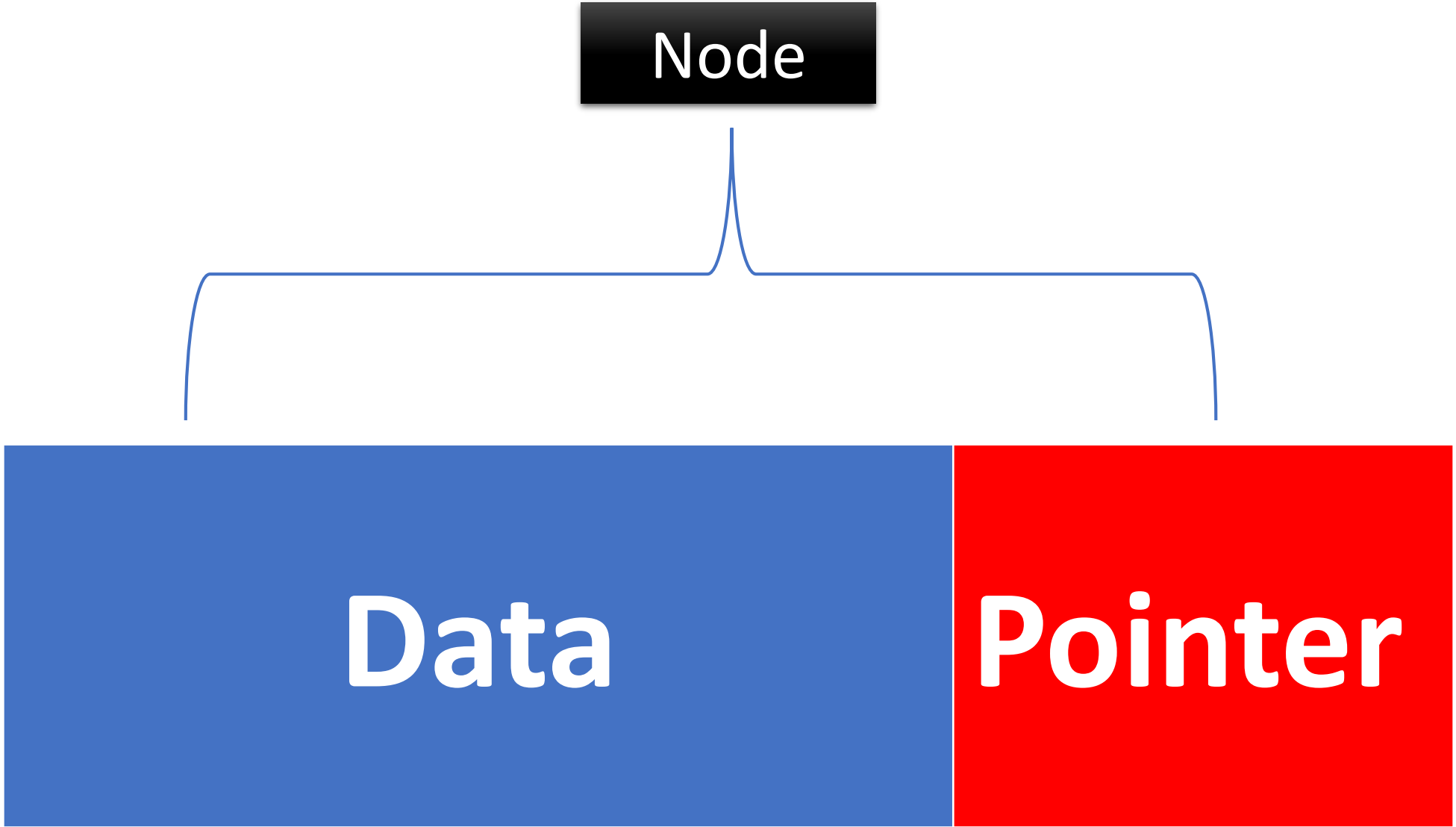
Dequeue



Linked

List

Node



```
graph TD; Node[Node] --- Data[Data]; Node --- Pointer[Pointer];
```

The diagram illustrates the structure of a Node. A black box labeled 'Node' is at the top. A blue line connects it to a large rectangle below. This rectangle is divided into two sections: a blue section on the left labeled 'Data' and a red section on the right labeled 'Pointer'.

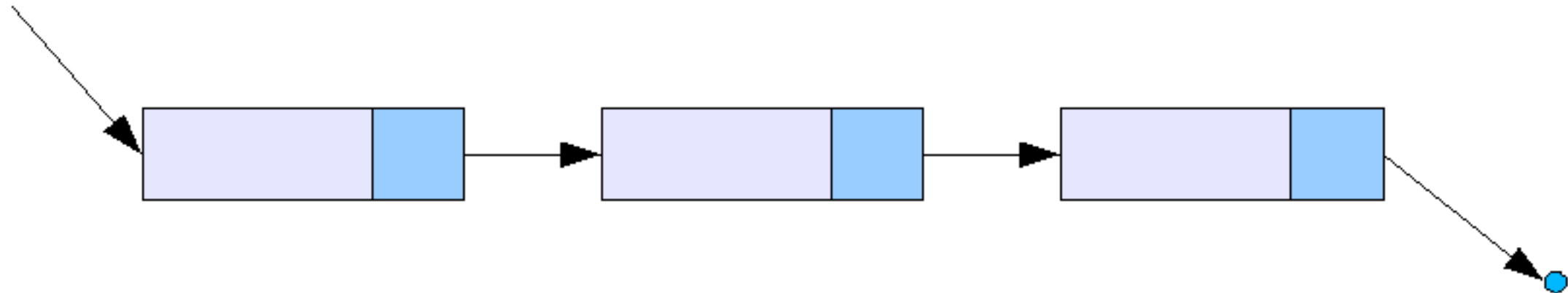
Data

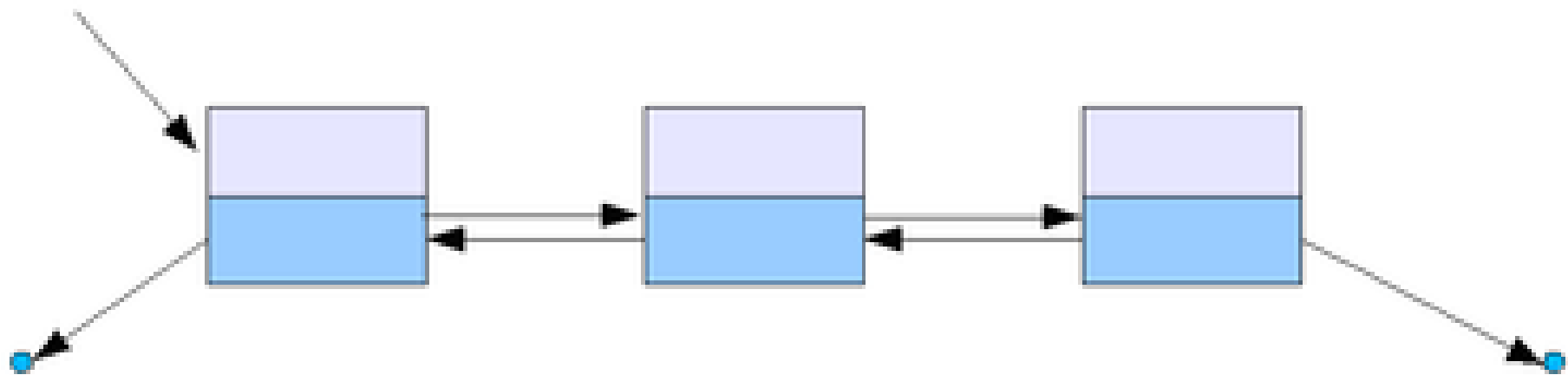
Pointer

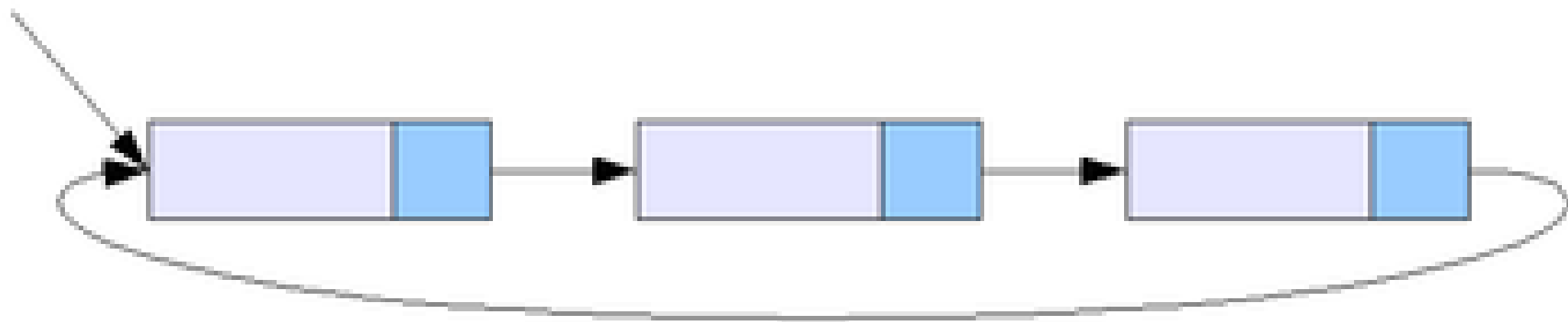
Head

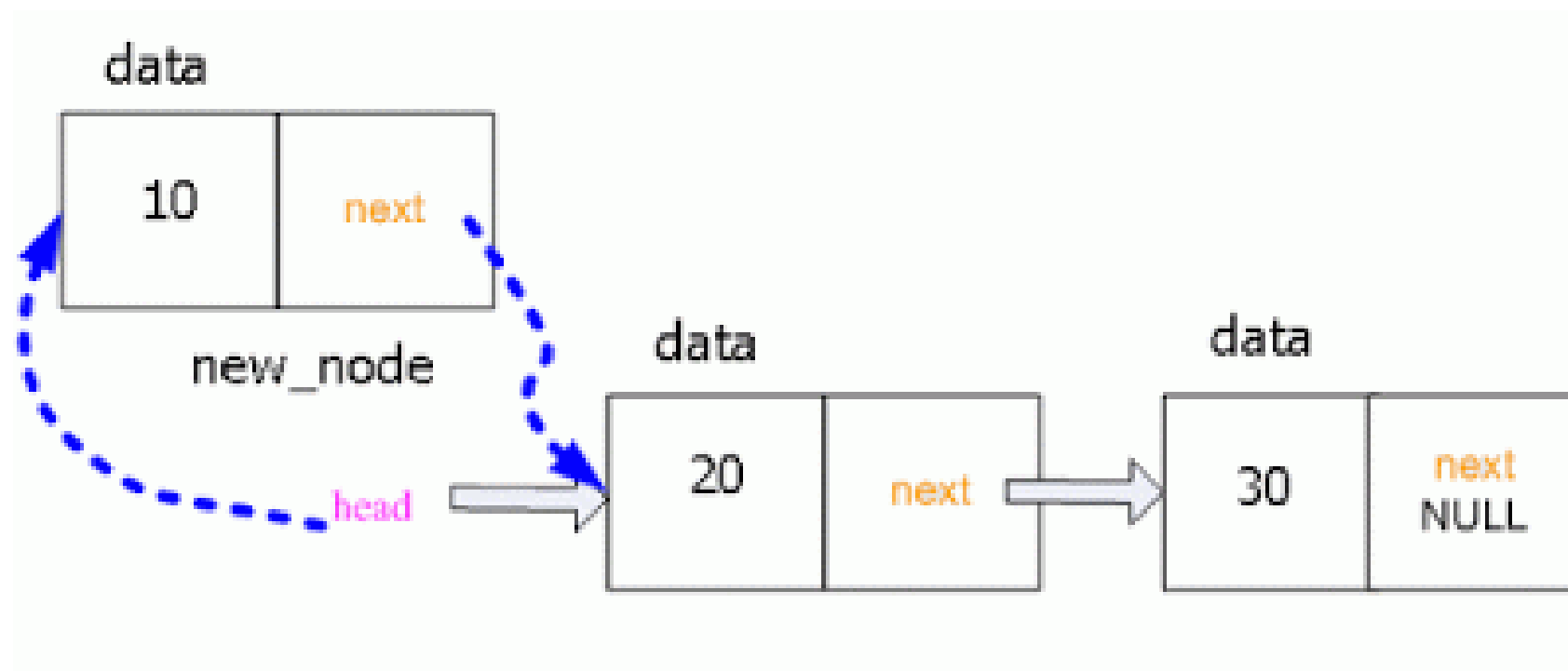


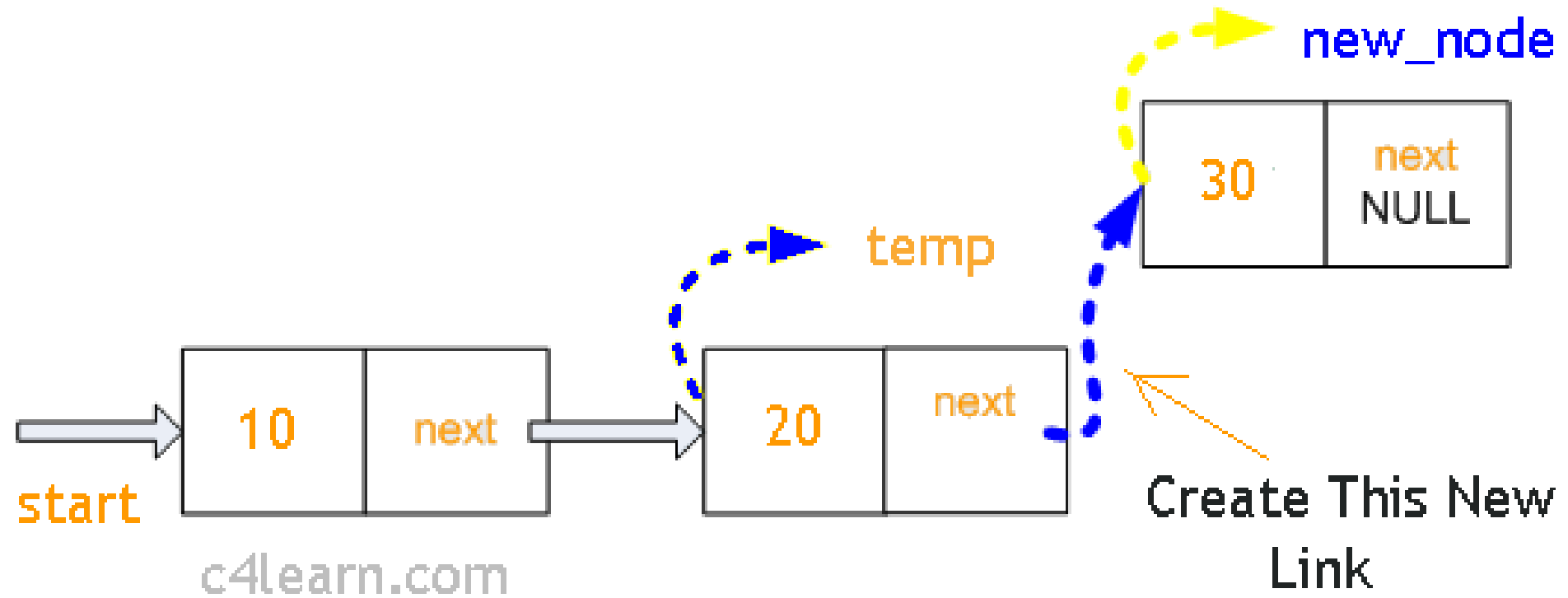
- Single
- Double
- Circle

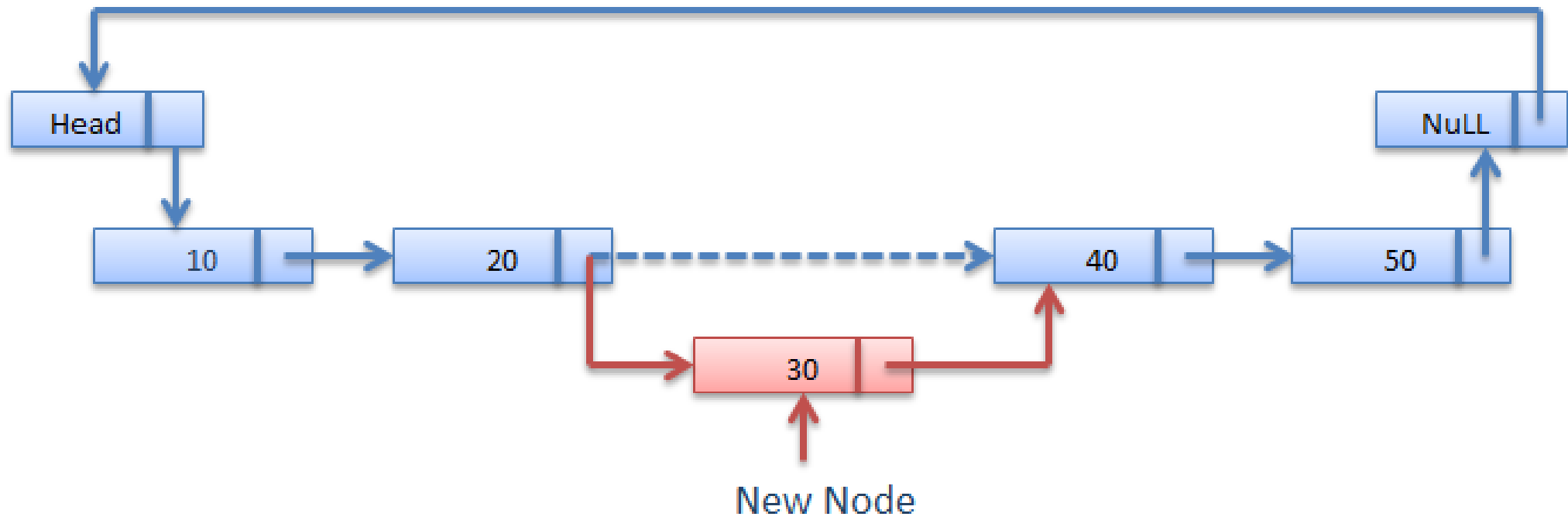


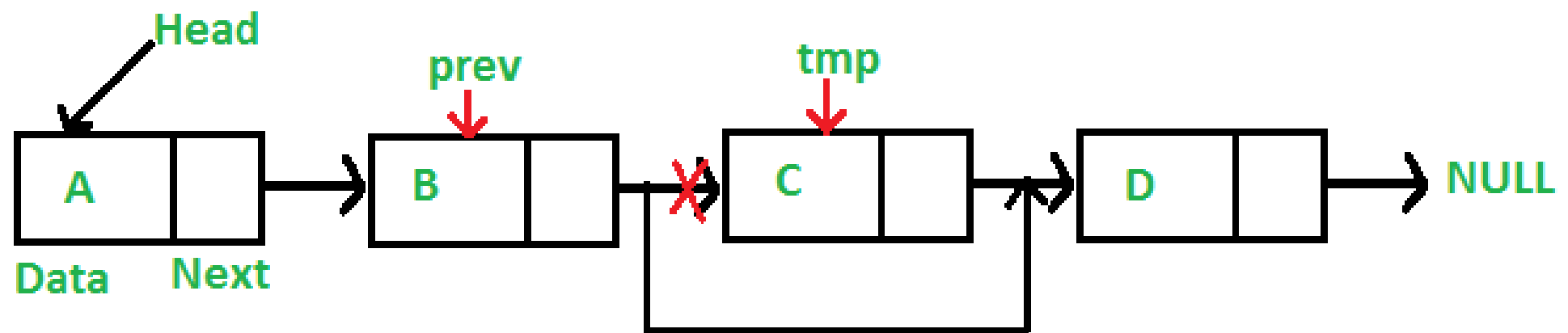


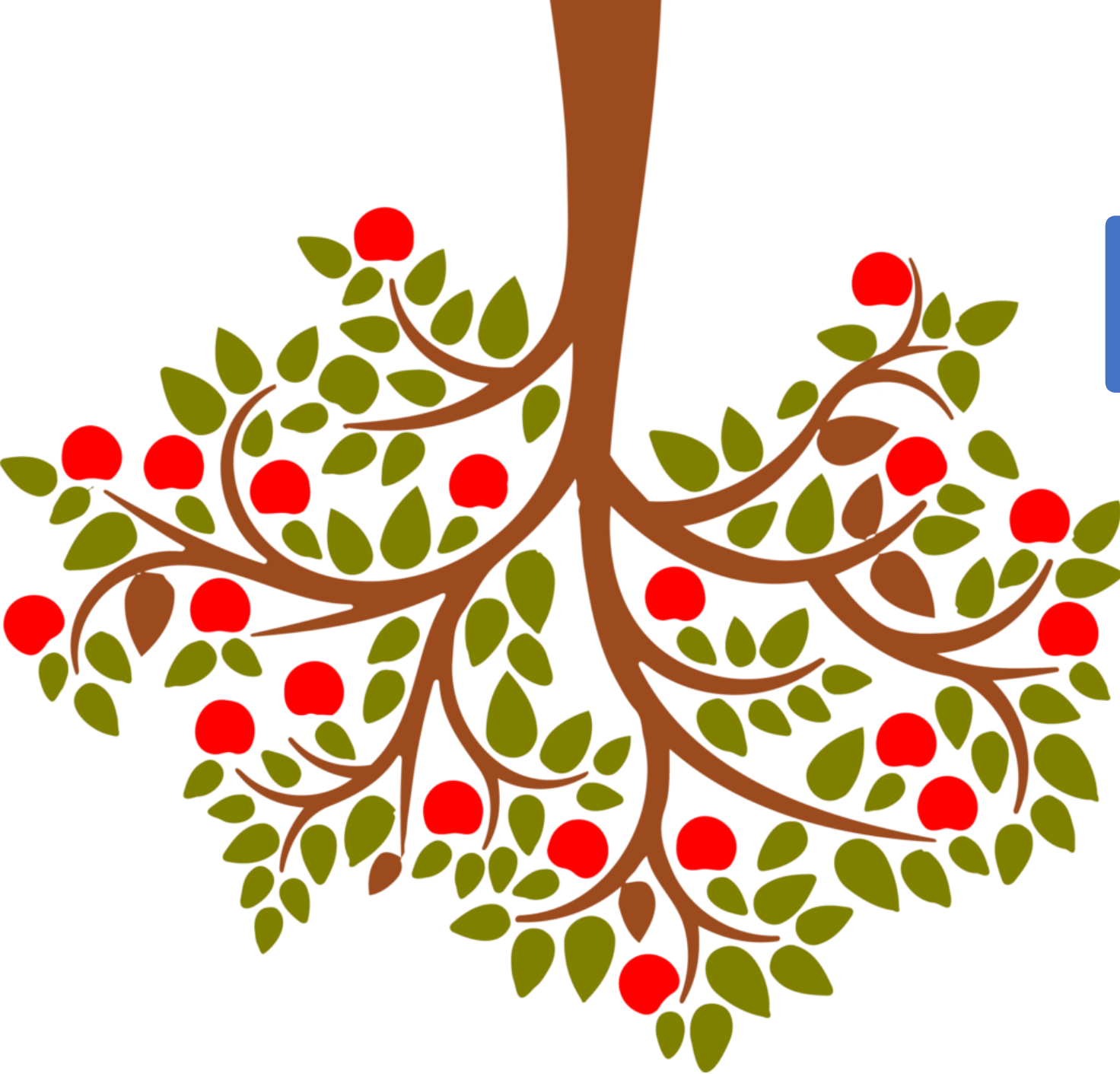




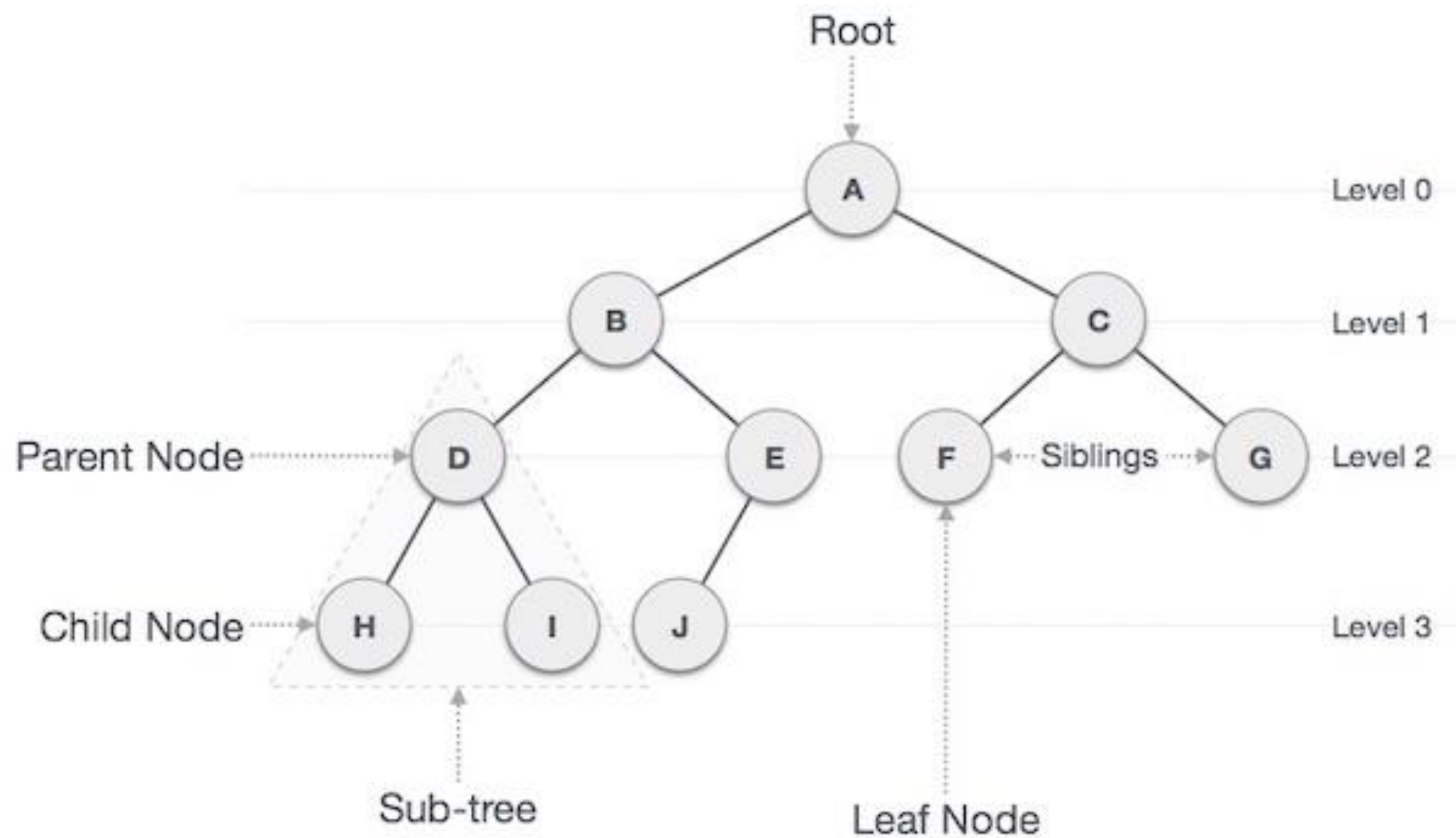


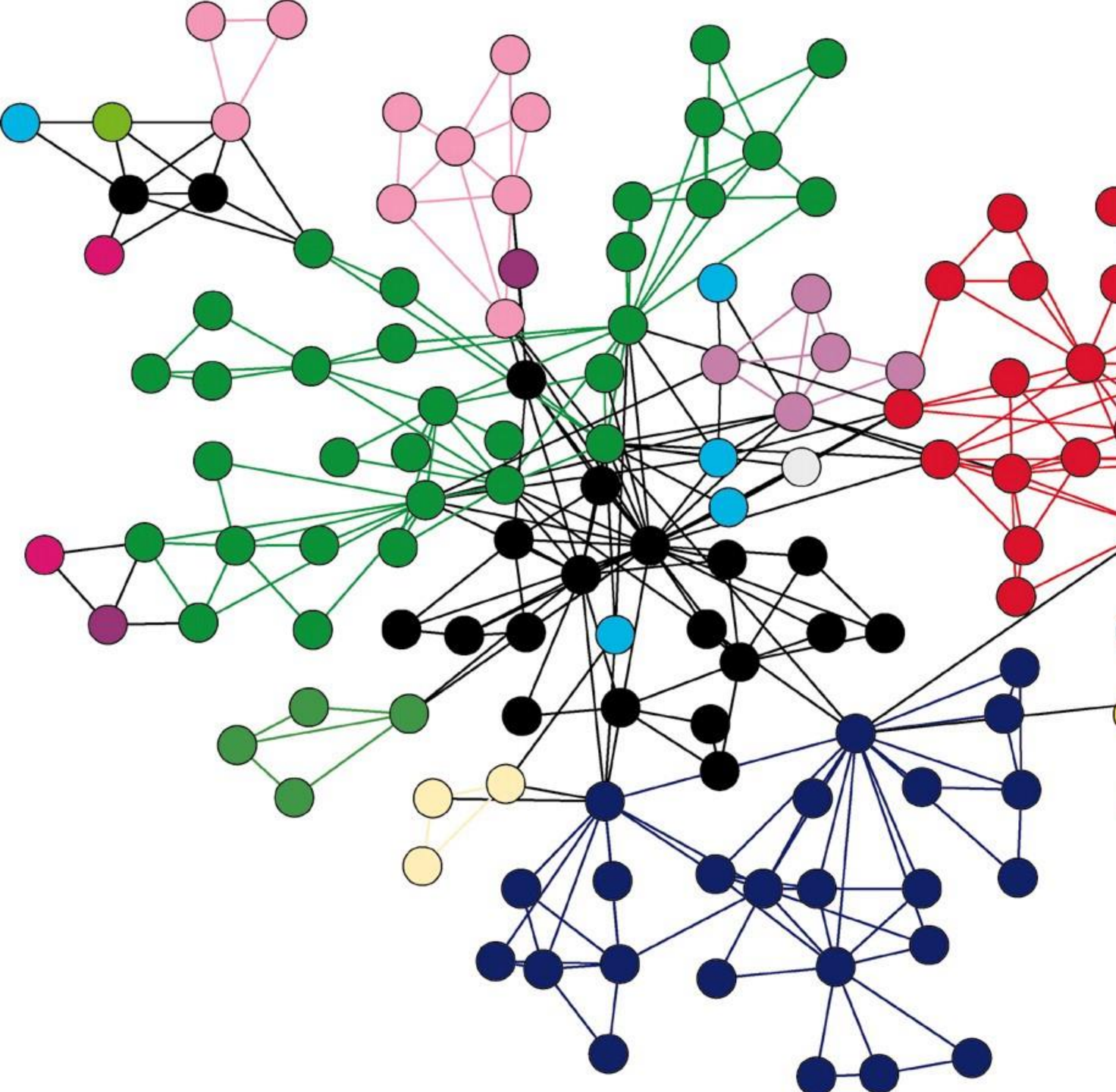




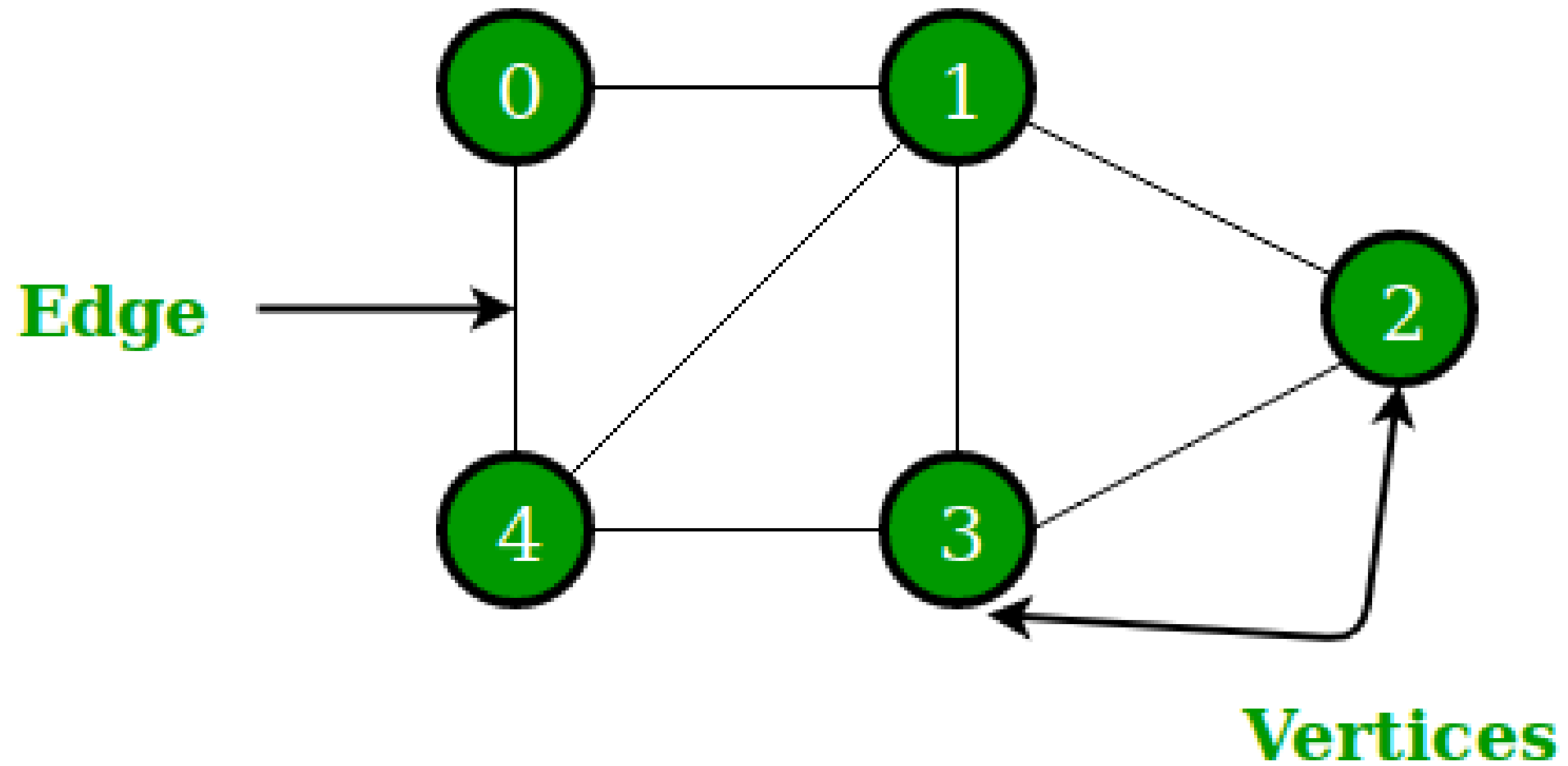


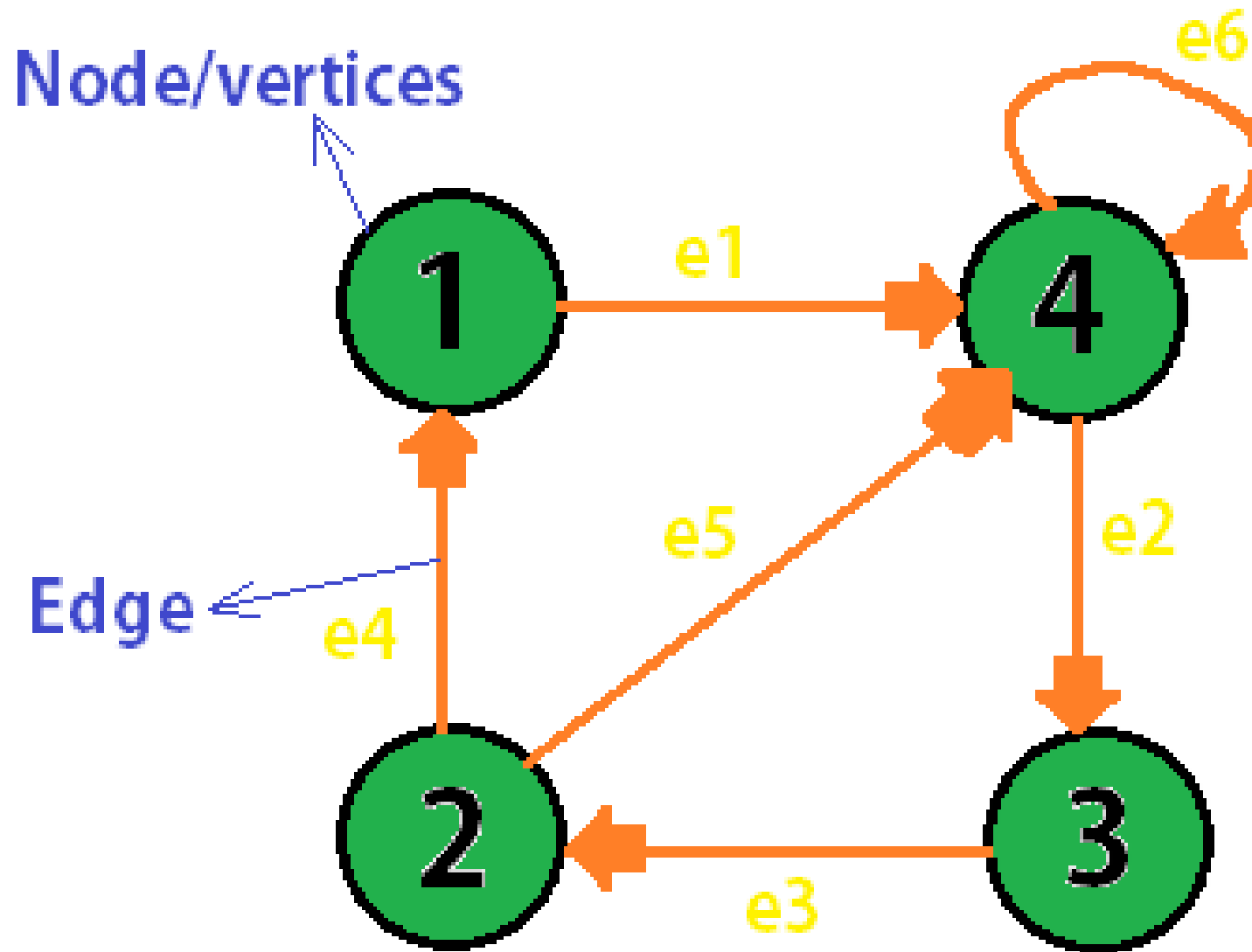
Binary Tree

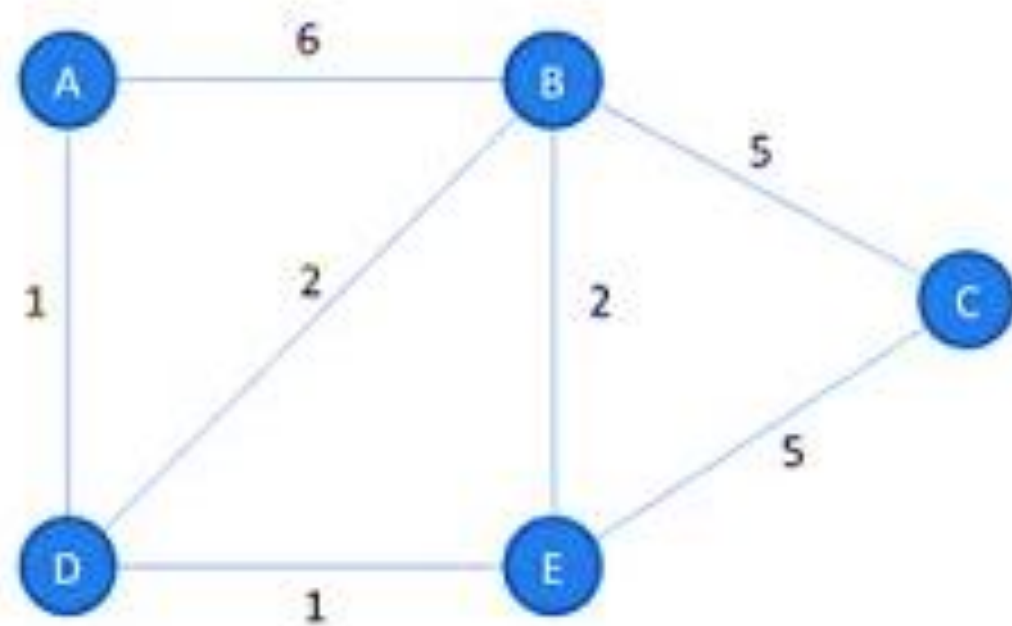




Graph

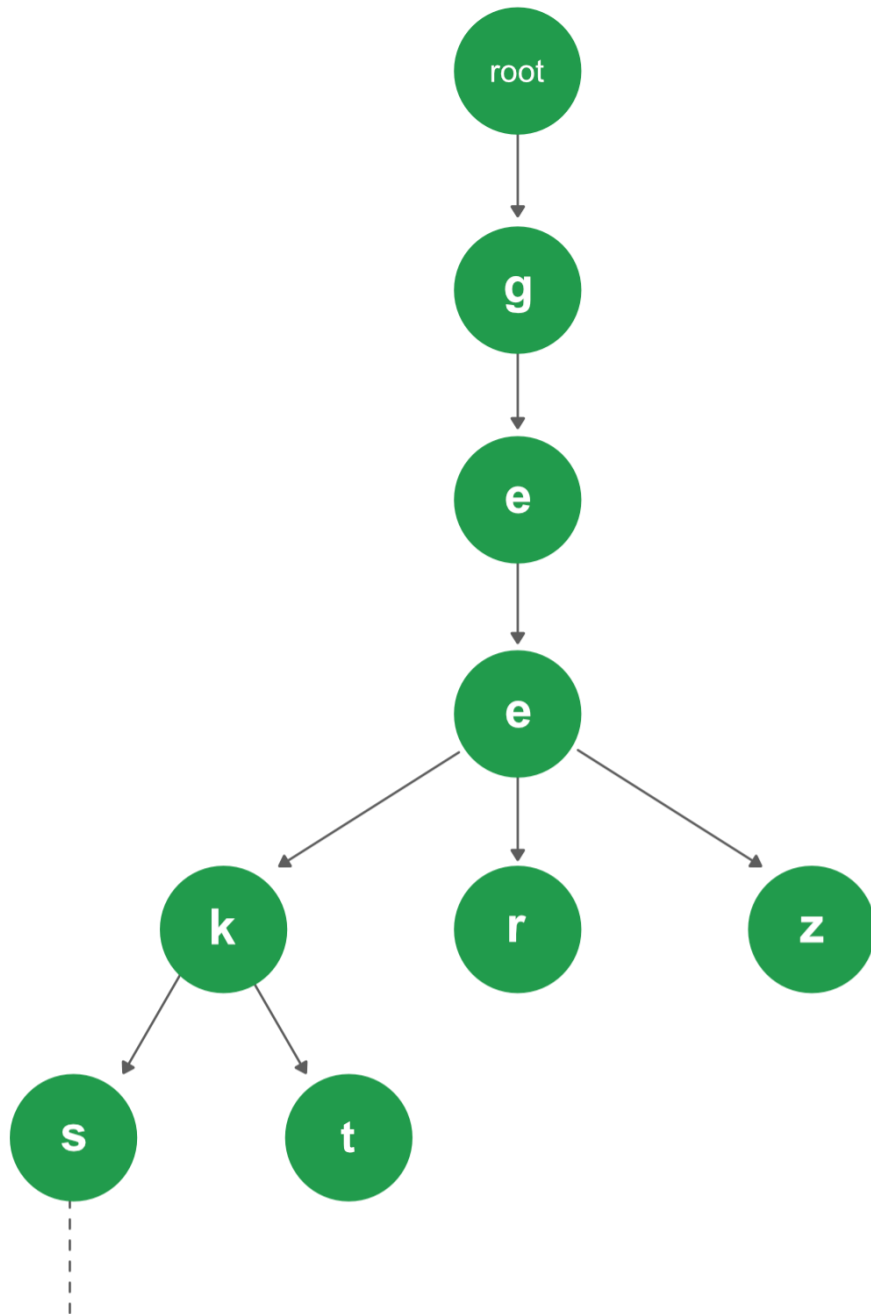


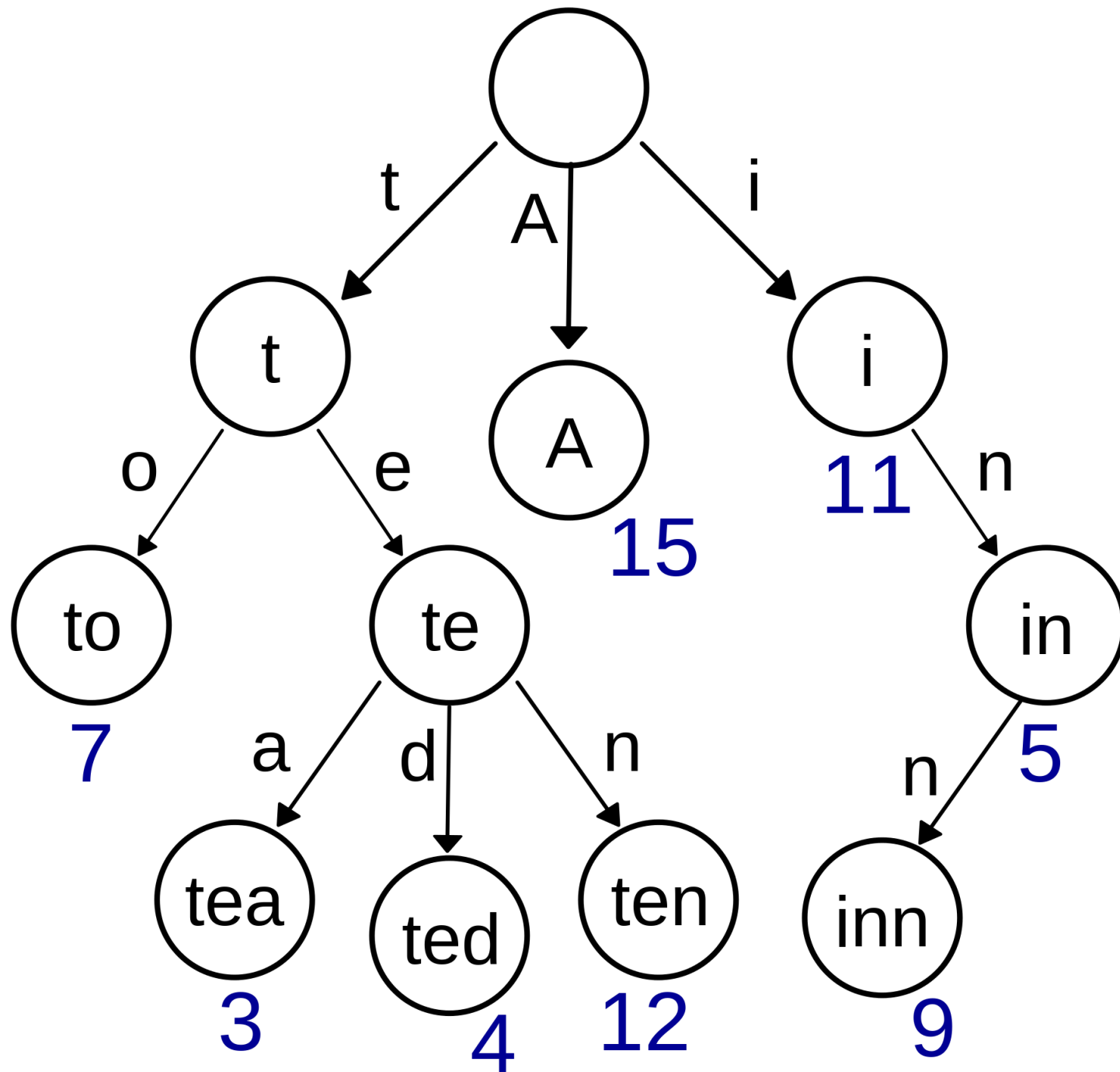




	0	1	2	3	4
	A	B	C	D	E
0	A		6		1
1	B	6		5	2
2	C		5		5
3	D	1	2		1
4	E		2	5	1

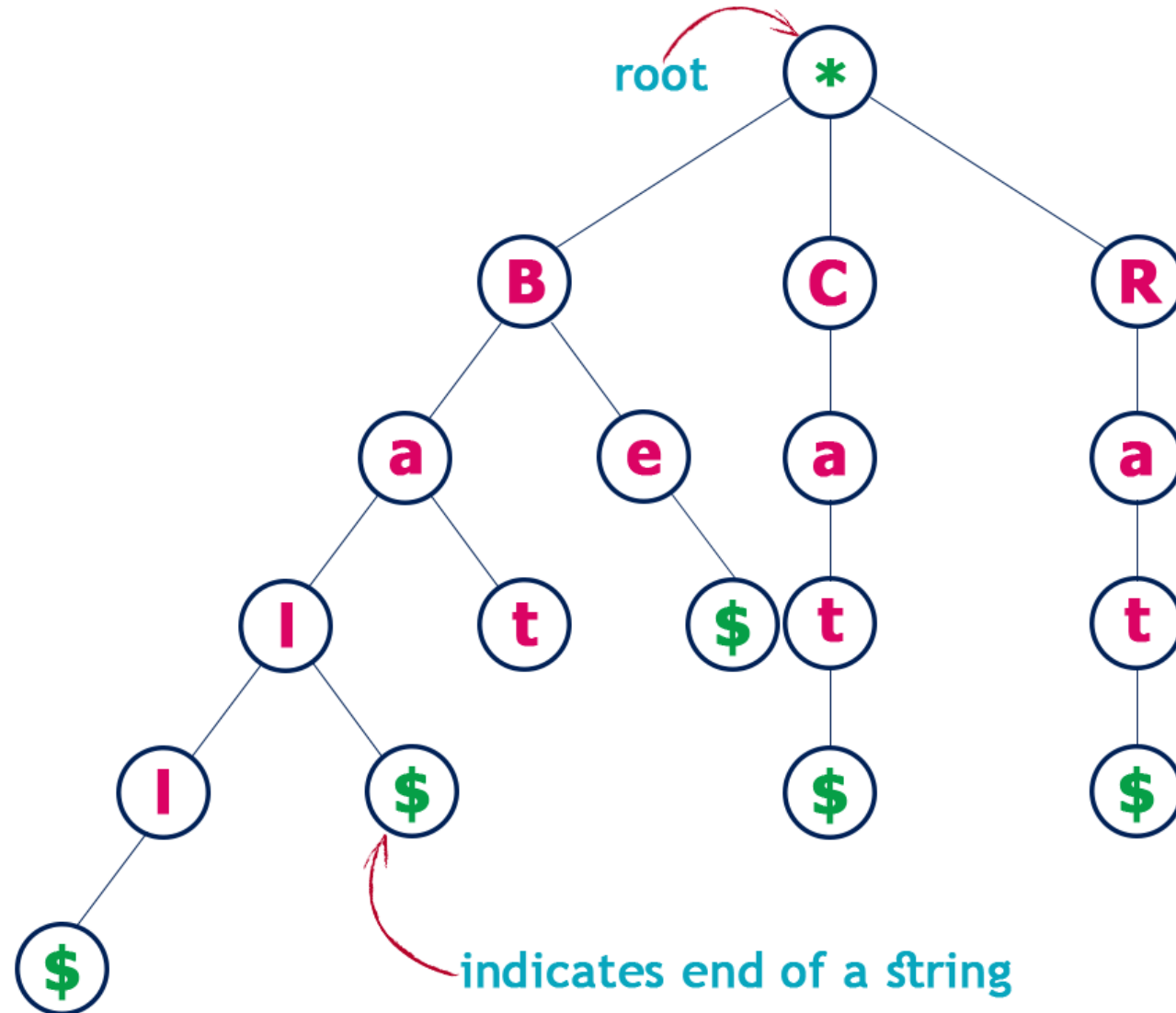
Trie





Consider the following list of strings to construct Trie

Cat, Bat, Ball, Rat, Cap & Be



Hash Table



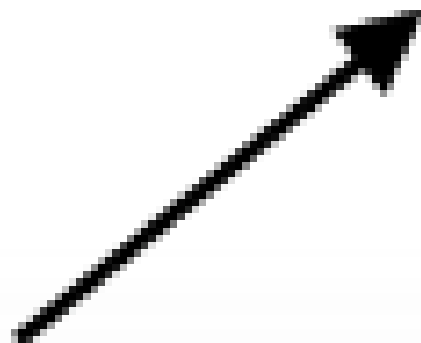
key



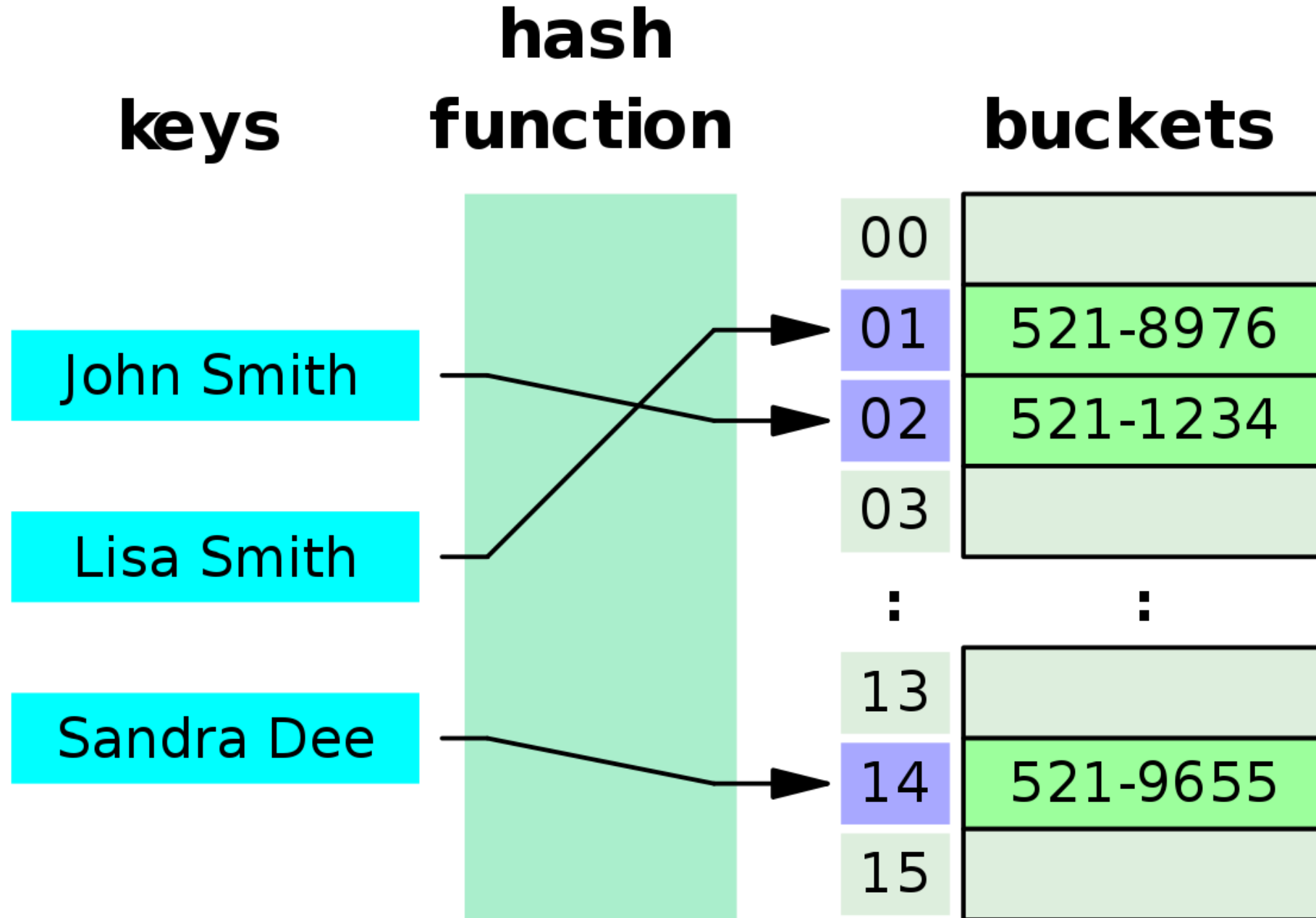
Hash
Function



hash value



0	
1	
2	
3	
4	
5	
...	



Hashing Data Structure

List = [11, 12, 13, 14, 15]

$$H(x) = [x \% 10]$$

$11 \% 10$ $12 \% 10$ $13 \% 10$ $14 \% 10$ $15 \% 10$

0 1 2 3 4 5

Hash Table

	11	12	13	14	15
--	----	----	----	----	----