# **Data Structures in C with operations**

## **1.** **Arrays**

### Definition-

An array is a collection of elements identified by index or key.

### Operations-

* **Access**: O(1)
* **Search**: O(n)
* **Insert**: O(n) (worst case, shifting elements)
* **Delete**: O(n) (worst case, shifting elements)

### Use Case-

When you need fast access by index.

### Example Code-

### #include <stdio.h>

### int main() {

### int arr[5] = {1, 2, 3, 4, 5}; // Initialization

### // Traversal

### for (int i = 0; i < 5; i++) {

### printf("%d ", arr[i]);

### }

### // Insertion

### int n = 6;

### int index = 2;

### for (int i = 4; i >= index; i--) {

### arr[i + 1] = arr[i];

### }

### arr[index] = n;

### // Deletion

### index = 3;

### for (int i = index; i < 4; i++) {

### arr[i] = arr[i + 1];

### }

### return 0;

### }

## **2. Linked Lists**

### Definition-

A linked list is a collection of nodes where each node contains data and a reference to the next node.

### Types-

* Singly Linked List
* Doubly Linked List
* Circular Linked List

### Operations-

* **Access**: O(n)
* **Search**: O(n)
* **Insert**: O(1) (if inserting at head)
* **Delete**: O(1) (if deleting at head)

### Operations: Insertion, Deletion, Traversal

### Use Case-

When you need efficient insertions/deletions.

### Example Code-

### #include <stdio.h>

### #include <stdlib.h>

### // Define the node structure

### struct Node {

### int data;

### struct Node\* next;

### };

### // Insert at the head

### void insertAtHead(struct Node\*\* head, int newData) {

### struct Node\* newNode = (struct Node\*)malloc(sizeof(struct Node));

### newNode->data = newData;

### newNode->next = \*head;

### \*head = newNode;

### }

### // Print the linked list

### void printList(struct Node\* node) {

### while (node != NULL) {

### printf("%d -> ", node->data);

### node = node->next;

### }

### printf("NULL\n");

### }

### int main() {

### struct Node\* head = NULL;

### insertAtHead(&head, 1);

### insertAtHead(&head, 2);

### insertAtHead(&head, 3);

### printList(head);

### return 0;

### }

## **3. Stacks**

### Definition-

A stack is a collection of elements with Last In, First Out (LIFO) access.

### Operations: Push, Pop, Peek Perk

### Operations-

* **Push (insert)**: O(1)
* **Pop (remove)**: O(1)
* **Peek (top element)**: O(1)

### Use Case-

Managing function calls, recursive algorithms, undo mechanisms.

### Example Code-

### #include <stdio.h>

### #include <stdlib.h>

### #define MAX\_SIZE 100

### int stack[MAX\_SIZE];

### int top = -1;

### void push(int value) {

### if (top == MAX\_SIZE - 1) {

### printf("Stack Overflow\n");

### return;

### }

### stack[++top] = value;

### }

### int pop() {

### if (top == -1) {

### printf("Stack Underflow\n");

### return -1;

### }

### return stack[top--];

### }

### int peek() {

### if (top == -1) {

### printf("Stack is empty\n");

### return -1;

### }

### return stack[top];

### }

### int main() {

### push(1);

### push(2);

### push(3);

### printf("Top element: %d\n", peek());

### printf("Popped element: %d\n", pop());

### return 0;

### }

## **4. Queues**

### Definition-

A queue is a collection of elements with First In, First Out (FIFO) access.

### Operations: Enqueue, Dequeue, Front, Rear

### Types-

* Simple Queue
* Circular Queue
* Priority Queue
* Deque

### Operations-

* **Enqueue (insert)**: O(1)
* **Dequeue (remove)**: O(1)
* **Peek (front element)**: O(1)

### Use Case-

Task scheduling, handling requests in web servers, breadth-first search (BFS).

### Example Code-

### #include <stdio.h>

### #include <stdlib.h>

### // Define the queue node structure

### struct QueueNode {

### int data;

### struct QueueNode\* next;

### };

### // Define the queue structure

### struct Queue {

### struct QueueNode \*front, \*rear;

### };

### // Create a new queue node

### struct QueueNode\* newNode(int k) {

### struct QueueNode\* temp = (struct QueueNode\*)malloc(sizeof(struct QueueNode));

### temp->data = k;

### temp->next = NULL;

### return temp;

### }

### // Create an empty queue

### struct Queue\* createQueue() {

### struct Queue\* q = (struct Queue\*)malloc(sizeof(struct Queue));

### q->front = q->rear = NULL;

### return q;

### }

### // Enqueue operation

### void enqueue(struct Queue\* q, int k) {

### struct QueueNode\* temp = newNode(k);

### if (q->rear == NULL) {

### q->front = q->rear = temp;

### return;

### }

### q->rear->next = temp;

### q->rear = temp;

### }

### // Dequeue operation

### int dequeue(struct Queue\* q) {

### if (q->front == NULL) {

### return -1;

### }

### struct QueueNode\* temp = q->front;

### int data = temp->data;

### q->front = q->front->next;

### if (q->front == NULL) {

### q->rear = NULL;

### }

### free(temp);

### return data;

### }

### int main() {

### struct Queue\* q = createQueue();

### enqueue(q, 10);

### enqueue(q, 20);

### enqueue(q, 30);

### printf("Dequeued element is %d\n", dequeue(q));

### printf("Dequeued element is %d\n", dequeue(q));

### return 0;

### }

## **5. Trees**

### Definition-

A tree is a hierarchical structure with nodes, with one node as the root and zero or more child nodes.

### Types-

* Binary Tree
* Binary Search Tree (BST)
* AVL Tree
* Red-Black Tree
* B-trees

### Operations (BST)-

* **Access**: O(log n)
* **Search**: O(log n)
* **Insert**: O(log n)
* **Delete**: O(log n)

### Use Case-

Hierarchical data representation, efficient data retrieval, database indexing.

Operations: Insertion, Deletion, Traversal (Preorder, Inorder, Postorder)

### Example Code for BST-

### #include <stdio.h>

### #include <stdlib.h>

### // Define the node structure

### struct Node {

### int data;

### struct Node\* left;

### struct Node\* right;

### };

### // Create a new node

### struct Node\* newNode(int data) {

### struct Node\* node = (struct Node\*)malloc(sizeof(struct Node));

### node->data = data;

### node->left = node->right = NULL;

### return node;

### }

### // Insert a new node in BST

### struct Node\* insert(struct Node\* node, int data) {

### if (node == NULL) {

### return newNode(data);

### }

### if (data < node->data) {

### node->left = insert(node->left, data);

### } else if (data > node->data) {

### node->right = insert(node->right, data);

### }

### return node;

### }

### // Inorder traversal of BST

### void inorder(struct Node\* root) {

### if (root != NULL) {

### inorder(root->left);

### printf("%d ", root->data);

### inorder(root->right);

### }

### }

### int main() {

### struct Node\* root = NULL;

### root = insert(root, 50);

### insert(root, 30);

### insert(root, 20);

### insert(root, 40);

### insert(root, 70);

### insert(root, 60);

### insert(root, 80);

### inorder(root);

### return 0;

### }

## **6. Hash Tables**

### Definition-

A hash table is a collection of key-value pairs with efficient key-based access.

### Operations-

* **Access**: O(1) (average case)
* **Search**: O(1) (average case)
* **Insert**: O(1) (average case)
* **Delete**: O(1) (average case)

### Use Case-

Fast lookup, insert, and delete operations, like dictionaries, caches.

### Example Code-

### #include <stdio.h>

### #include <stdlib.h>

### #include <string.h>

### #define TABLE\_SIZE 10

### struct HashNode {

### int key;

### int value;

### struct HashNode\* next;

### };

### struct HashTable {

### struct HashNode\* table[TABLE\_SIZE];

### };

### // Hash function

### int hashFunction(int key) {

### return key % TABLE\_SIZE;

### }

### // Insert key-value pair

### void insert(struct HashTable\* ht, int key, int value) {

### int hashIndex = hashFunction(key);

### struct HashNode\* newNode = (struct HashNode\*)malloc(sizeof(struct HashNode));

### newNode->key = key;

### newNode->value = value;

### newNode->next = NULL;

### if (ht->table[hashIndex] == NULL) {

### ht->table[hashIndex] = newNode;

### } else {

### struct HashNode\* temp = ht->table[hashIndex];

### while (temp->next != NULL) {

### temp = temp->next;

### }

### temp->next = newNode;

### }

### }

### // Search for a key

### int search(struct HashTable\* ht, int key) {

### int hashIndex = hashFunction(key);

### struct HashNode\* temp = ht->table[hashIndex];

### while (temp != NULL) {

### if (temp->key == key) {

### return temp->value;

### }

### temp = temp->next;

### }

### return -1;

### }

### // Delete a key

### void delete(struct HashTable\* ht, int key) {

### int hashIndex = hashFunction(key);

### struct HashNode\* temp = ht->table[hashIndex];

### struct HashNode\* prev = NULL;

### while (temp != NULL && temp->key != key) {

### prev = temp;

### temp = temp->next;

### }

### if (temp == NULL) {

### printf("Key not found\n");

### return;

### }

### if (prev == NULL) {

### ht->table[hashIndex] = temp->next;

### } else {

### prev->next = temp->next;

### }

### free(temp);

### }

### int main() {

### struct HashTable\* ht = (struct HashTable\*)malloc(sizeof(struct HashTable));

### memset(ht->table, 0, sizeof(ht->table));

### insert(ht, 1, 10);

### insert(ht, 2, 20);

### insert(ht, 3, 30);

### printf("Value for key 2: %d\n", search(ht, 2));

### delete(ht, 2);

### printf("Value for key 2 after deletion: %d\n", search(ht, 2));

### return 0;

### }

## **7. Graphs**

### Definition-

A graph is a collection of nodes (vertices) and edges connecting pairs of nodes.

### Types-

* Directed
* Undirected
* Weighted
* Unweighted

### Representations-

* Adjacency List
* Adjacency Matrix

### Operations-

* **Add Vertex**: O(1)
* **Add Edge**: O(1) (adjacency list), O(1) (adjacency matrix)
* **Remove Vertex**: O(V + E) (adjacency list), O(V^2) (adjacency matrix)
* **Remove Edge**: O(E) (adjacency list), O(1) (adjacency matrix)

### Use Case-

Modeling networks like social media, transportation systems, or computer networks.

### Example Code for Adjacency List Representation-

### #include <stdio.h>

### #include <stdlib.h>

### // Define the structure for an adjacency list node

### struct AdjListNode {

### int dest;

### struct AdjListNode\* next;

### };

### // Define the structure for an adjacency list

### struct AdjList {

### struct AdjListNode\* head;

### };

### // Define the structure for a graph

### struct Graph {

### int V;

### struct AdjList\* array;

### };

### // Create a new adjacency list node

### struct AdjListNode\* newAdjListNode(int dest) {

### struct AdjListNode\* newNode = (struct AdjListNode\*)malloc(sizeof(struct AdjListNode));

### newNode->dest = dest;

### newNode->next = NULL;

### return newNode;

### }

### // Create a graph of V vertices

### struct Graph\* createGraph(int V) {

### struct Graph\* graph = (struct Graph\*)malloc(sizeof(struct Graph));

### graph->V = V;

### graph->array = (struct AdjList\*)malloc(V \* sizeof(struct AdjList));

### for (int i = 0; i < V; ++i) {

### graph->array[i].head = NULL;

### }

### return graph;

### }

### // Add an edge to an undirected graph

### void addEdge(struct Graph\* graph, int src, int dest) {

### struct AdjListNode\* newNode = newAdjListNode(dest);

### newNode->next = graph->array[src].head;

### graph->array[src].head = newNode;

### newNode = newAdjListNode(src);

### newNode->next = graph->array[dest].head;

### graph->array[dest].head = newNode;

### }

### // Print the adjacency list representation of the graph

### void printGraph(struct Graph\* graph) {

### for (int v = 0; v < graph->V; ++v) {

### struct AdjListNode\* pCrawl = graph->array[v].head;

### printf("\n Adjacency list of vertex %d\n head ", v);

### while (pCrawl) {

### printf("-> %d", pCrawl->dest);

### pCrawl = pCrawl->next;

### }

### printf("\n");

### }

### }

### int main() {

### int V = 5;

### struct Graph\* graph = createGraph(V);

### addEdge(graph, 0, 1);

### addEdge(graph, 0, 4);

### addEdge(graph, 1, 2);

### addEdge(graph, 1, 3);

### addEdge(graph, 1, 4);

### addEdge(graph, 2, 3);

### addEdge(graph, 3, 4);

### printGraph(graph);

### return 0;

### }