

LINKED LIST

56

Deleting the first Node in singly linked List

## Algorithms ➔

Deleted first (slim)

... check for under flow

Step 1:

```
If start = NULL, then  
    print linked list Empty  
exit
```

Step 2: set PTR = START  
 Step 3: set START = START  $\rightarrow$  Next  
 Step 4: print Element deleted is PTR  $\rightarrow$  info  
 Step 5: free(PTR).



### After Selection



LINKED LIST

## DELETING NODES

Deleting the last node in singly linked list

### Algorithm ↗

## Deleting (STAR)

Step 1: Check for underflow

If start = NULL then  
    print "link list is empty"  
else if

Step 2: if start → Next = NULL then

Set Pthr = Stark

Set start = NULL

Print element deleted is = PTR->Info

```
free (ptr);  
end if
```

**Step 3:** set PTA = START

**Step 4:** Repeat Step 5 and 6 until

`ptr->Next = NULL;`

**Step 5:** Set  $Loc = PTR$

**Step 6:** Set  $PTR = PTR \rightarrow Next$

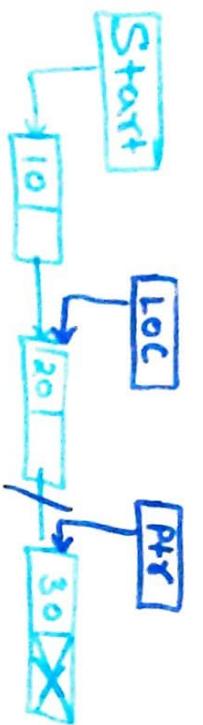
## LINKED LIST

## DELETING NODES

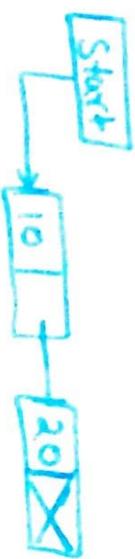
(49)

Step 7: set LOC → Next = NULL

Step 8: free (PTR)



After deletion



Algorithm →

Delete - Location (START, LOC)

Step 1: Check for underflow

If PTR = NULL then  
print underflow

Exit

Step 2: Initialize the counter I and pointers

Set I = 0;  
Set PTR = Start;

Step 3: Repeat step 4 to 6 until I < LOC

Step 4: Set temp = PTR

Step 5: Set PTR = PTR → Next

Step 6: Set I = I + 1

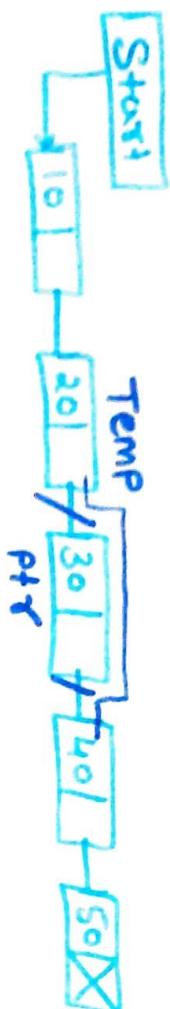
Deleting the Node from Specified Position  
In singly linked list

(48)

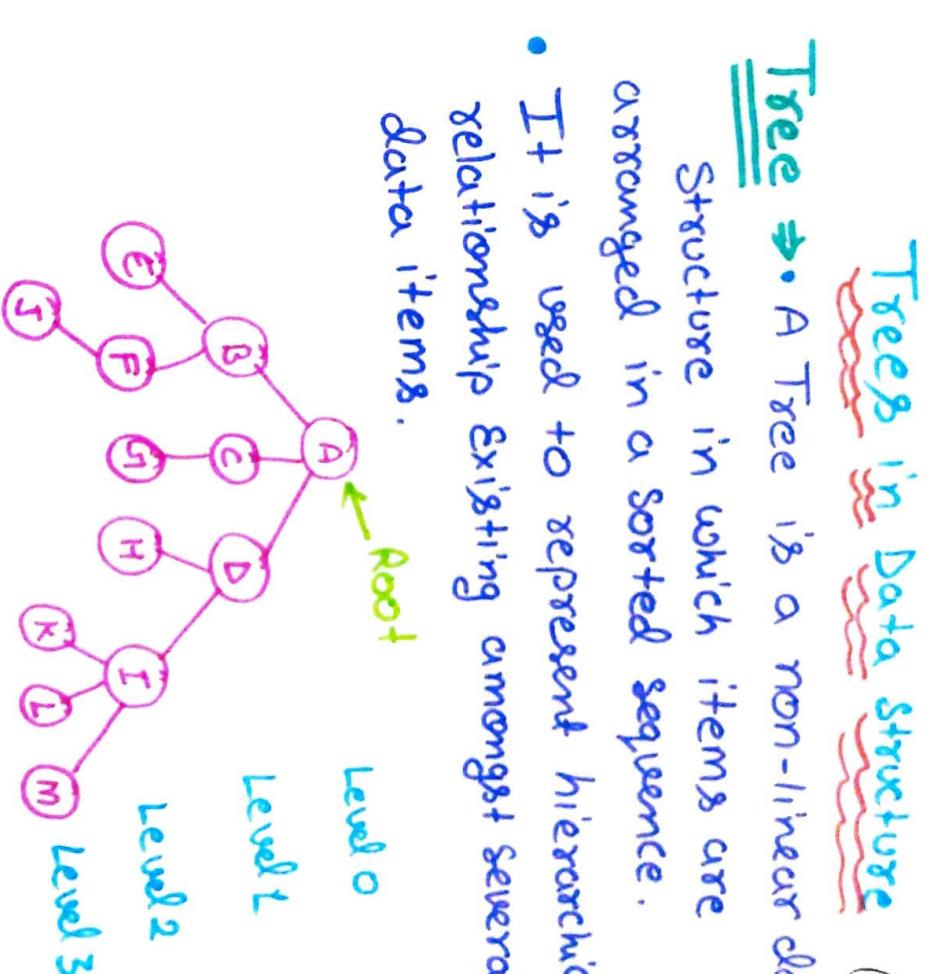
Step 7: print element deleted  $\&= \text{ptr} \rightarrow \text{info}$

Step 8: set  $\text{Temp} \rightarrow \text{Next} = \text{ptr} \rightarrow \text{Next}$  (50)

Step 9: free( $\text{ptr}$ )



After deletion



Tree Terminology  $\Rightarrow$  Tree has different terminology such as:

1  $\Rightarrow$  Root  $\Rightarrow$  It is specially designed data item in a tree. It is the first in the hierarchical arrangement of data item. In the above tree, A is root item.

2  $\Rightarrow$  Node  $\Rightarrow$  Each data item in a tree is called a node. In the given

Tree in Data Structure (51)

Tree  $\Rightarrow$  A Tree is a non-linear data structure in which items are arranged in a sorted sequence.

• It is used to represent hierarchical relationship existing amongst several data items.

Tree there are 13 Node such as -

A, B, C, D, E, F, G, H, I, J, K, L, M

3. Degree of a node  $\Rightarrow$  It is the no. of

Subtrees of a node in a given tree:

The degree of A = 3

The degree of C = 1

The degree of L = 0

4. Degree of a tree  $\Rightarrow$  It is the maximum degree

of nodes in a given tree. In the given tree the node A and node I has maximum degree(3). so the degree of tree is 3.

5. Terminal node  $\Rightarrow$  A node with degree

zero is called terminal node. In given tree, E, J, G, H, K, L and M are terminal node.

6. Non-terminal Node  $\Rightarrow$  Any node whose

degree is not zero is called non-terminal node. In given tree - A, B, C, D, E, F, I are Non-terminal node.

(52)

7. Siblings  $\Rightarrow$  The child nodes of a given parent node are called Siblings. They are also called brothers.

In the given table.

- B, C, D are Siblings of parent node A.
- H & I are Siblings of parent node D.

8. Level  $\Rightarrow$  The entire tree structure is

Levelled in such a way that the

root node is always at level 0.

9. Edge  $\Rightarrow$  It is a connecting line of two nodes. That is, the line drawn from one node to another node is called an Edge.

10. Path  $\Rightarrow$  It is a sequence of consecutive edges from the source

node to the destination node. In the given tree the path between A and J is as.

(A, B) (B, F) and (F, J)

A  $\rightarrow$  B  $\rightarrow$  F  $\rightarrow$  J

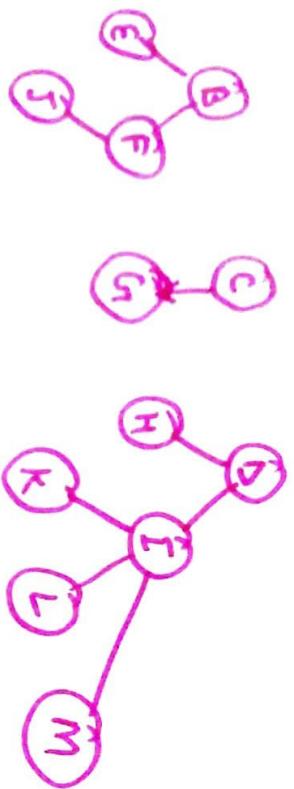
(33)

11) Depth  $\Rightarrow$  It is the maximum level of any node in a given tree. In the given tree, the root node A has the maximum level.

(54)

12) forest  $\Rightarrow$  It is a set of disjoint trees. In a given tree if you remove its root node then it becomes a forest. In the given tree, there is a forest with three tree such as.

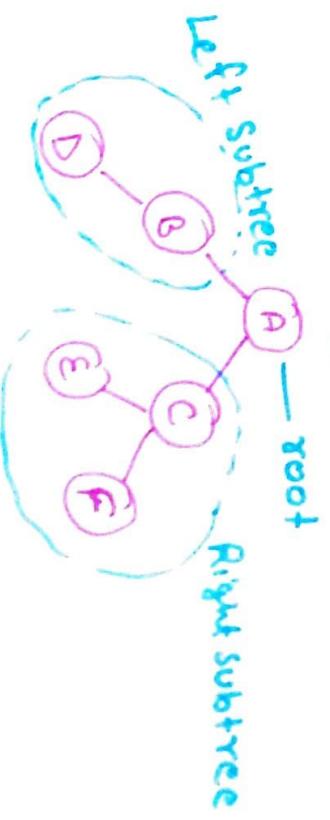
After removing root A, forest is.



right subtree

In Binary tree, every node can have

maximum of 2 children which are known as left child and right child.



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BINARY TREES

Binary tree is a finite set of data item which is either empty

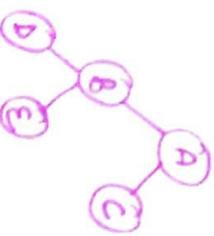
or consists of a single item called root and two disjoint binary tree called the Left subtree and

right subtree

## Types of Binary trees $\Rightarrow$

(56)

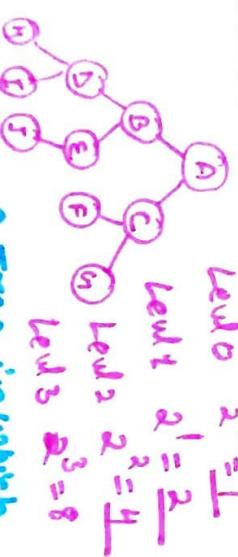
- 1) full Binary tree  $\Rightarrow$  A binary tree is full if every node has 0 or 2 child.



- 2) Complete binary tree  $\Rightarrow$  A binary tree is complete binary tree if all levels are completely filled except possibly the last level and the last level has all keys as left or possible.

$$\begin{array}{l} \text{Level 0 } 2^0 = 1 \\ \text{Level 1 } 2^1 = 2 \\ \text{Level 2 } 2^2 = 4 \\ \text{Level 3 } 2^3 = 8 \end{array}$$

- Complete binary Tree if all levels are completely filled except possibly the last level and the last level has all keys as left or possible.



- 3) Perfect binary tree  $\Rightarrow$  A tree in which all internal nodes have two children and all leaves are at the same level. In which all level has  $2^n$  child

$$\text{Level 0 } 2^0 = 1$$

$$\text{Level 1 } 2^1 = 2$$

$$\text{Level 2 } 2^2 = 4$$

$$\text{Level 3 } 2^3 = 8$$

## Traversal of a Binary Tree $\Rightarrow$

(57)

It is a way in which each node in the tree is visited exactly once in a systematic manner.

There are three ways which we use to traverse a tree - Node Left Right

+ to + traverse a tree - Node Left Right (NLR)

1 - Pre Order traversal (LNR)

2 - In Order traversal (LNR)

3 - Post Order traversal (LRN)

- 1  $\rightarrow$  Pre Order Traversal  $\Rightarrow$  In this

Traversal method, the root node is visited first, then the left subtree and finally the right subtree.

Algorithm  $\Rightarrow$

Until all nodes are traversed -

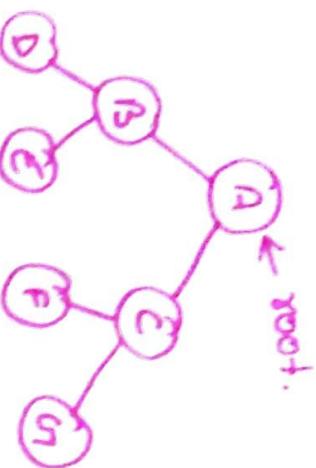
Step 1: Visit root node.

Step 2: Recursively traverse left subtree.

Step 3: Recursively traverse right subtree.

Ex ⇒

(58)



Pre-order traversal  
A, B, D, E, C, F, G.

↳

2 ⇒ Inorder Traversal ⇒ In this traversal method, the left subtree is visited first, then the root and later the right subtree.

Algorithm ⇒

Algorithm ⇒

Until all nodes are traversed -

Step1: Recursively traverse left subtree.

Step2: Visit root node.

Step3: Recursively traverse Right Subtree.

## Binary Search tree(BST)

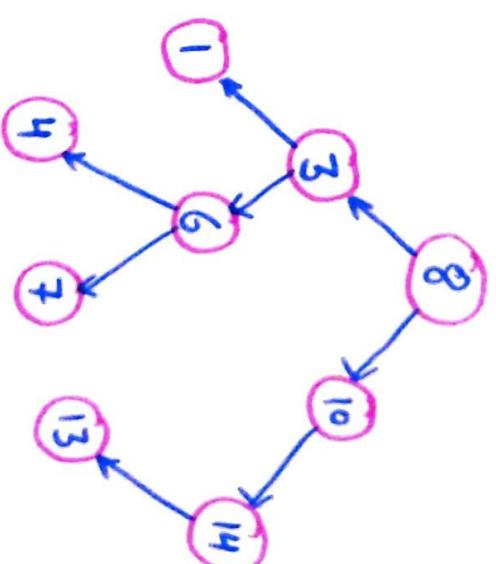
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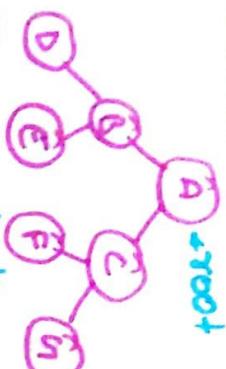
Binary search tree is a node-based binary tree data structure which has the following Rules:

1 ⇒ The value of the key in the left child or left subtree is less than the value of root.

2 ⇒ The value of the key in the right child or right subtree is more than or equal to the root.

3 ⇒ The right and left subtree each must also be a binary search tree (BST).





Inorder Traversal is -  
D, B, E, A, F, C, G.

3) Post-order Traversal  $\Rightarrow$  In this method the root node is visited last, hence the name first we traverse Left subtree, then the right subtree and finally the root node.

Algorithm =

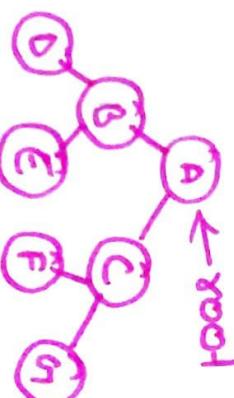
until all nodes are traversed -

Step 1: Recursively traverse Left subtree.

Step 2: Recursively traverse right subtree.

Step 3: Visit root node.

Ex-2



Post-order Traversal is -

D, E, B, F G, C, A

# Difference between Stack and Queue

(61)

## Stack

- 1 ➔ It represents the collection of elements in Last In First Out (LIFO) order. Elements in Last in first out (LIFO) order.
- 2 ➔ Objects are inserted and removed at the same end called Top of Stack (TOS).
- 3 ➔ Insert operation is called push operation.

## Queue

- 1 ➔ It represents the collection of elements in First In First Out (FIFO) order. Elements in First In First Out (FIFO) order.
- 2 ➔ Objects are inserted and removed from different ends called front and rear ends.
- 3 ➔ Insert operation is called Enqueue operation.
- 4 ➔ Delete operation is called Dequeue operation.
- 5 ➔ In Stack There is no wastage of memory space.
- 6 ➔ plate Counter at marriage Reception is an example of stack.
- 7 ➔ Students Standing in a line at fees counter is an example of queue.

# Difference between Singly and Doubly Linked List

62

## Singly Linked List

- 1 → Singly Linked List has nodes with data field and next link field (forward link).

Ex:-

Data	next
------	------

## Doubly Linked List

- 1 → Doubly Linked List has nodes with data field and two pointer field.(backward and forward link).

Ex:-

Previous	Data	Next
----------	------	------

- 2 → It allows traversal only in one way.
- 3 → It requires one List pointer variable (start)
- 4 → It occupies less memory
- 5 → Complexity of Insertion and Deletion at known position is  $O(n)$ .

$O(1)$

## (6.3) Difference between Linear and Non-Linear data Structure

Linear Data Structure	Non-Linear data structure
<p>1 ➔ In this data structure The elements are organized in a sequence such as :-</p> <p>2 ➔ Array, stack, queue etc.</p> <p>3 ➔ In linear data structure Single Level is involved.</p> <p>4 ➔ Data Elements can be traversed in a single run only.</p> <p>5 ➔ Memory is not utilized in a efficient way.</p> <p>6 ➔ Applications of linear D.S are mainly in Application software development.</p>	<p>1 ➔ In this data structure data is organized without any sequence.</p> <p>2 ➔ In non-Linear D.S multiple Levels are involved.</p> <p>3 ➔ It is difficult to implement.</p> <p>4 ➔ Data Elements can't be traversed in a single run only.</p> <p>5 ➔ memory utilization in an efficient way.</p> <p>6 ➔ Applications of non-Linear D.S are in Artificial Intelligence and image processing.</p>

# Difference between Array and Linked List

(63)

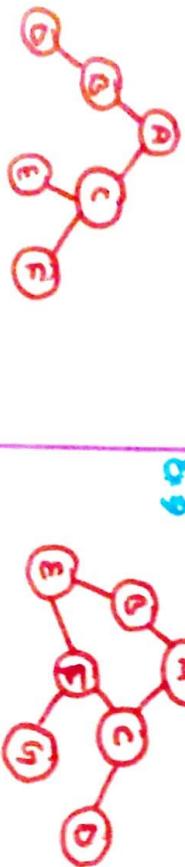
Array	Linked-List
<ul style="list-style-type: none"> <li>1 → Size of an Array is fixed.</li> <li>2 → Array is a collection of Homogeneous (Similar) data type.</li> <li>3 → Memory is allocated from Stack.</li> <li>4 → Array work with Static data structure.</li> <li>5 → Elements are stored in contiguous memory locations.</li> <li>6 → Array elements are independent to each other.</li> <li>7 → Array take more time. (<i>Insertion &amp; Deletion</i>)</li> </ul>	<ul style="list-style-type: none"> <li>1 → Size of a List is not fixed.</li> <li>2 → Linked-List is a collection of node (data &amp; address).</li> <li>3 → Memory is allocated from heap.</li> <li>4 → Linked-List work with Dynamic data structure.</li> <li>5 → Elements can be stored anywhere in the memory.</li> <li>6 → Linked List elements are depend to each other.</li> <li>7 → Linked-List take less time. (<i>Insertion &amp; Deletion</i>)</li> </ul>

# Difference between Tree and Graph

64

## Tree

- 1 → Tree is a collection of nodes and edges.
- Ex →  $T = \{ \text{node, edges} \}$
- Ex →  $G_1 = \{ V, E \}$
- 2 → There is a unique node called root in tree.
- 3 → There will not be any cycle/loops.
- 4 → Represents data in the form of a tree structure in a hierarchical manner.
- 5 → In tree only one path between two nodes.
- 6 → In this Preorder, Inorder and Postorder Traversal.



## Graph

- 1 → Graph is a collection of vertices/nodes and edges.
- 2 → There is no unique node.
- 3 → There can be loops/cycle.
- 4 → Represents data similar to a network.
- 5 → In graph one or more than one path between two nodes.
- 6 → In this BFS and DFS traversal.

