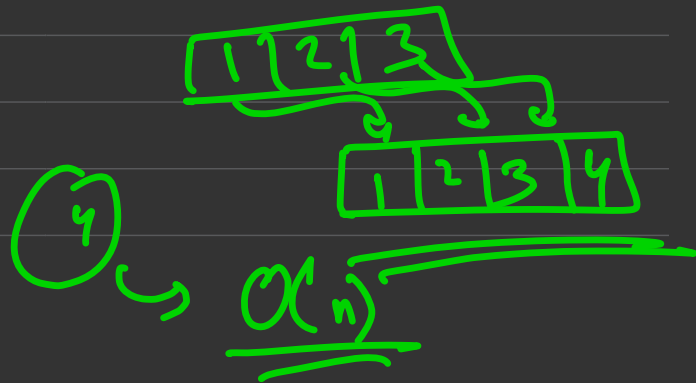


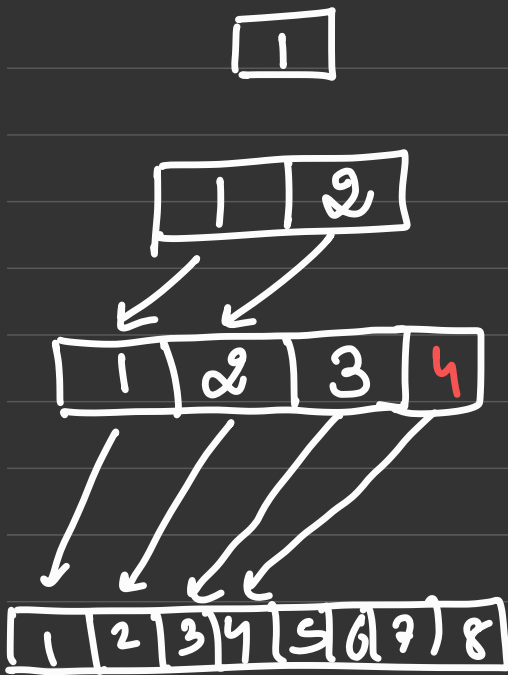
↳ There are problems with arrays \rightarrow

1) We need a size to init array & that size is fixed

2) During runtime we can't inc or dec length of array.



↳ of we try to create a new array
of size $n+1$ → Then for one insertion
we will take $O(n)$ time



Capacity

Size

1, 2, 3, ..., 9

2

1

operations

1 → 1

2 → 2

→ 2⁰ + 1

3 → 3

→ 2¹ + 1

4 - 1

6 - 5

→ 2² + 1

6 - 1

2 - 1

8 - 1

9 - 9

→ 2³ + 1

4

3

4

4

8

5

8

6

8

7

8

8

$$\underline{\underline{\text{avg time}}} \rightarrow \frac{\text{total no. of operations}}{\text{no. of insertions}}$$

$$\underline{1 + 2 + 3 + 1 + 5 + 1 + 1 + 1 + 9 \dots}$$

n

$$\underbrace{(1 + 1 + 1 + 1 \dots)}_n + 2^0 + 2^1 + 2^2 + \dots + 2^{\log n}$$

$$2^{\log n} \rightarrow n$$

$$\underline{n + 1 \times (2^{\log n} - 1)}$$

n

$$\frac{n + (n-1)}{n} \Rightarrow \frac{2n-1}{n} \rightarrow \underline{\underline{\text{const}}}$$

avg \rightarrow per element you took const time

\hookrightarrow array \rightarrow insertion $\rightarrow \underline{\underline{O(1)}}$

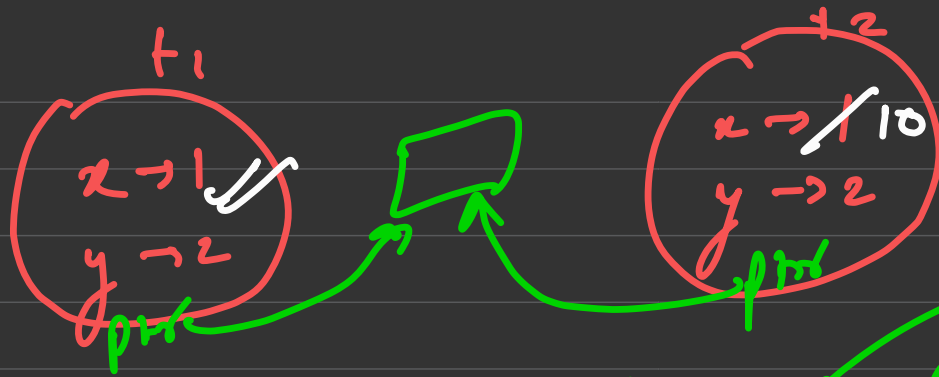
amortized analysis

C++ → Vector

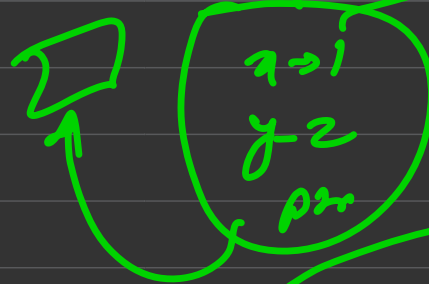
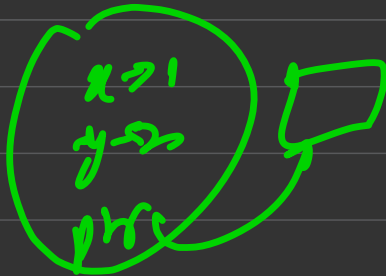
Java → ArrayList

Python → List



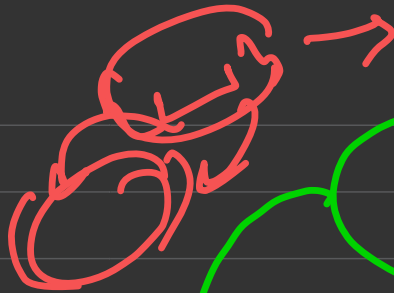


Shallow copy

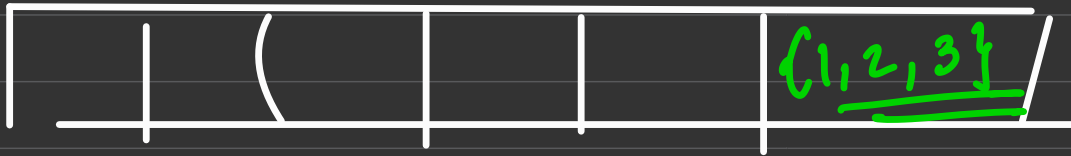


Deep copy

Push-back



{1, 2, 3}



obj

v. push-back({1, 2, 3})

v. push-back(obj)

