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**In seminarul 3 ai**

# Lista simpla inlantuita

Graphical user interface, application

Description automatically generated

//DACA ITI CERE O LISTA CIRCULARA, DE AICI PANA AICI FACI

* 2 structuri
* **citire\_angajat\_tastatura()**
* creare\_lista\_circulara()🡪 asta vrea **citire\_angajat\_tastatura()**
* inserare\_element\_circulara()

stergere\_element\_circulara()

* traversare\_circulara() 🡪 asta vrea **citire\_angajat\_tastatura()**

//

* creare\_lista()
* traversare()
* inserare\_element

stergere\_element

* nr\_noduri
* inserare\_element\_pozitie

stergere\_pozitie

**In seminarul 4 ai**

# Lista dubla inlantuita

**Graphical user interface, application, website

Description automatically generated**

AICI AI LISTA DUBLA NORMALA, A DOUA CRCULARA

//

* 2 structuri
* **citire\_angajat\_tastatura()**
* creare\_lista() 🡪 asta vrea **citire\_angajat\_tastatura()**
* traversare()
* inserare\_element()

stergere\_element()

**nr\_noduri()**

inserare\_element\_pozitie() 🡪asta vrea **nr\_noduri**

stergere\_pozitie() 🡪asta vrea **nr\_noduri**

//

* creare\_lista\_circulara() 🡪 asta vrea **citire\_angajat\_tastaura**
* inserare\_element\_circulara()
* stergere\_element\_circulara()
* traversare\_circulara()

**In seminarul 5 ai:**

# STIVA si COADA

A picture containing graphical user interface

Description automatically generatedA picture containing logo

Description automatically generated

**--Stiva**

* 2 structuri
* **citire\_angajat\_tastatura()**
* **afisare\_angajat\_tastatura**
* push()
* pop()
* afisare\_stiva 🡪 asta vrea **afisare\_angajat\_tastatura**
* initializare\_stiva() 🡪 asta vrea **citire\_angajat\_tastatura()**

**--Coada**

* 2 structuri
* **citire\_angajat\_tastatura()**
* afisare\_angajat\_tastatura
* push()
* pop()
* afisare\_coada()
* initializare\_coada 🡪 asta vrea **citire\_angajat\_tastatura()**

**In seminarul 6 ai**

# Tabela de dispersie

Table

Description automatically generated

//AICI SCRII TOT (mai putin stergerile)

Mai ales cele 3 afisari

3 structuri

**citire\_student()\***

🡪**afisare\_student**

**cod\_hash**

alocare\_memorie()

**dezalocare\_lista()**

dezalocare\_memorie() 🡪 asta vrea pe **dezalocare\_lista()**

**inserare()\*** 🡪 asta vrea **cod\_hash**

**stergere()&** 🡪 si asta vrea **cod\_hash**

🡪**afisare\_lista()** 🡪 asta vrea **afisare\_student**

🡪**afisare\_hash()** 🡪 asta vrea pe **afisare\_lista**

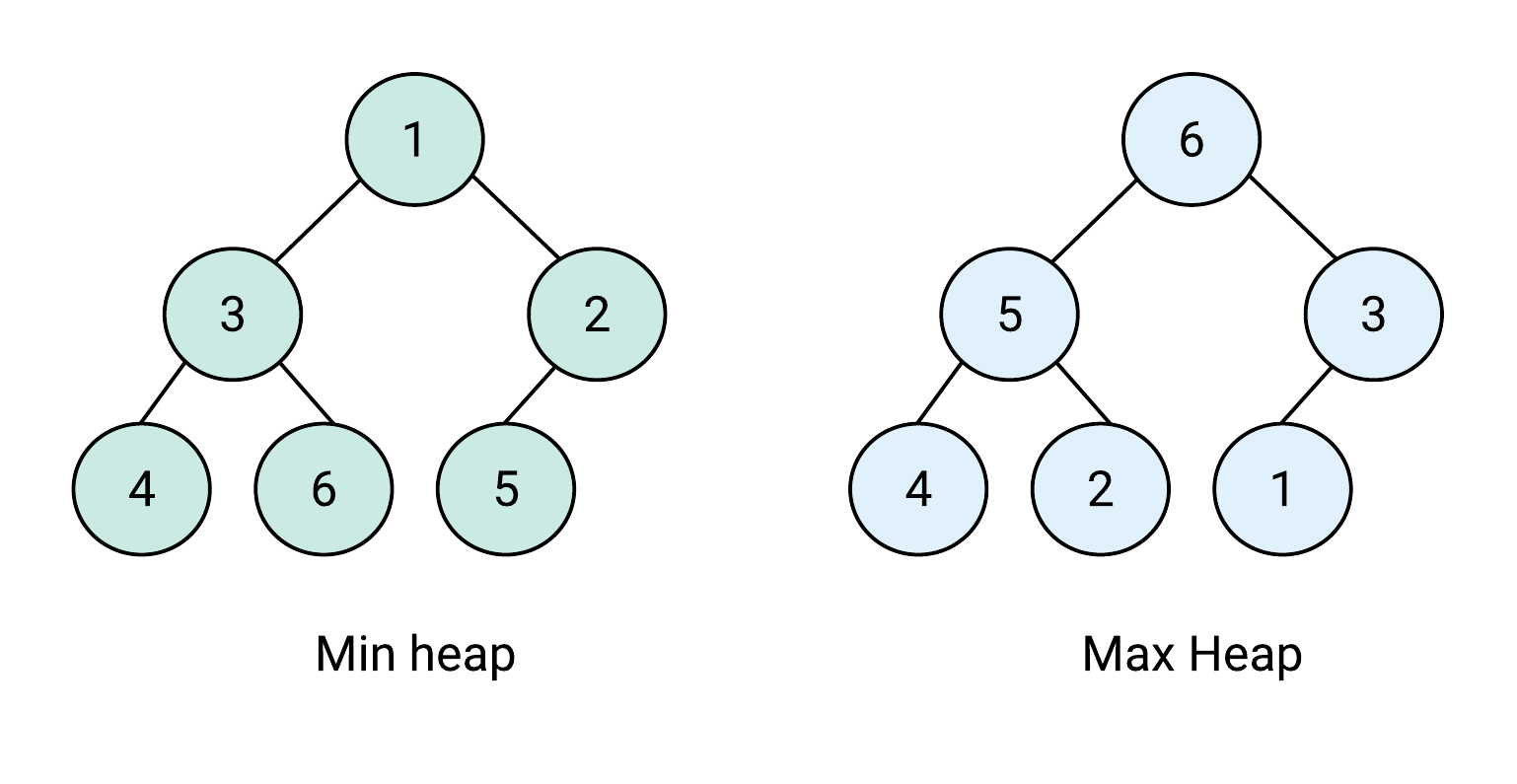
adaugare\_studenti\_hash—>vrea functiile **citire\_student** si **inserare**\*\*

stergere\_student\_cod\_matricol🡪 vrea functia de **stergere&**

**In seminarul 7 ai:**

# Heap

A **heap** is a tree-based data structure in which all the nodes of the tree are in a specific order



* 2 structuri

**citire\_apel\_urgenta\_fisier\***

citire\_apel\_urgenta\_consola()

* **afisare\_apel\_urgenta**

citire\_apeluri\_urgenta\_fisier🡪 asta il vrea pe **citire\_apel\_urgenta\_fisier\***

* **afisare\_apeluri\_urgenta**🡪 asta il vrea pe **afisare\_apel\_urgenta**
* **----Metode Heap----**
* **Interschimbare()**
* **Filtrare \*\*\*\***
* -------------------------
* afisare\_heap 🡪 asta il vrea pe **afisare\_apeluri\_urgenta**
* initializare\_heap 🡪 are nevoie de **filtrare()**
* inserare\_heap 🡪 are nevoie de **interschimbare()**

extragere\_heap 🡪 are nrevoie de **filtrare() \*\*\*\***

* dezalocare\_heap

**In seminarul 8 ai:**

# BINARY TREE!!!

* 2 structuri
* **afisare\_apel\_urgenta**
* afisare\_apeluri\_urgenta() 🡪 asta il vrea pe **afisare\_apel\_urgenta**
* creare\_nod
* inserare\_nod –-> il vrea pe **creare\_nod**

**stergere\_nod\_radacina**

sterge\_nod –-> il vrea pe **stergere\_nod\_radacina**

cautare\_cod

Numara

* afisare\_preordine 🡪 asta il vrea **pe afisare\_apel\_urgenta**

afisare\_inordine 🡪 asta il vrea **pe afisare\_apel\_urgenta**

afisare\_postordine 🡪 asta il vrea **pe afisare\_apel\_urgenta**

inaltime\_arbore

afisare\_pe\_nivel 🡪 asta il vrea **pe afisare\_apel\_urgenta**

* dezalocare

**In seminarul 9 ai**

# AVL

* 2 structuri
* --Meode carte??---

Citire\_carte

* **Afisare\_carte**

--Metode AVL---

* **Creare\_nod**
* Afisare 🡪 asta vrea **afisare\_carte**
* **Inaltime\_arbore**
* **Grad\_echilibru** 🡪 asta vrea **inaltime arbore**
* Rotire\_stanga 🡪 asta vrea **grad de echilbru**
* Rotire\_dreapta 🡪 asta vrea **grad de echilbru**
* rotire\_stanga\_dreapta 🡪rotire stanga + rotire dreapta
* rotire\_dreapta\_stanga 🡪 rotire dreapta + rotire stanga
* final—
* echilibrare 🡪 asta vrea multe..
* inserare\_nod 🡪 vrea **echilibrare** + **creare\_nod**

stergere\_nod radacina

stergere\_nod 🡪 stergere\_nod\_radacina + echilibrare

**In seminarul 12 ai…**

# Grafuri

3 structuri + header ul de la vecini

**cautaNodGrafDupaCheie()**

adaugareNodGraf()

adaugareNodVecin()

adaugareArcInGraf 🡪asta vrea pe **cautaNodGrafDupaCheie()**

**afisareNodVecin**

afisarNodGraf 🡪asta vrea pe **afisareNodVecin**

numarNoduri

**initializareNoduriVizitate** 🡪asta vrea pe numarNoduri

//I auzi fata nu are treaba, e lista simpla yeye

1 struct

**adaugareNodCarte()**

afisareNodCarte()

//

DF

1 struct

**pushStiva**

parcurgereAdancime 🡪vrea **pushStiva** +**initializareNoduriVizitate**+ **cautaNodGrafDupaCheie** + **adaugareNodCarte**

//BF

1 struct

pushCoada

popCoada

parcurgereLatime()🡪 asta vrea **initializareNoduriVizitate** + pushCoada + popCoada + **cautaNodGrafDupaCheie** + **adaugareNodCarte** 5

//

citesteCarteFisier

citesteNodGrafFisier 🡪asta vrea citesteCarteFisier + adaugareNodGraf

citesteMuchiiGrafFisier 🡪 asta vrea adaugareArcInGraf