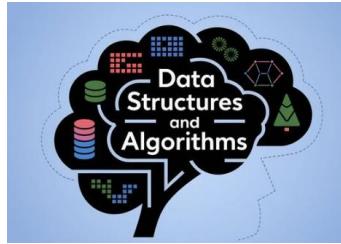




Data Structures and Algorithms Syllabus

DURATION – 2 MONTHS

MODE OF TRAINING – OFFLINE/ONLINE

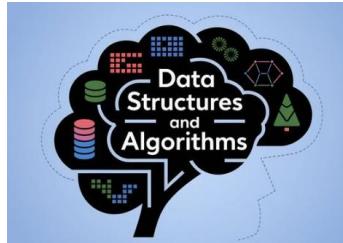


Data Structures and Algorithms



- **Introduction to Data Structure**
- Understanding Data types
- What is Data Structure
- Need of Data Structure
- The Mathematical model
- **Algorithms**
- Understanding algorithms
- How to write algorithms
- Optimizing algorithms
- Finding time complexity of an Algorithm
- **Lists**
- what is List and what is it's need
- Sequential lists (Arrays) ,Advantages and Limitations
- Implementing sequential lists



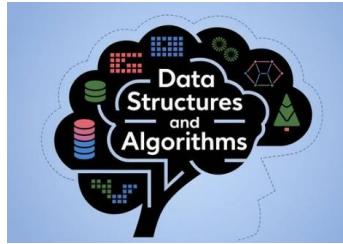


Data Structures and Algorithms



- **Linked Lists**
- The LinkedList structure
- Advantages, Limitations
- Singly Linked List
- Doubly Linked List
- Circular Linked List
- Time complexity of Linked List and Sequential lists
- **Stacks**
- Understanding stacks
- Stack usage
- Implementing Stack
- Sequential implementation
- Linked implementation
- Double stack and it's implementation



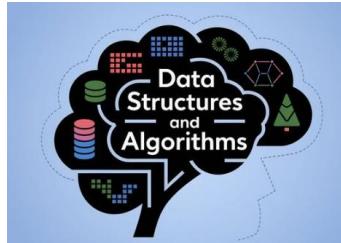


Data Structures and Algorithms



- **Tree**
- Introduction to Tree data structure
- Tree usage
- Types of Trees
- General Tree
- Binary Tree
- Binary Search Tree
- Binary Search Tree (BST)
- Understanding Binary Search Tree
- BST usage
- Insertion and deletion
- Understanding BST algorithms
- Inorder, Preorder, Postorder
- BFS and DFS



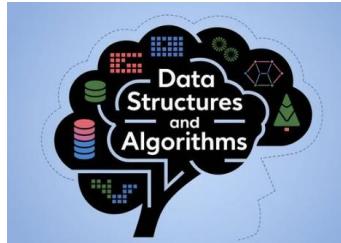


Data Structures and Algorithms



- Time complexity of BST algorithms
- Implementing BST using arrays
- Constructing BST back using the tree traversals
- Threaded BST
- Why Threaded BST
- Understanding threaded BST
- Threaded BST Algorithms
- Insertion and deletion
- Inorder, Preorder, Postorder
- Time Complexity of Threaded BST
- Height Balanced Trees (AVL Trees)
- What is AVL Tree
- Balance factor, right heavy and left heavy tree



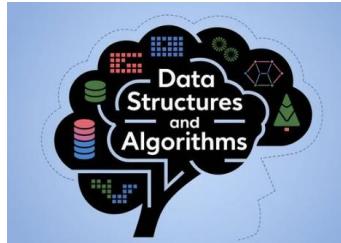


Data Structures and Algorithms



- Height balancing algorithm
- Insertion and deletion algorithms
- Few other types of trees
- Strictly binary tree
- Symmetric tree
- Red Black Tree
- B Tree and B+ Tree
- **Queues**
- What is Queue?
- Understanding Queue usage
- Implementing Queues
- Sequential implementation
- Linked implementation
- Circular Queue
- Usage and implementation



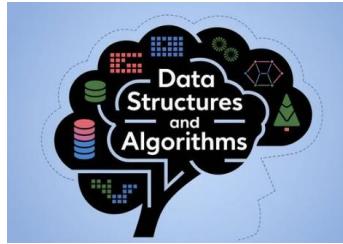


Data Structures and Algorithms



- Types of Queue
- Priority queue
- Double ended queue
- **Graphs**
- Introduction to Graphs
- Types of Graph
- Directed Graph
- Undirected Graph
- Implementing Graphs
- Sequential implementation
- Linked implementation
- Graph Algorithms
- BFS
- DFS
- Shortest Path Algorithm



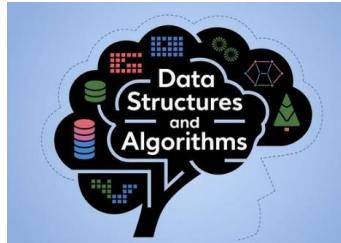


Data Structures and Algorithms



- Minimal Spanning Tree
- Creating minimal spanning tree from a graph using Kruskal's algorithms
- Prim's algorithm
- Hash Tables
- The hashing technique
- Understanding Hash tables
- Time complexity of operations on Hash Table
- Collision resolution algorithms
- Rehashing
- Improving performance using Hash Tables



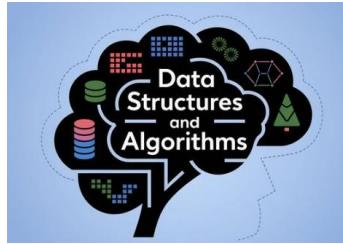


Data Structures and Algorithms



- **Infix, Prefix and Postfix Expression**
- Infix to prefix conversion and it's evaluation
- Infix to postfix conversion and it's evaluation
- **Searching Algorithms**
- Linear Search
- Binary Search
- Indexed sequential search
- Fibonacci Search
- **Sorting Algorithm**
- Bubble Sort
- Selection Sort
- Insertion Sort
- Radix Sort





Data Structures and Algorithms



- Merge Sort
- Quick Sort
- Heap Sort
- **Finding Time and Space Complexity of Algorithms**
- Omega notation
- Big O notation



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