

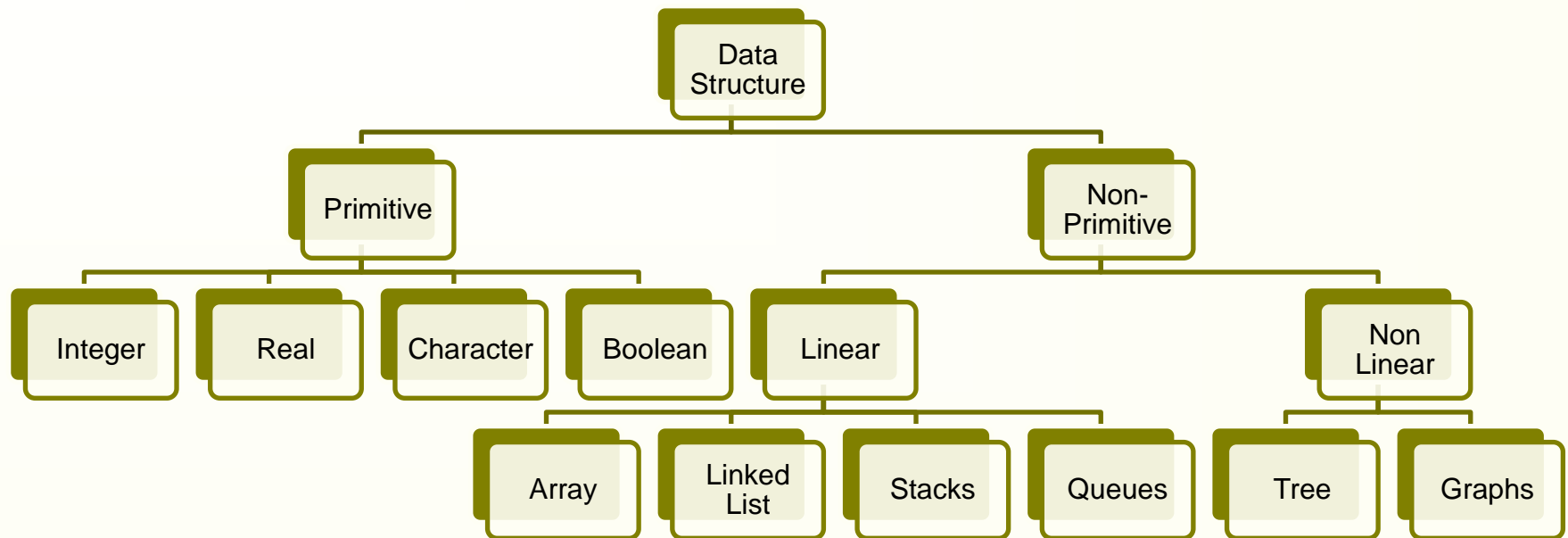
# **Data Structure Basics & Concepts of Abstract Data Types**

# Data Structure

The logical or mathematical model of a particular organization of data structure

- a) Data Structure should be **RICH ENOUGH** in structure to mirror the actual relationships of the data in the real world
- b) Data structure should be **SIMPLE ENOUGH** that one can efficiently process the data

# Classification of Data Structure



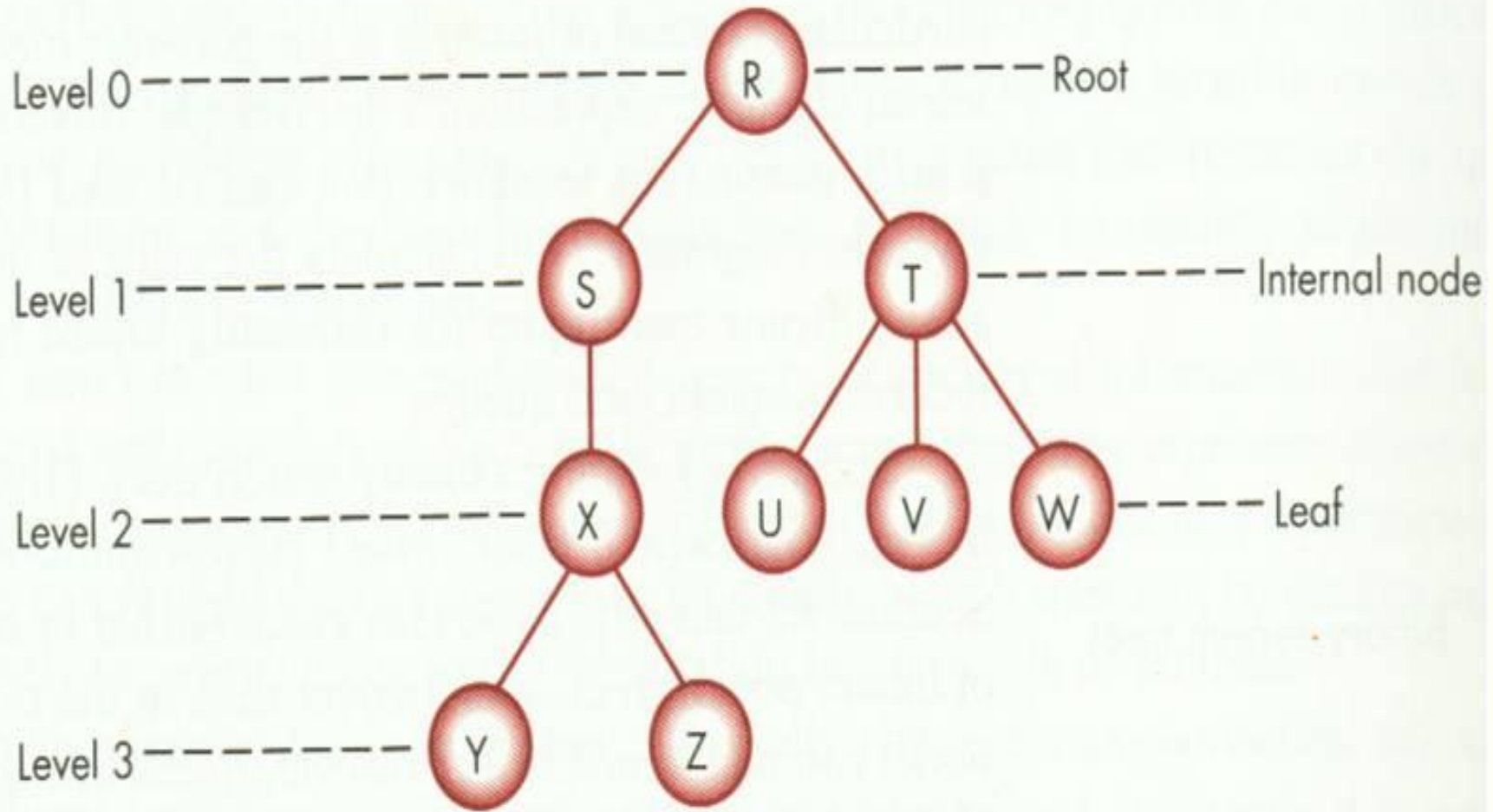
# Data Structure: Example

- Array
- Linked List
- Trees
- Graphs

# Data Structure: LINKED LIST

Sl.No.	SUBJECT NAME	FACULTY NAME
1	Data Structure	Rajeev
2	Computer Network	Arnab
3	DBMS	Rajesh
4	CPP	Rajeev
5	Oracle	Ankur
6	Architecture	Ramesh
7	Soft Computing	Arnab
8	Economics	Ankur
9	Basic Electronics	Ram
10	Basic Electrical	Ram

# Data Structure: LINKED LIST



# Abstract Data Type

- ADT is a tools for specifying the logical properties of a data type
- Definition of a data type WITHOUT any connection to the actual implementation in a programming language.
- A mathematical abstraction of a data structure.

The actual IMPLEMENTATION can be done by the programmer.

Two Parts:

What does it look like?

Structural Definition

What does it do?

Functional Definition

# ADT: List Representation

- Linear List
- Matrix
- Tree
- Graph



# An Example ADT - Employee

## ■ ADT Employee

- **Employee Information** - Name, Employee Number, Gender, DOB, DOJ
- **Functions** - join, work, travel, resign, retire

# An Example ADT - Fraction

## ■ ADT Fraction

- **Data** - Numerator, Denominator
- **Functions** - add, subtract, divide, multiply, reciprocal, etc.

# An Example ADT - Complex Numbers

## ■ ADT Complex

- **Data** - Real Part, Imaginary Part
- **Functions** - add, subtract, divide, multiply, etc.

# ADT - Properties

- During defining ADT as mathematical concept, we are not concerned about
  - SPACE
  - TIME EFFICIENCY

ADT of RATIONAL NUMBER

# An Example ADT - One Dimensional Array

## Array

- An ordered set of similar objects (same type).
- Fixed number of objects.
- Each object is assigned an index number.

0-based (0,1,2,3,...,N-1)

OR

1-based (1,2,3,...,N)

88	48	77	43	99
0	1	2	3	4

10	53	18	29	26
1	2	3	4	5

Two operations are defined:

store (arrayname, index, object)

object retrieve (arrayname, index)

# Array

A more complete set of operations could be:

store (arrayname, index, object)

object retrieve (arrayname, index)

create (arrayname, object type, size)

destroy (arrayname)

# Array - Implementation in C

In built data structure in C.

User defined implementation is not required.

## ABSTRACT

## C Implementation

store (arrayname, index, object) → x[5] = 667;

object retrieve (arrayname, index) → y = x[4];

create (arrayname, object type, size) → int x[100];

destroy (arrayname) → automatic  
when 'x' goes out of scope

# Array - Implementation in C

typedef double ITEMTYPE; //array of fixed type  
typedef struct  
{  
 ITEMTYPE \* arrptr;  
}ARRAY;



# Array - Implementation in C

```
void create (ARRAY * x, int size);  
void store (ARRAY * x, int index, ITEMTYPE obj);  
ITEMTYPE retrieve (ARRAY * x, int index);  
void destroy (ARRAY * x);
```

# Array - Implementation in C

```
void create (ARRAY * x, int size)
```

```
{  
x->arrptr = (ITEMTYPE *)malloc(size * sizeof(ITEMTYPE));  
}
```

```
void store (ARRAY * x, int index, ITEMTYPE obj)
```

```
{  
*(x->arrptr+index) = obj;  
}
```

# Array - Implementation in C

**ITEMTYPE retrieve (ARRAY \* x, int index)**

**{**

**return \*(x->arrptr+index);**

**}**

**void destroy (ARRAY \* x)**

**{**

**free((void \*)x->arrptr);**

**}**

# Array - Implementation in C

```
#include <stdio.h>
#include <stdlib.h>
int main()
{
    ARRAY x;
    double pp=55.6;
    create (&x,100);
    store(&x,2,4.5);
    store(&x,0,pp);
    printf("%lg\n",retrieve(&x,220));
    printf("%lg\n",retrieve(&x,2));
    destroy(&x);
    return 0;
}
```

# Abstract Data Types

## LINEAR STRUCTURES

### Linked Lists (4 types)

Linear and Circular

Singly linked and Doubly linked

2 implementations - DMA and array based

# Abstract Data Types

## LINEAR DATA STRUCTURES

### Array

One Dimensional Array

Matrices – Two Dimensional Implementation

Sparse Matrices

# Abstract Data Types

## LINEAR DATA STRUCTURES

### Stacks

Array Based Implementation

Linked List Based Implementation

### Queues

Array Based Implementation

Linked List Based Implementation

# Abstract Data Types

## NONLINEAR DATA STRUCTURES

### Trees

Binary Trees

AVL Trees

B-Trees

General Trees and Forests



# Abstract Data Types

## NONLINEAR STRUCTURES

### Graphs

Directed and Undirected

Weighted and Unweighted

**THANK  
YOU!!**