



## DATA STRUCTURES

### IN C LANGUAGE



# OBJECTIVES..

- What is data structure ? 🚱
- Why we have to learn ??
- Advantages and applications
- Types of data structures..
- Example

# DATA STRUCTURES

\*\*IN Computer science, a data structure is a data organization, management, and storage format that enables efficient access and modification. More precisely, a data structure is a collection of data values.

Simply,

To structure the information while storing!

\*IT IS NOT A LANGUAGE, IT'S A CONCEPT OF "SET OF ALGORITHMS" USED TO STRUCTURE THE INFORMATION.

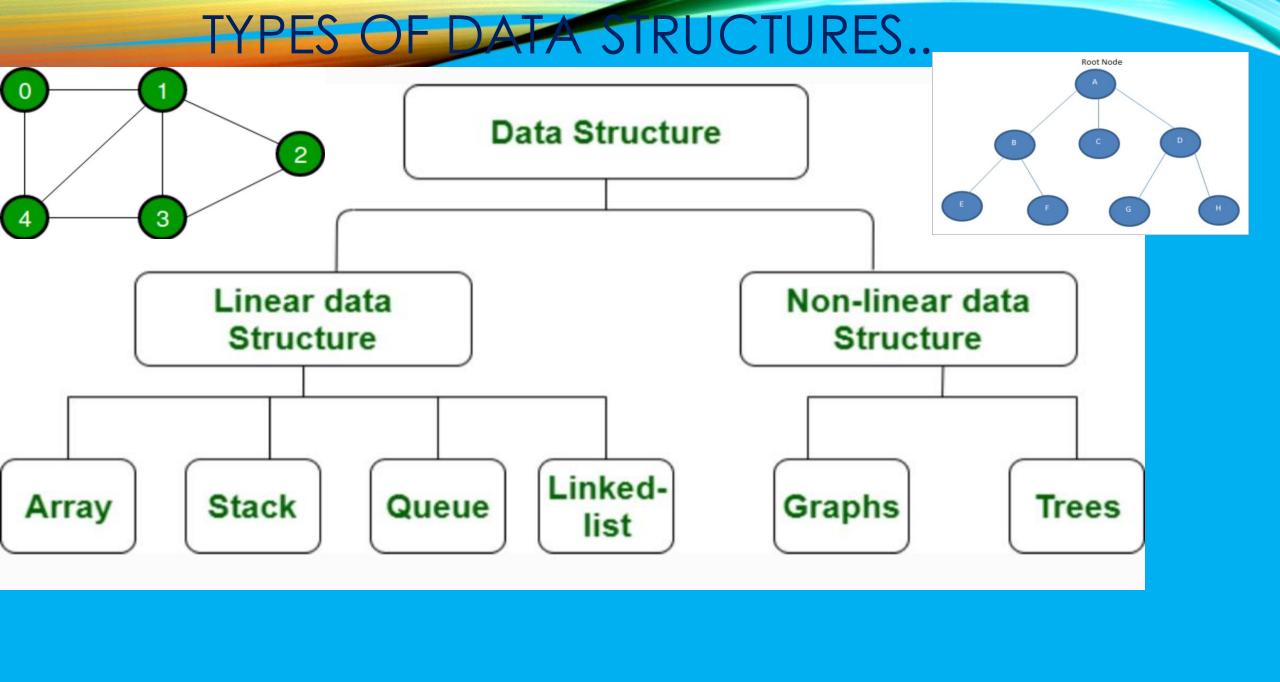
# ADVANTAGES AND REAL LIFE APPLICATIONS

- Data structures allow information storage on hard disks
- These are necessary for designing of efficient algorithms
- Allows safe storage of information on a computer
- Data structures provides means for management of large data set such as data bases or internet indexing services..

#### • IN REAL LIFE:

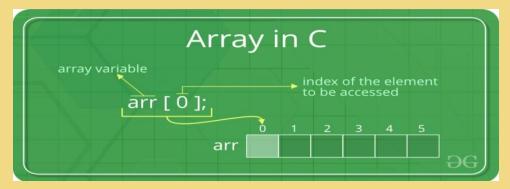
- To store a set of fixed key words which are referenced very frequently.
- To store the customer order information in a drive in burger place.
- To implement back functionality in internet browser.
- To store the genealogy information of biological species.





ARRAY: An array is a collection of similar datatype, accessed using a common

A one-dimensional array Is like a list
A two dimensional array is like a table.
In c, no limits on the number of
Dimensions in an array

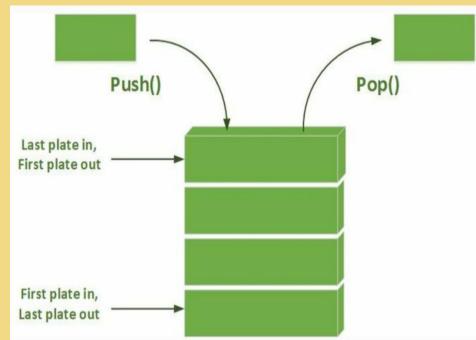


STACK: A stack is a container of objects that are inserted and removed according

to the last in first out [LIFO] Principle.

"A stack is a limited access data structure elements can be added and removed from the stack only at the top."

Push adds an itemto the top of the stack pop removes the item from the top.



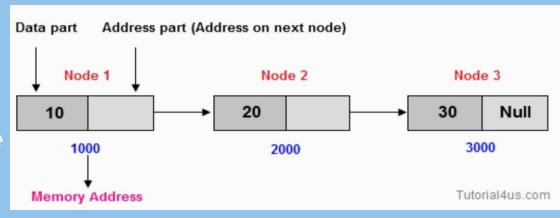
 Linked list: A linked list is a sequence of data structures, which are connected together via links. Linked list is a sequence of links which contains items.

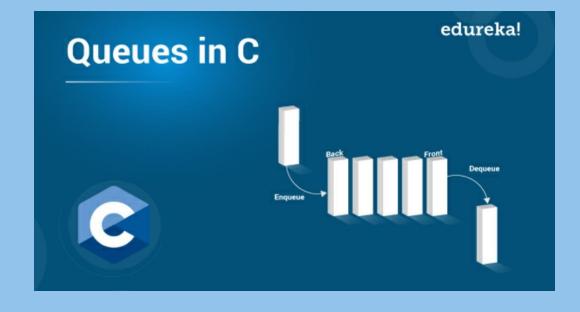
\* Each link contains a connection to another link.

\*Its a dynamic memory allocation collection type

\*There is no fixed size for linked list.

**QUEUES:** A queue is a linear data structure
That stores a collection of elements.
The queue operates on FIRST IN FIRST OUT [FIFO]
Algorithm.





# © EXAMPLE -

ARRAY DATA STRUCTURE: An Array is a collection of elements of the same data type
placed in contiguous memory locations that can be individually referenced by using
an index to a unique identifier.

### Applications:

- To store elements of same data .
- Used for maintaining multiple variable names using single name.
- Used for sorting elements .
- Used in CPU scheduling [queue] .
- Can be used in recursive function .

### PROGRAM

```
1. #include<stdio.h>
2. #include<conio.h>
3. Main()
4.
5.
     Int array[5]=\{10, 20, 30, 40, 50\};
     Intl;
6.
      For (i=0; i<5; i++)
8.
9.
          Printf("%d\n", array[i]);
10.
11. }
```



### EXAMPLE 2

- 1. /\*sum of all array elements \*/
- 2. #include<stdio.h>
- 3. #include<conio.h>
- 4. Main()
- 5. {
- 6. Intarray[ 6 ]=  $\{10, 9, 8, 7, 6, 5\}$ ;
- 7. Inti, sum=0;
- 8. for(i=0; i<6; i++)
- 9.
- 10. Sum = sum + array[i];
- 11.
- 12. Printf ("sum%d $\n$ ", sum);
- 13.}



### sum of array elements.c





```
1 #include <stdio.h>
2 #include <conio.h>
3 main()
4 {
5    int array[6]={10,9,8,7,6,5};
6    int i,sum = 0;
7    for(i=0; i<5; i++)
8    {
9       sum = sum + array[i];
10    }
11    printf("sum is %d\n",sum);
12 }
13</pre>
```



### sum of array elements



sum is 40



