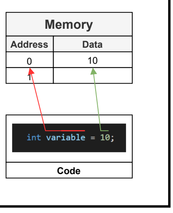
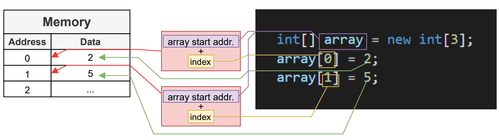
Variable



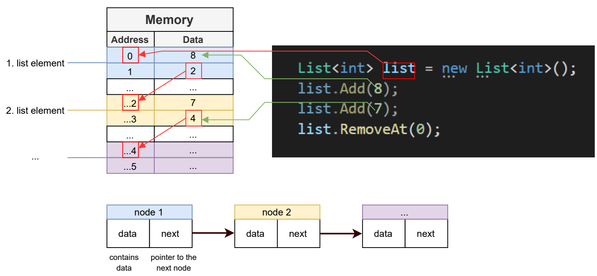
Array

Memory is contiguously allocated!

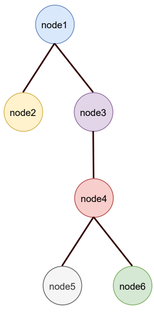


Linked List

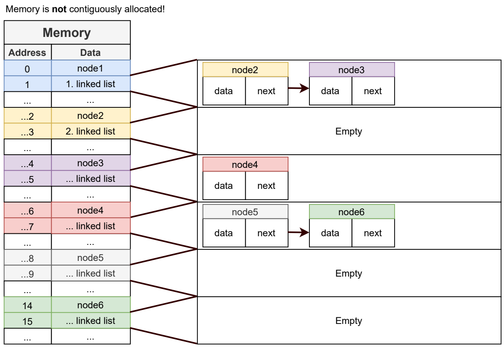
Memory is **not** contiguously allocated!



Tree

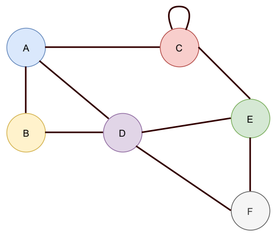


Memory is **not** contiguously allocated!



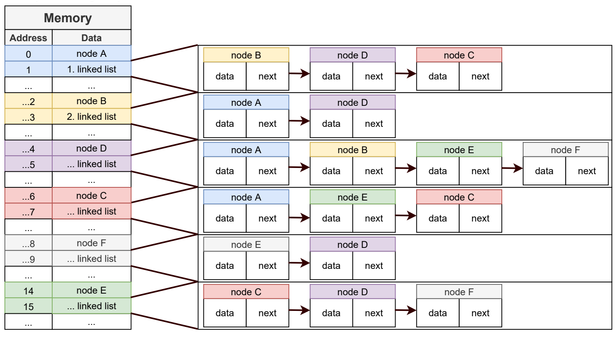

```
Tree<int> tree = new Tree<int>();

tree.Root = new Tree<int>.Node<int>(1);

var node2 = new Tree<int>.Node<int>(2);
var node3 = new Tree<int>.Node<int>(3);
tree.Root.AddNode(node2);
tree.Root.AddNode(node3);

var node4 = new Tree<int>.Node<int>(4);
node3.AddNode(node4);

var node5 = new Tree<int>.Node<int>(5);
var node6 = new Tree<int>.Node<int>(6);
node4.AddNode(node5);
node4.AddNode(node6);
```

Graph



Reference based

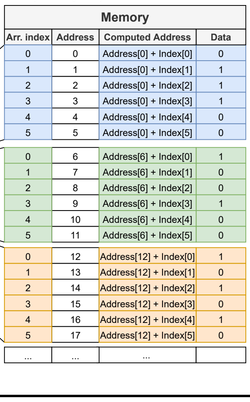
Memory is **not** contiguously allocated!



OR

2D Array

Memory is **is** contiguously allocated!



array[i,j]

[i,j]	A	B	C	D	E	F
A	0	1	1	1	0	0
B	1	0	0	1	0	0
C	1	0	1	0	1	0
D	1	1	0	0	1	1
E	0	0	1	1	0	1
F	0	0	0	1	1	0