

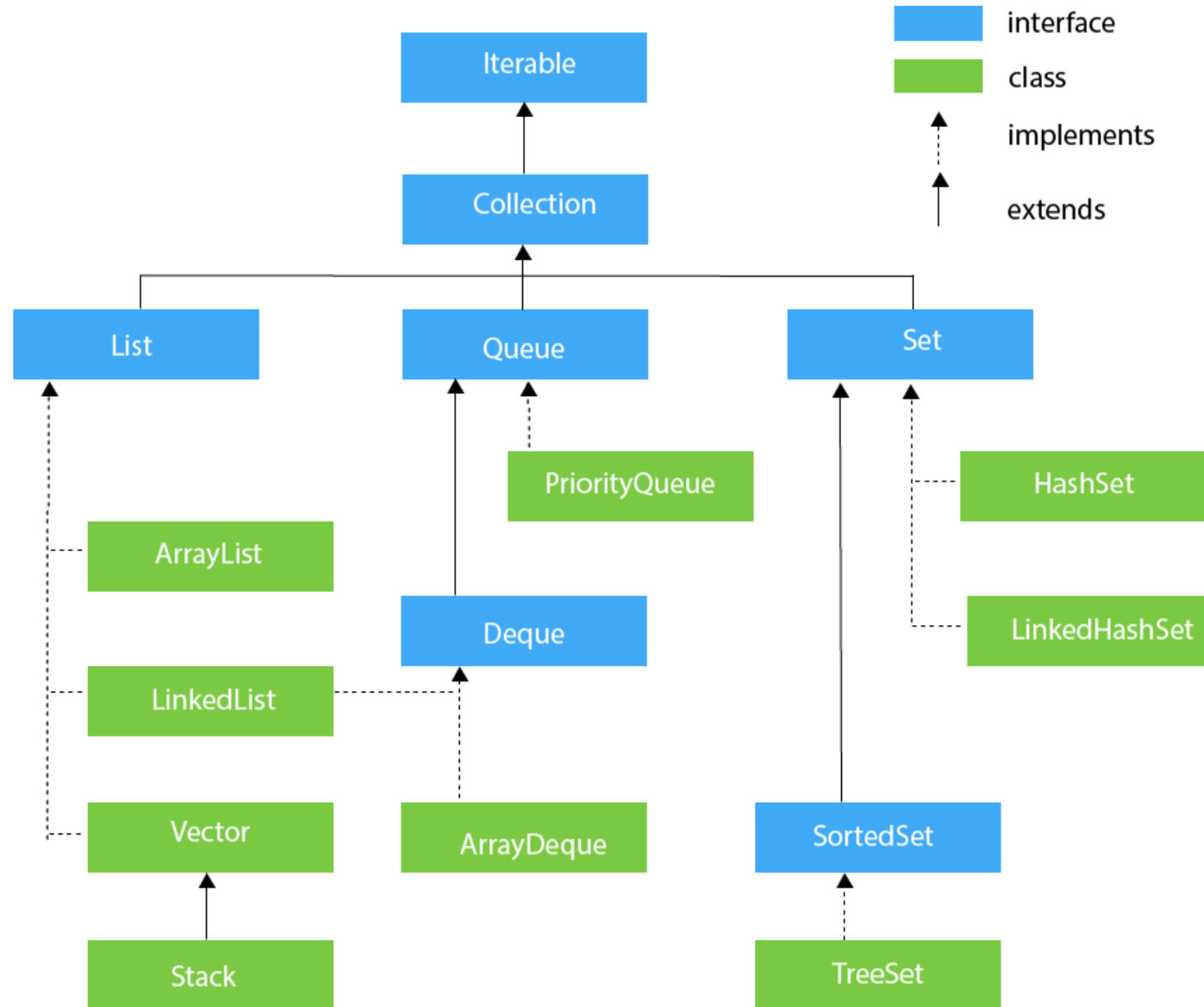
VERİ YAPILARILARI VE ALGORİTMALAR

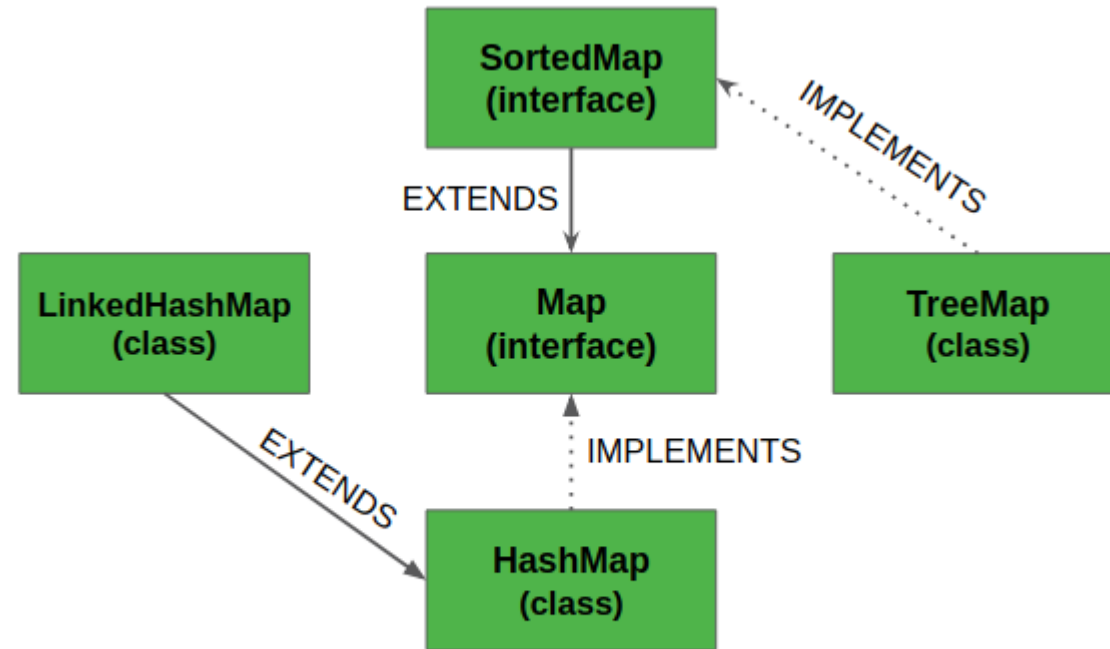
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Data Structures and Algorithms in Java





MAP Hierarchy in Java

Array

- Tuple (finite ordered list of elements)
- Sequential
- Linear Arrays — fixed size
- Dynamic Arrays — reserved space for additional elements. If full, it copies its content to a larger array

```
- Optimal for indexing  
- Bad at searching, inserting, deleting (excluding the end)
```

Complexity

```
indexing =  $O(1)$   
search =  $O(n)$   
optimized search =  $O(\log n)$   
insertion = (for dynamic)  $O(n)$ 
```

ArrayList

- implements *List*
- Internally uses an `Object[]` of default size 10 (if not declared).
- When you add an item, it checks if there is any space left for the new element.

If space is not a problem, the new item is added at the next empty space.

If not; a larger array of 50% (using right shift operator to calculate) more the initial size is created and the current array is copied to the new one (using `Arrays.copyOf`).

- When you remove an element, elements are shifted (using `Arrays.copyOf`).

```
- add  
- addAll  
- clear  
- clone  
- remove  
- subList  
- toArray
```

```
append / get : O(1)  
add / remove / indexOf / contains : O(n)
```

LinkedList

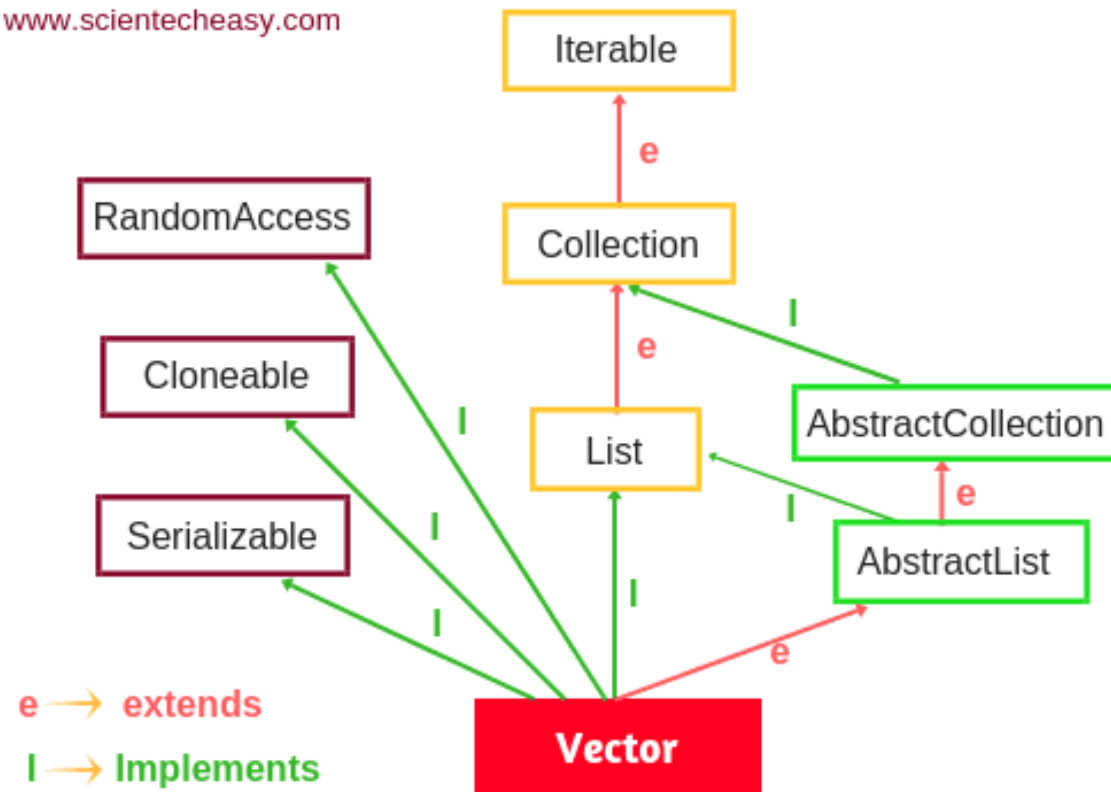
- Chain of nodes
- A node holds data of its own and a reference to its next node.
- *Doubly Linked List* — reference to previous and next nodes
 - Circularly Linked List — head&tail linked
 - Stack* — LIFO, most commonly with LinkedLists (head is the only place for insertion and removal) but also with Arrays
 - Queue* — FIFO, implemented with LinkedLists (a doubly linked list that only adds to tail and removes from head) or Arrays

```
indexing = O(n)
search = O(n)
optimized search = O(n)
append = O(1)
prepend = O(1)
insertion = O(n)
```

```
- Optimized for insertion/deletion
- Slow at indexing/searching
```


Stack

www.scientecheasy.com



Hierarchy diagram of Vector

- empty
- peek
- pop
- push
- search

PriorityQueue

- implements *Queue*
- When new elements are inserted into the PriorityQueue, they are ordered (and retrieved later) based on their natural ordering or by a defined “*Comparator*” provided when we construct the PriorityQueue.
- The internal working of the PriorityQueue is based on the Binary Heap.
- not thread-safe

```
- enqueue / dequeue :  $O(\log(n))$   
- retrieval :  $O(1)$   
- contains:  $O(n)$ 
```

```
- offer  
- poll  
- peek
```

LinkedList(Java)

- implements *List* and *Deque* interfaces
- List implementation (doubly linked list)
- null elements are allowed.
- not good at iteration; best at removing the current element during the iteration
- There is a static “*Node*” class.
- LinkedList class holds “*first*” and “*last*” variables.
- When you add the very first item, both the “*first*” and “*last*” point to the new “*Node*”. They get updated according to the operation type.

```
- add  
- addFirst  
- addLast  
- remove  
- removeFirst  
- removeLast
```

```
- append :  $O(1)$   
- add / get / remove / contains :  $O(n)$ 
```

Map

- Hash Table or Hash Map
- data as key-value pairs
- hashing (a key and its unique output — beware of hash collisions)
- associative arrays, database indexing

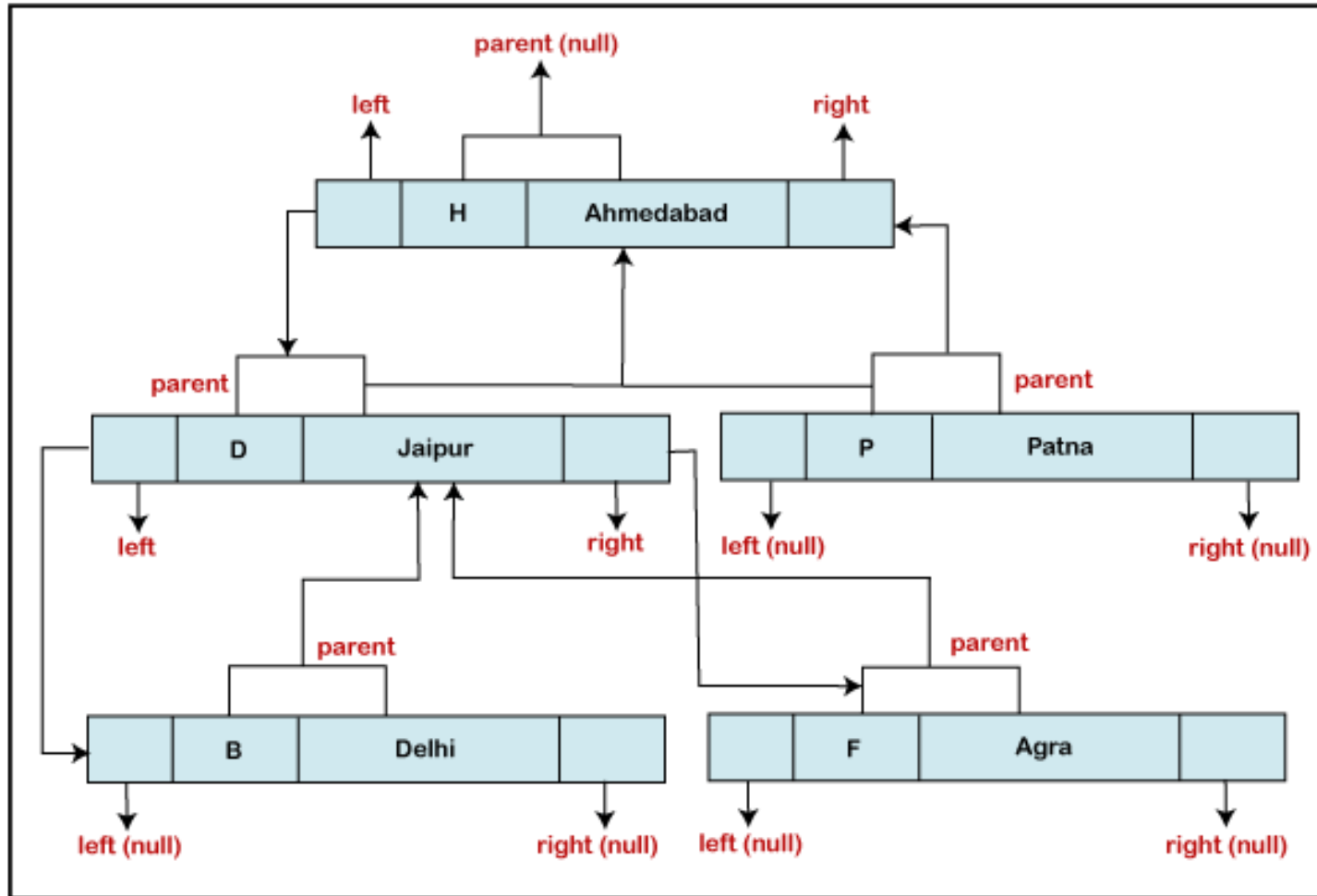
- designed to optimize searching, insertion, deletion

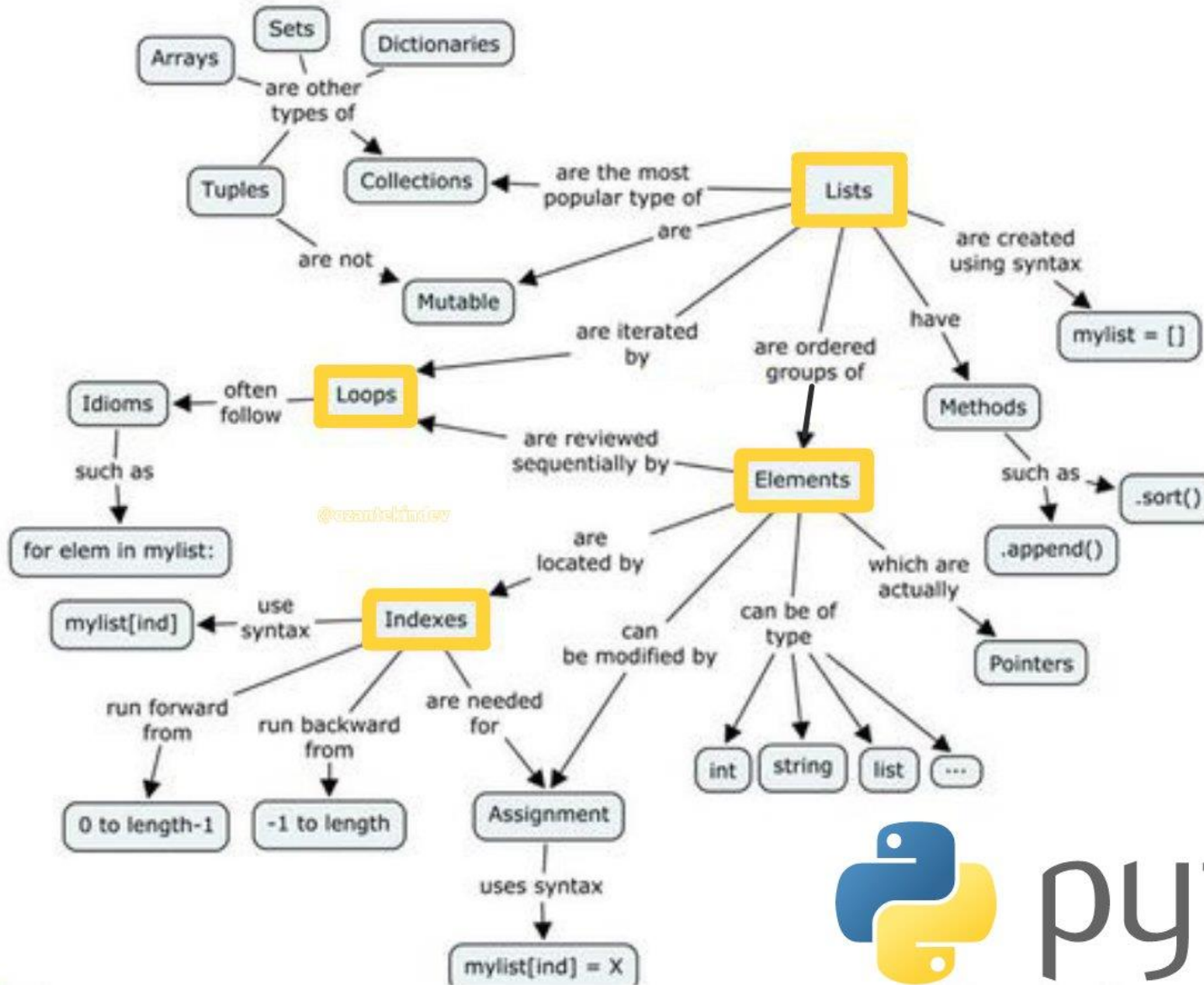
```
indexing =  $O(1)$   
search =  $O(1)$   
insertion =  $O(1)$ 
```

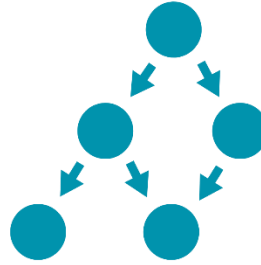
HashMap (Java)

- extends *AbstractMap*
- contains an array of “*Node*” which has “*hash*”, “*key*”, “*value*”, “*next*” (points to the next node in the same bucket of array table)
- *Hashing* = process of converting an object into integer form by using the method “*hashCode*”.
- A *bucket* is one element of HashMap array, used to store nodes.
A single bucket can have more than one node (depending on *hashCode*);
using link list to connect the nodes.
- Buckets are different in capacity.
- $\text{capacity} = \text{number of buckets} * \text{load factor}$

TreeMap (Java)







Veri Yapıları ve Algoritmalar

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