

About Me

Incoming SDE Intern + SDE (FTE) @ **Delhivery**

SDE Intern + SDE (FTE) offer @ **Chaayos**

Technical Content Writer/Engineer @ **Scaler**

Technical Content Writer/Engineer @ **PrepBytes**

Ex – Technical Content Writer @ **InterviewBit**

Ex – Technical Content Engineer @ **Pepcoding**

Offers from other Ed-tech institutions like Unstop
(Dare2Compete), TuteDude, etc.

Syllabus

① Getting Started

② Arrays & Strings

→ Two pointer + Sliding Window

→ Greedy Algorithms

→ Searching & Sorting

Data Structures & Algorithms

* Time & Space Complexity

* ③ Recursion & Backtracking

④ Object Oriented Programming
(Java)

* ⑨ Graphs

⑤ linked list

* ⑩ Dynamic
Programming

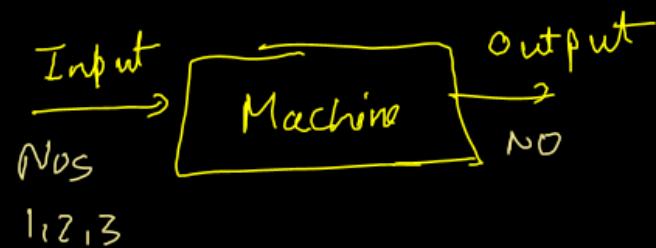
⑥ Stack & Queue

* ⑦ binary Tree & binary
Search Tree ⑪ Number Theory
& Bit Manipulation

⑧ Hashmap & Heap

⑫ Trie

Computer → Human convinience
→ Machine



Communication

Computer understands Binary lang (0 and 1s)

Humans understand Human Lang → instructions

Prog Lang



① Compiler → Software that converts

Prog Lang to Binary Lang

Input / Output -

```
1 // "static void main" must be defined in a public class.  
2 public class Main {  
3     public static void main(String[] args) {  
4  
5     }  
6 }
```

→ comments



```
1 import java.util.*;  
2 public class Main {  
3     public static void main(String[] args) {  
4         //this is a comment  
5     }  
6     //this is also a comment  
7 }
```

Print in Java

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         System.out.print("DSA classes");
5     }
6 }
```

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         System.out.print("Guneet Malhotra");
5         System.out.print("DSA Classes");
6     }
7 }
```

Finished in 69 ms

Guneet MalhotraDSA Classes

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         System.out.print("Guneet Malhotra ");
5         System.out.print("DSA Classes");
6     }
7 }
```

Finished in 82 ms

Guneet Malhotra DSA Classes

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         System.out.print("Guneet Malhotra");
5         System.out.print(" DSA Classes");
6     }
7 }
```

Finished in 84 ms

Guneet Malhotra DSA Classes

System.out.print('Rohan');

R I

Rohan
I

```
import java.util.*;
public class Main {
    public static void main(String[] args) {
        System.out.println("Guneet Malhotra");
        System.out.print("DSA Classes");
    }
}
```

Finished in 122 ms

Guneet Malhotra

DSA Classes

stdin ↻

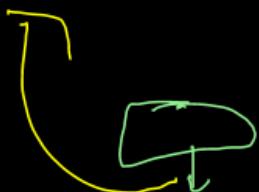
Data types in Java

Type of
containers.

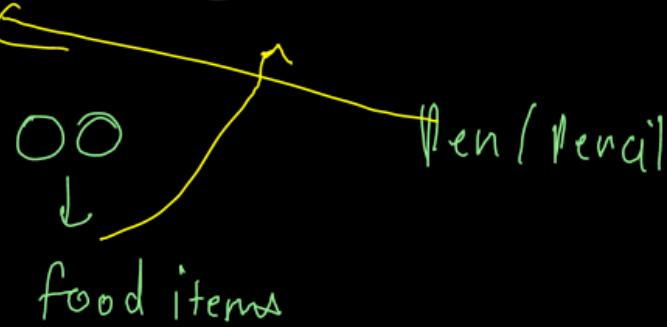
Almirah

Drawer

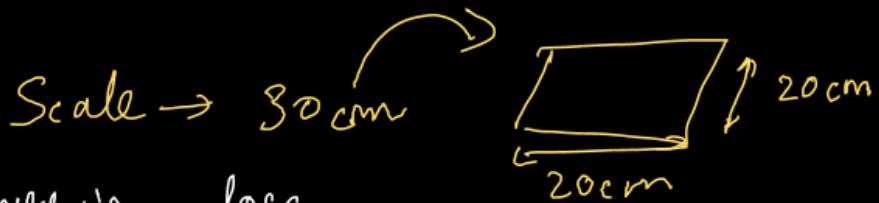
Fridge



Cloth/clothes



If we try to put item in
a small size container. Then it is
large



Size in bytes

Integral (w/o decimal)	{	byte short int long	1 2 4 8	}	30, 50, 700 etc.
---------------------------	---	------------------------------	------------------	---	------------------

floating pt type	{	float double	4 8	}	3.141, 8.632 etc
------------------	---	-----------------	--------	---	------------------

Character → char	2 → A-Z, a-z, 0-9, #, *, etc.
------------------	-------------------------------

True/False → boolean
Not fixed

Range of Datatype

1 byte = 8 bits

$[-2^{N-1} \text{ to } 2^{N-1} - 1]$ → Here N is the no of bits.

Range of Short

$$\text{Size} = 2 \text{ bytes} = 2 \times 8 = 16 \text{ bits}$$

$$[-2^{16-1} \text{ to } 2^{16-1} - 1]$$

0 0 0 ... 0
(16 bits)

$$[-32768 \text{ to } 32767]$$

32768 → 17 bit

Data loss

```
1 import java.util.*;  
2 public class Main {  
3     public static void main(String[] args) {  
4         int x = 100;  
5         System.out.println(x);  
6     }  
7 }
```

Finished in 62 ms
100

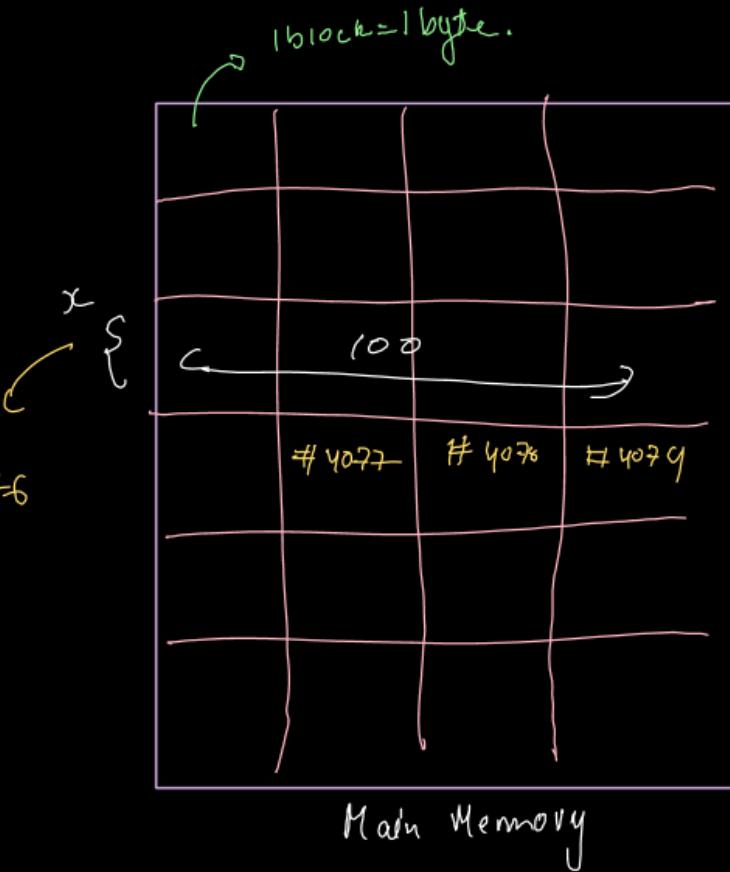
variable
int $x = \underbrace{100}_{\text{constant}}$
 \downarrow \downarrow
data type constant

0000 Binary Repres.
→ 32

```
int x = 100;
```

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 100; ①
5         System.out.println(x);
6     }
7 }
```

#4076



```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 100;
5         System.out.println(x);
6
7         char ch = 'a';
8         System.out.println(ch);
9     }
10 }
```

```
Finished in 64 ms
100
a
```

Operators in Java

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 100;
5         System.out.println(x);
6
7         char ch = 'a';
8         System.out.println(ch);
9     }
10 }
```

^{int}
x = 100;
LHS ↓ RHS
assignment operator

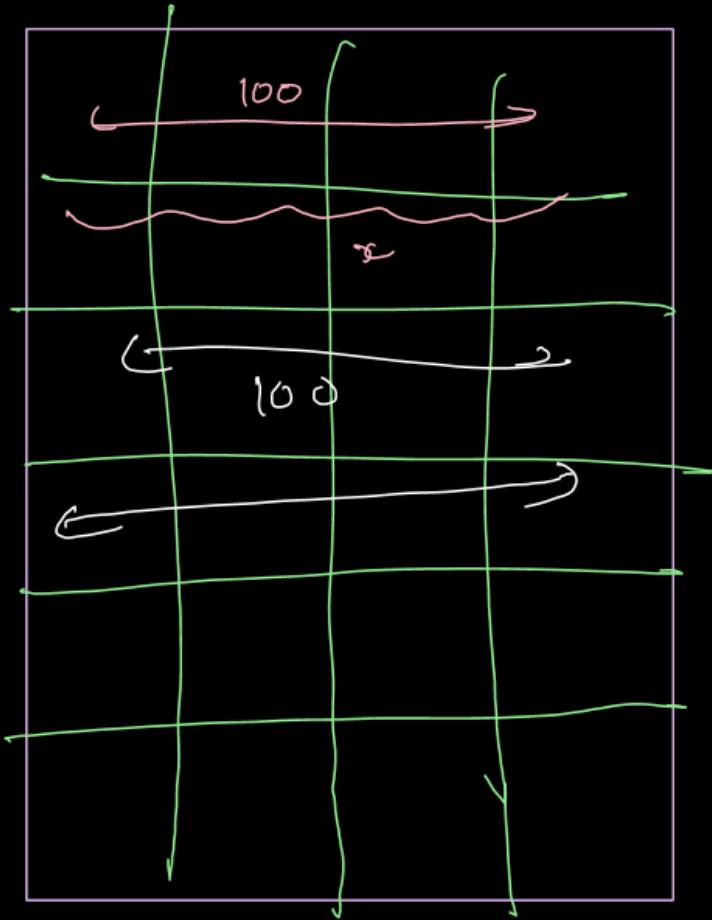
```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 100;
5         int y = x;
6         System.out.println(x);
7         System.out.println(y);
8     }
9 }
```

RHS gets assigned to LHS

int y = x;

$$\text{int } y = \textcircled{0};$$

y



```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x;
5         x = 100;
6         System.out.println(x);
7     }
8 }
```

Finished in 50 ms

100

$$x = \cancel{0} 100$$

* Initialization of values is a must in Java.

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x;|
5         System.out.println(x);
6     }
7 }
```

Finished in N/A

Line 5: error: variable x might not have been initialized [in Main.java]
System.out.println(x);
^

Arithmetic Operators

+

plus

-

minus

*

multiply

/

divide

%

modulus

int x = 1.99

= 1

```
1 import java.util.*;  
2 public class Main {  
3     public static void main(String[] args) {  
4         int x = 10;  
5         int y = 30;  
6         int res = x / y;  
7         System.out.println(res);  
8     }  
9 }
```

$$10 / 30 = 1 \cancel{1}3 = 0.\underline{\underline{33}}$$

X

= ⑥

```
import java.util.*;
public class Main {
    public static void main(String[] args) {
        int x = 10;
        int y = 30;
        float res = (float)x / y; //typecasting
        System.out.println(res);
    }
}
```

→ process of converting DT to another.

integer operator → decimal truncates

x is converted to float 10 → 10.00

float/int = float

$10 / 30 \rightarrow$

$$\begin{array}{r} 0 \\ 30 \overline{)10} \\ -0 \\ \hline 10 \end{array}$$

Quotient is the ans of 'integer /'.
remainder is the ans of modulus .

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         int x = 10;
5         int y = 30;
6         int res = x % y;
7         System.out.println(res);
8     }
9 }
```

Finished in 70 ms

10

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         Scanner scn = new Scanner(System.in);
5         int num = scn.nextInt();
6         System.out.println(num);
7     }
8 }
```

Finished in 108 ms

256

stdin

256

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         Scanner scn = new Scanner(System.in);
5         int num = scn.nextInt();
6         System.out.println(num);
7
8         float f = scn.nextFloat();
9         System.out.println(f);
10    }
11 }
```

Finished in 164 ms

256

10.987

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         Scanner scn = new Scanner(System.in);
5         int num = scn.nextInt();
6         System.out.println(num);
7     }
8 }
9 }
```

Finished in N/A

```
java.util.InputMismatchException
at line 939, java.base/java.util.Scanner.throwFor
at line 1594, java.base/java.util.Scanner.next
at line 2258, java.base/java.util.Scanner.nextInt
at line 2212, java.base/java.util.Scanner.nextInt
at line 5, Main.main
```

stdin

10.987

```
1 import java.util.*;
2 public class Main {
3     public static void main(String[] args) {
4         Scanner scn = new Scanner(System.in);
5         char ch = scn.nextChar();
6         System.out.println(ch);
7     }
8 }
```

Finished in N/A

```
Line 5: error: cannot find symbol [in Main.java]
    char ch = scn.nextChar();
               ^
symbol:   method nextChar()
location: variable scn of type Scanner
```

Next char
is not a
...
.

Getting Started (lecture : 2)

→ Conditional statements

- ↳ if - else
- ↳ if - else if - else ladder
- ↳ switch case

} comparison
operators
+ logical operators

in Java

(with Memory
concepts)

→ Loops

- ↳ for
- ↳ while
- ↳ do - while

} continue
+ break

Questions

- ↳ Even or odd 1
- ↳ Even or odd 2
- ↳ factorial

Conditional Statements

```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in); → ① ✓
6         boolean b = scn.nextBoolean(); → ② ✓
7         System.out.println(b); → ③ ✓
8     }
9 }
```

When we want the code (part of it) to execute in a certain condition.

If - Else

```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6         int guessNo = scn.nextInt();
7
8         System.out.println("Start");
9         if(guessNo == 10) { → true
10            System.out.println("You have won the game");
11        } else {
12            System.out.println("You have lost the game");
13        }
14
15        System.out.println("end");
16    }
17 }
18 }
```

```
Finished in 153 ms
Start
You have won the game
end
stdin 10
```

guessNo = 10
LHS RHS
comparison operator

if LHS = RHS
→ value of this statement is true
else it is false

$\text{if } (\text{condition}) \{$

\equiv $\xrightarrow{\text{true}}$ if condition is true then this executes

$\} \text{ else } \{$

$\equiv \}$ \rightarrow if condition is false, then this executes

```
1 * import java.util.*;
2 * public class Main {
3
4 *     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6         int guessNo = scn.nextInt();
7
8         System.out.println("Start");
9
10        if(guessNo >= 10 && guessNo <= 20) {
11            System.out.println("You have won the game");
12        } else {
13            System.out.println("You have lost the game");
14        }
15
16        System.out.println("end");
17    }
18 }
```

Greater than or equal to

Less than or equal to

fl w

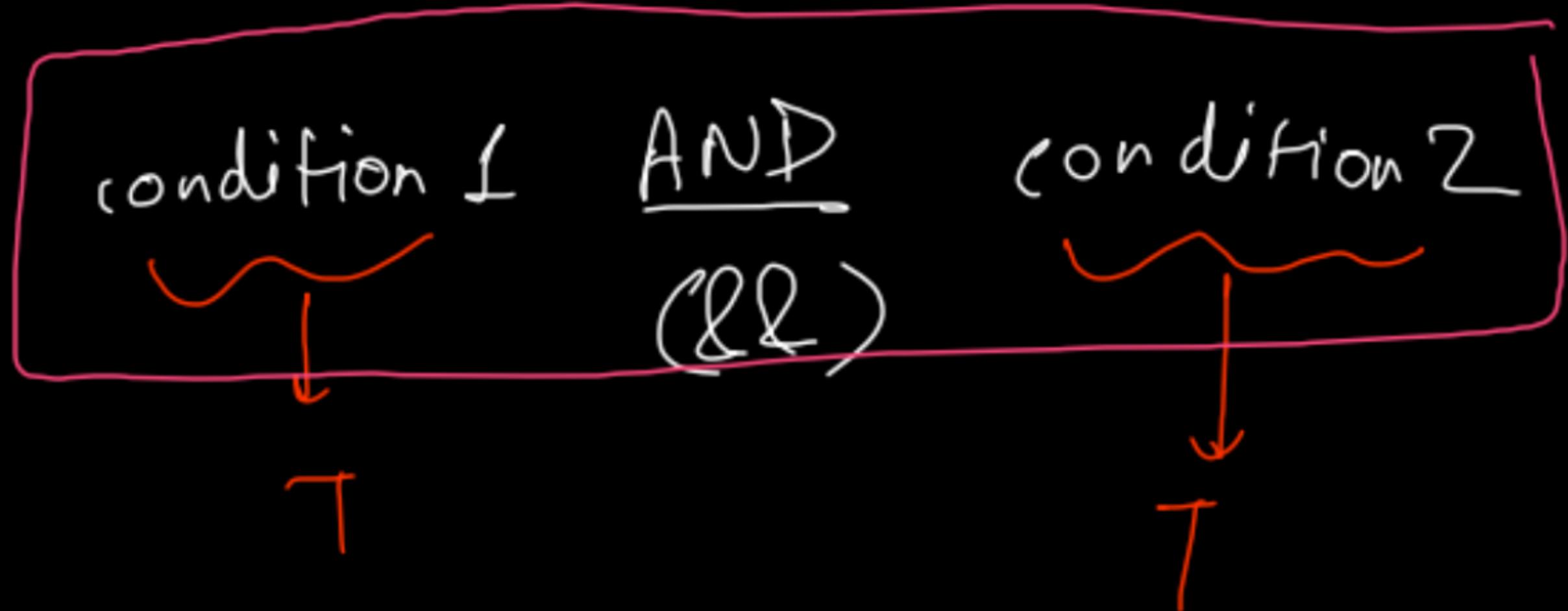
> → greater
than

< → less than

logical AND



AND



then AND value will be true
else value is false

Logical or

```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6         int guessNo = scn.nextInt();
7
8         System.out.println("Start");
9
10        if(guessNo == 10 || guessNo == 20) {
11            System.out.println("You have won the game");
12        } else {
13            System.out.println("You have lost the game");
14        }
15
16        System.out.println("end");
17    }
18 }
```

logical OR

cond 1 OR cond 2



if min one is true
answer is true

Logical Not

```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6         int guessNo = scn.nextInt();
7
8         System.out.println("Start");
9
10        if(! (guessNo == 10 || guessNo == 20)) {
11            System.out.println("You have won the game");
12        } else {
13            System.out.println("You have lost the game");
14        }
15
16        System.out.println("end");
17    }
18 }
```

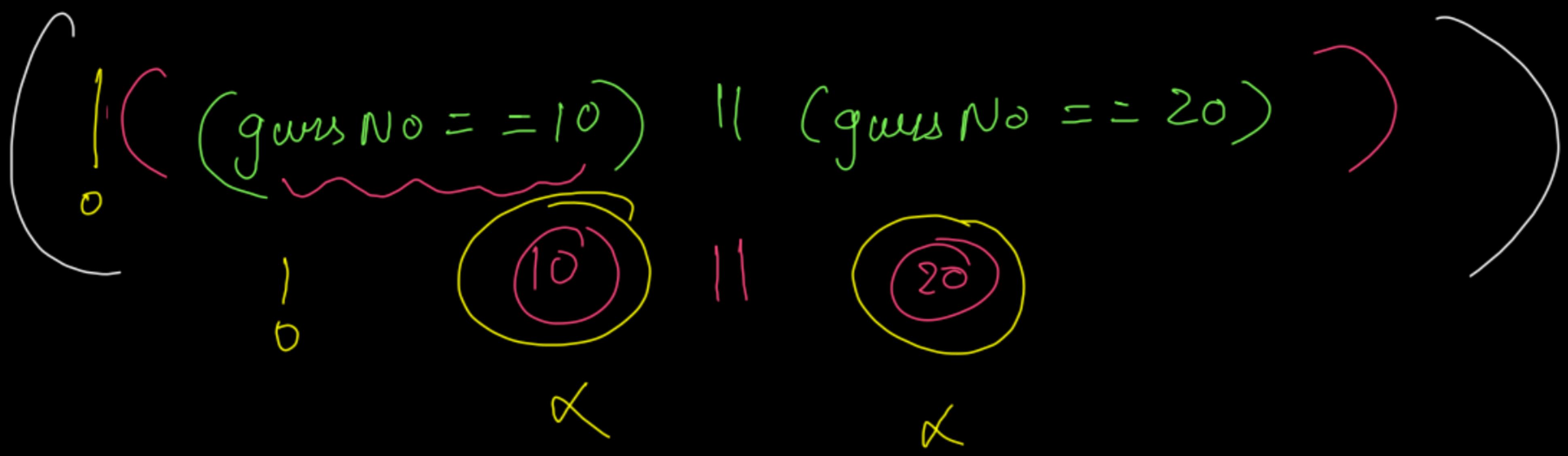
logical not

! (condition)

↳ it negates
the condition

True → false

false → True



Not Equal to

```

import java.util.*;
public class Main {

  public static void main(String[] args) {
    Scanner scn = new Scanner(System.in);
    int guessNo = scn.nextInt();

    System.out.println("Start");

    if(guessNo != 10) {
      System.out.println("You have won the game");
    } else {
      System.out.println("You have lost the game");
    }

    System.out.println("end");
  }
}
  
```

Not equal to

LHS is Not equal

to RHS

Then statement
value is true

else false .

If - elif - else ladder

```
import java.util.*;
public class Main {
    public static void main(String[] args) {
        Scanner scn = new Scanner(System.in);
        int guessNo = scn.nextInt();
        System.out.println("Start");
        if(guessNo == 10) {
            System.out.println("You have won the game");
        } else if(guessNo == 20) {
            System.out.println("You have won the game");
        } else {
            System.out.println("You have lost the game");
        }
        System.out.println("end");
    }
}
```

```
if (condn1) {  
    ==  
} else if (condn2) {  
    == - - -  
} else if (condn3){  
    true  
    == } only this  
    , will execute  
    : else {  
    }  
}
```

Multiple Else if

```
import java.util.*;
public class Main {

    public static void main(String[] args) {
        Scanner scn = new Scanner(System.in);
        int guessNo = scn.nextInt();

        System.out.println("Start");

        if(guessNo == 10) {
            System.out.println("You have won the game");
        } else if(guessNo == 20) {
            System.out.println("You have won the game");
        } else if(guessNo == 30) {
            System.out.println("You have won the game");
        }
        else {
            System.out.println("You have lost the game");
        }

        System.out.println("end");
    }
}
```

```
if (condition) {  
    } ==>  
    if ( )  
    {  
        }  
        .  
        if (condn1) {  
            } ==>  
            if (condn2) {  
                }  
                if (condition3) {  
                    } ✓
```

If there are multiple if statements one after another
then they are checked.

```
1+ import java.util.*;
2+ public class Main {
3
4+     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6         int x = scn.nextInt();
7         int y = scn.nextInt();
8
9         System.out.println("Start");
10
11+        if(x == 10) {
12            System.out.println("You have won the game");
13        } else if(x == 20) {
14            System.out.println("You have lost the game");
15        }
16+        if(x == 100) {
17            System.out.println("You have won the game");
18        }
19
20         System.out.println("end");
21     }
22 }
```

```
Finished in 163 ms
Start
You have lost the game
end
stdin
20
100
```

for loop → Print your name 10 times

```
• import java.util.*;
• public class Main {
    •     public static void main(String[] args) {
        Scanner scn = new Scanner(System.in);
        for(int i=1;i<=10;i++) {
            System.out.println("DSA Classes");
        }
    }
}
```

Finished in 110 ms
DSA Classes
DSA Classes

A Generally used when exact no of iterations is known.

initial condition

for (int $i = 1$; $i \leq 10$; $i++$) {

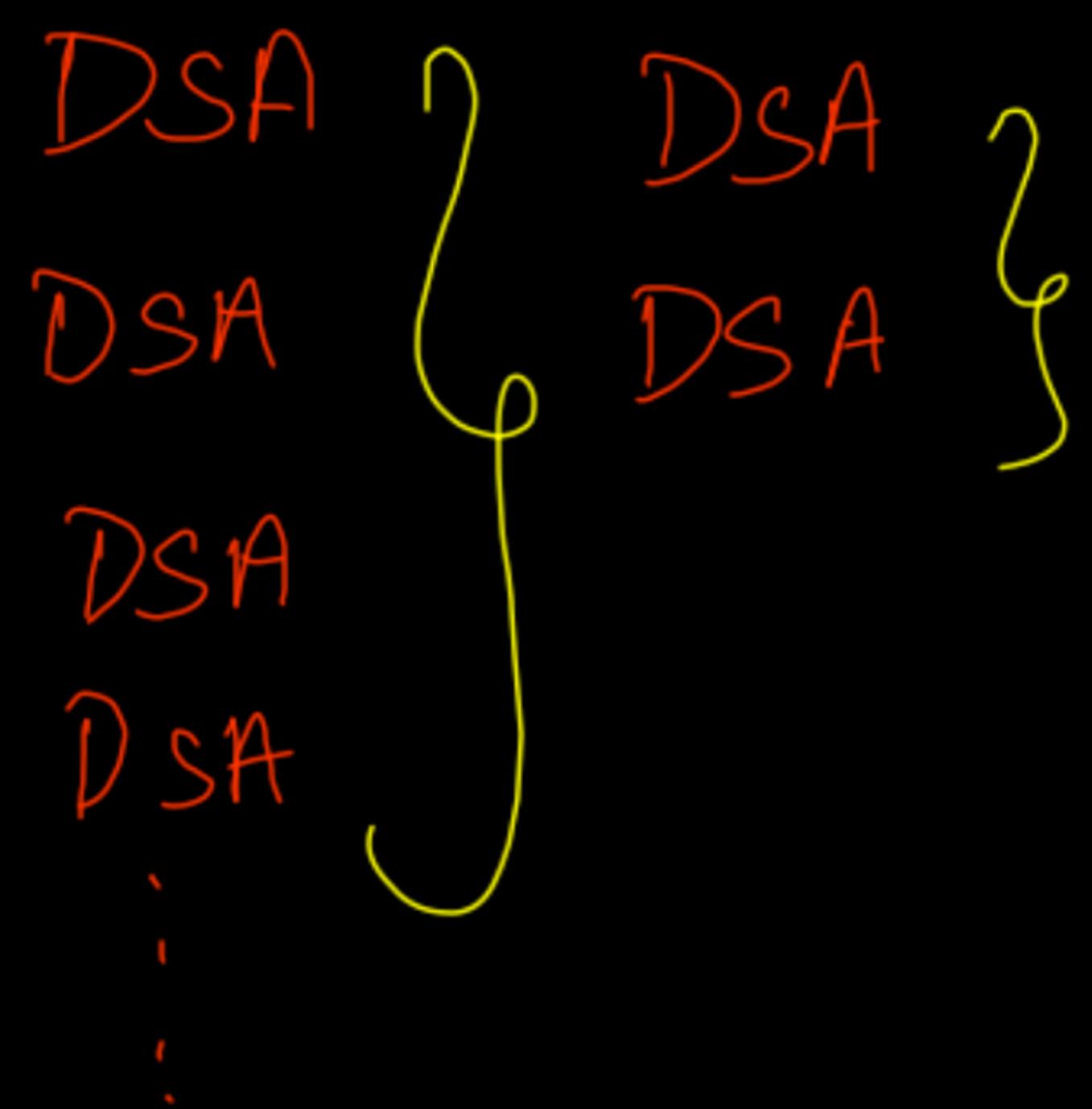
Syso (" DSA "); ②

}

$i++ \rightarrow i = i + 1$

(1) + 1

↑
(2)



\boxed{XZ} 3 4 ... 9 10
i
11

Counting 1 to N

```
✓ import java.util.*;
✓ public class Main {

✓     public static void main(String[] args) {
        Scanner scn = new Scanner(System.in);

        int num = scn.nextInt();

        for(int i=1;i<=num;i++) {
            System.out.println(i);
        }
    }
}
```

Sum of 1 to N

num = 10

```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6
7         int num = scn.nextInt();
8         int sum = 0; ① ③
9         for(int i=1;i<=num;i++) {
10             sum = sum + i; ②
11         }
12
13         System.out.println(sum);
14     }
15 }
```

~~X₂~~

i

~~X₁~~

Sum

$$\text{Sum} = \text{Sum} + i$$

$$(1) + (2)$$

$$= ②$$



```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6
7         int num = scn.nextInt();
8         int sum = 0;
9         for(int i=1;i<=num;i++) {
10             sum += i; //sum = sum + i
11         }
12
13         System.out.println(sum);
14     }
15 }
```

While Loop

(When we don't know exact no
of iterations. But, we know the condition)

```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6
7         int i = 1; ↳ initialization
8     ① while(i <= 10){ ↳ condition
9         System.out.println("DSA Classes"); ↳ ②
10        i++; ③
11    }
12 } ↳
```

12 3..11
o
l

DSA

DSA

.

DSA

Count N to 1

```
import java.util.*;
public class Main {
    public static void main(String[] args) {
        Scanner scn = new Scanner(System.in);
        int n = scn.nextInt();
        while(n >= 1) { ①
            System.out.println(n); ②
            n--; ③
        }
    }
}
```

$$n-- \rightarrow n = n - 1$$

~~10 9~~ 8 7 6 5 4 3 2 1

~

10
9
8
7
6
5
4
3
2
1

1

Do while loop

```
import java.util.*;  
public class Main {  
  
    public static void main(String[] args) {  
        Scanner scn = new Scanner(System.in);  
  
        int i = 1; → initialization  
        do{  
            System.out.println("DSA"); → ①  
            i++; → ②  
        } while(i<=10); → ③  
    }  
}
```

1 ↗ 3 ↗ 4

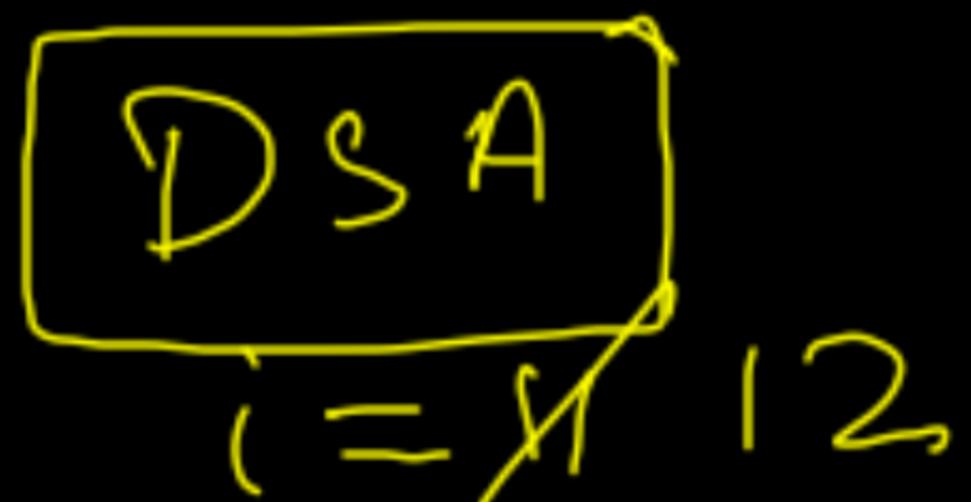
DS A ↗
DS A
DS A
⋮
DS A ↘

```
int i = 11;    Ⓛ  
while(i <= 10) {  
    System.out.println("DSA");  
    i++;  
}
```

$$11 \leq 10 \rightarrow \text{false}$$

↗ Loop not executed

```
int i = 11;  
do{  
    System.out.println("DSA"); Ⓛ  
    i++;  
} while(i<=10);
```



$$12 \leq 10 \propto$$

Continue in loops

```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6         for(int i=1;i<=10;i++) {
7             if(i % 3 == 0) {
8                 continue; ① ③
9             }
10            System.out.println(i); ②
11        }
12    }
13 }
```

```
Finished in 119 ms
1
2
4
5
7
8
10
```

42 BY

1

2

4

$i \% 3 == 0$

Skips the current iteration

Break in loops

```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6
7         for(int i=1;i<=10;i++) {
8             if(i % 3 == 0) {
9                 break; _____
10            }
11            System.out.println(i);
12        }
13    }
14 }
```

→ break from the loop
i.e exit the loop.

Switch Case

```
1 import java.util.*;
2 public class Main {
3
4     public static void main(String[] args) {
5         Scanner scn = new Scanner(System.in);
6         int num = scn.nextInt();
7         switch(num){ → or character or String
8             case 10:
9                 System.out.println("Option 10");
10                break;
11            case 20:
12                System.out.println("Option 20");
13                break;
14            case 30:
15                System.out.println("Option 30");
16                break;
17            default:
18                System.out.println("Please select out of 10, 20 or 30");
19        }
20    }
21}
```