



# DATA STRUCTURE SIMULATOR

*An interactive learning tool*

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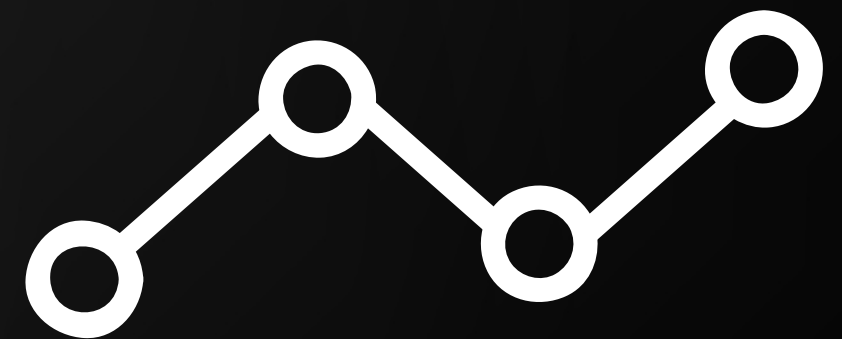
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# About DSS

- The **Data structure Simulator(DSS)** provides a visual and interactive learning experience for users .
- The simulator aims to help beginners and students grasp the underlying concepts of fundamental data structures.
- Stacks, queues, trees, graphs sorting techniques such as bubble sort, insertion sort, merge sort etc are visualized.



# Goals



## Objective 01

To make data structures  
easier to understand for the  
users



## Objective 02

To let users visualize how  
various algorithms actually  
work



# Project Features



**01**

Interactive  
Interface



**02**

Step-by-Step  
Process



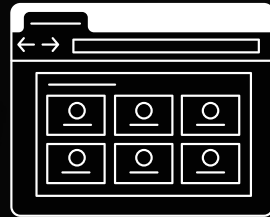
**03**

Dynamic  
Data Input



**04**

Interactive  
Manipulation



# Interactive Interface

- The simulator boasts a user-friendly interface.
- Allows users to select and interact with different data structures and algorithms easily.



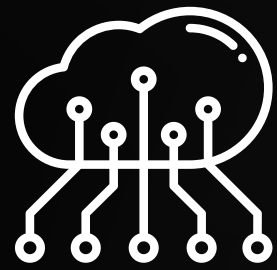




# Step-by-Step Process

- The DSS provides a step-by-step demonstration of how each data structure and sorting algorithm works.
- Users can follow along with the simulation to understand the data flow and changes at each stage .





# Dynamic Data Input

- Users have the option to input their data elements.
- This flexibility allows them to see first hand how the structure handles different data sets and how sorting algorithms arrange them in real-time.





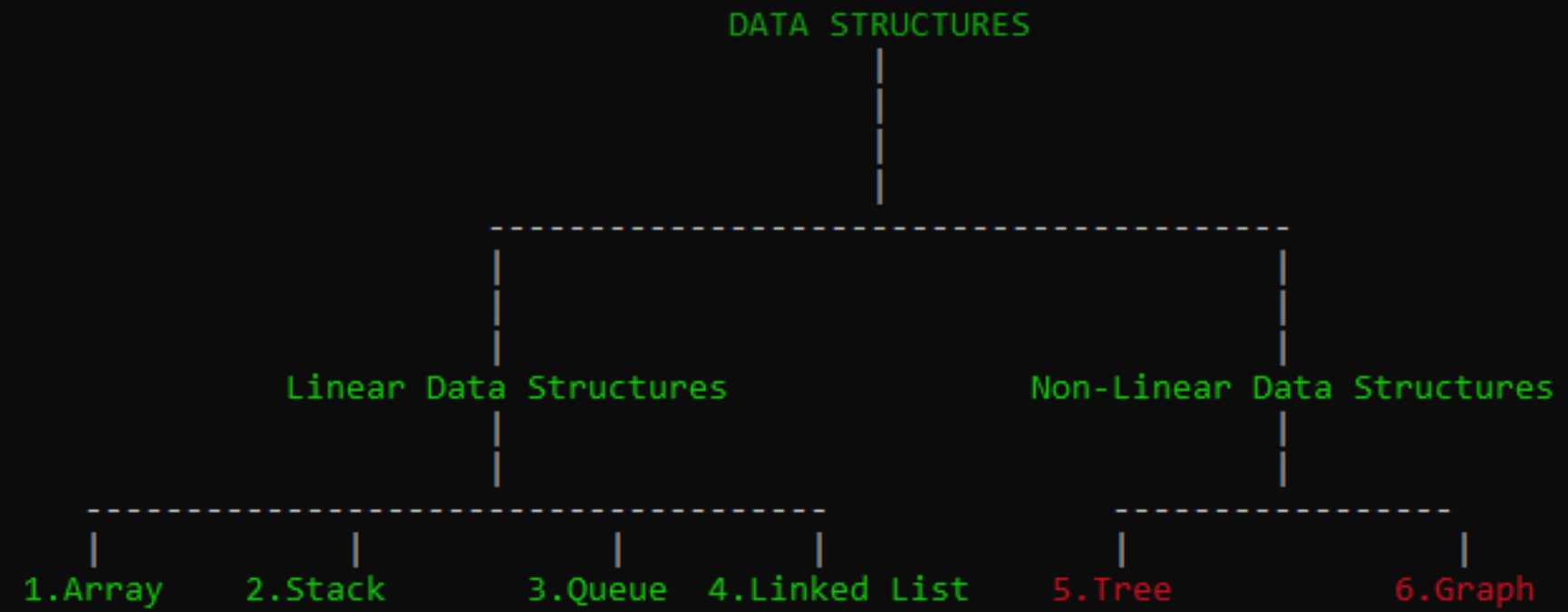
# Interactive Manipulation

- DSS allows users to interact with the simulated structure directly.
- They can add, remove, or modify elements.
- Test various operations, and observe how these actions affect the overall structure.





# User-friendly interface



GREEN means that data structure is available for simulation.

RED means that data structure is not ready for simulation.

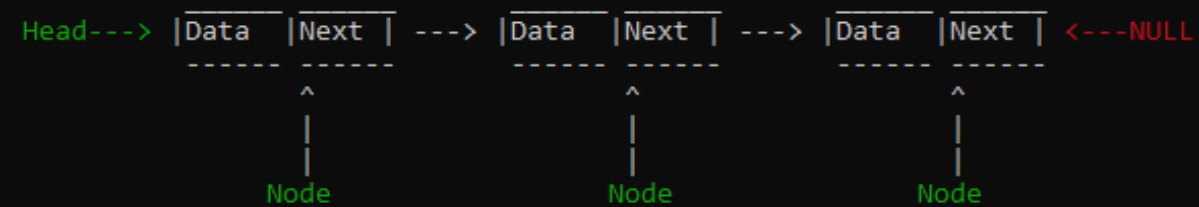
Enter the corresponding number of the data structure you want to know about (0 for exit):

```

    GREEN means that data structure is available for simulation.
    RED  means that data structure is not ready for simulation.

Enter the corresponding number of the data structure you want to know about (0 for exit):4
    1.Read about Data Structures    2.Go to simulation

Type 'read' for 1 or type 'sim' for 2
read
A linked list is a linear data structure, in which the elements are not stored at contiguous memory locations.
The elements in a linked list are linked using pointers :
Linked lists are made of several nodes,Each node contains two parts. The first part stores the data and the second part
stores the pointer to the next node.The first node is called the head.
The list start from the head.
The nodes look kinda like this:
```



# Get visually adapted to different data structures

```

Enter the size of the array: 7
this is how the array looks like:
```

```

index ---->      0    1    2    3    4    5    6
elements --->  |____|____|____|____|____|____|____|
```

```

Enter the element 1 of the array: _
```

# Dynamic inputs and outputs

```
Lets make a linked list.  
Enter the number of nodes: 5  
Enter data for node 1: 1  
Enter data for node 2: 2  
Enter data for node 3: 3  
Enter data for node 4: 4  
Enter data for node 5: 5  
Linked List looks like this :
```

```
1 --> 2 --> 3 --> 4 --> 5 --> NULL
```

```
1.Insertion.
```

```
|  
|
```

```
|--Insert @end  
|--Insert @beginning  
|--Insert @index  
|--Insert value
```

```
2.Deletion
```

```
|  
|
```

```
|--Delete @end  
|--Delete @beginning  
|--Delete @index  
|--Delete value
```

```
Insert or Delete?  
Press 1 to insert press 2 to delete.  
Press 0 to quit
```

```
The queue is empty.  
What do you want to simulate?  
1.Enqueue.  
2.Dequeue.  
PRESS 3 for MENU  
1  
Enter an element to enqueue: 1  
The current state of the queue is :
```

```
Front--> 1
```

```
Continue?(1) or No(0)?  
1  
Enter an element to enqueue: 2  
The current state of the queue is :
```

```
Front--> 1 2 <--rear
```



# THANK YOU

For watching this presentation