

**SUBJECT CODE: CS301**

**SUBJECT NAME: DATA STRUCTURES  
AND ALGORITHMS**

**UNIT - 3**

**SEMESTER: 3**



# Introduction to Data Structures

## Data Structure:

A way of organizing and storing data so it can be accessed and modified efficiently.

### ◆ Types of Data Structures

#### a) Primitive

- int, float, char, pointer

#### b) Non-Primitive

- Linear → Array, Stack, Queue, Linked List
  - Non-Linear → Tree, Graph

### ◆ Classification

- Static Data Structure → size fixed (Array)
- Dynamic Data Structure → size changes (Linked List)

### ◆ Why Data Structures?

- Efficient memory usage
- Faster searching & sorting
- Better program organization

# Algorithms

**Algorithm:** A finite set of instructions to solve a problem.

### ◆ Characteristics

- Input
- Output
- Definiteness
- Finiteness
- Effectiveness

### ◆ Example (Simple Algorithm)

Steps to find largest number:

1. Start
2. Read A, B
3. If A > B print A
4. Else print B
5. Stop

# Analysis of Algorithms

Used to measure efficiency of an algorithm.

## ◆ Types of Analysis

- Best Case
- Average Case
- Worst Case

## Time Complexity

Measures execution time based on input size  $n$ .

## ◆ Common Time Complexities

- $O(1)$  → Constant
- $O(\log n)$  → Logarithmic
  - $O(n)$  → Linear
  - $O(n \log n)$
- $O(n^2)$  → Quadratic
- $O(2^n)$  → Exponential

👉 Example:

```
for(i=0;i<n;i++)
    print(i);
```

Time Complexity =  **$O(n)$**

# Space Complexity

Memory used by an algorithm.

Includes:

- Fixed part (variables, constants)
- Variable part (dynamic memory)

# Asymptotic Notations

Used to represent algorithm growth.

◆ Big-O ( $O$ )

Upper bound / Worst case

Example:  $O(n^2)$

◆ Omega ( $\Omega$ )

Lower bound / Best case

◆ Theta ( $\Theta$ )

Average case / Tight bound

# Recursion (Basic Concept)

Function calling itself to solve smaller problems.

◆ Parts of Recursion

- Base Case → stopping condition
- Recursive Case → function calls itself

Example:

```
factorial(n):
    if n==1 return 1
    else return n * factorial(n-1)
```

# Abstract Data Type (ADT)

Logical description of a data structure.

Example:

- Stack ADT → push(), pop(), peek()

Focus:

- What operations are performed