

Cheat Sheet – Data Structures

1. List

- Ordered collection of elements
- The position of each element is defined by the *index*
- The elements can be accessed in *any order*

	len = 4				
value	12	2	0	6	18
	↑				
index	0	1	2	3	4



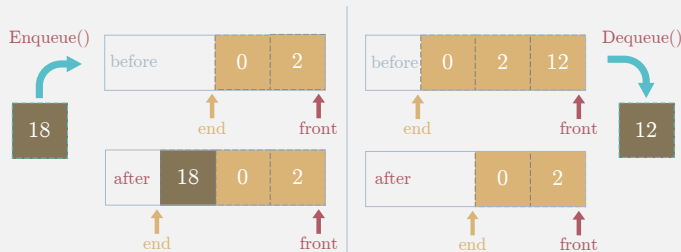
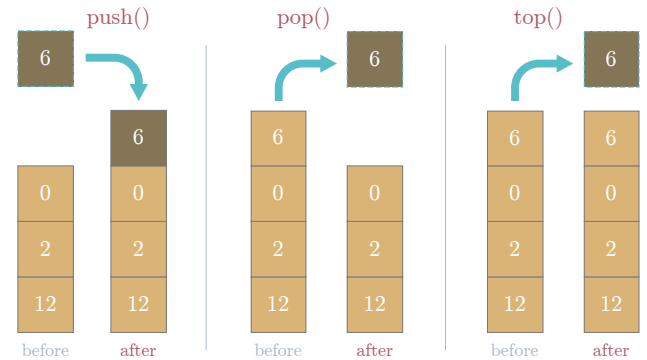
- Each linked list element contains both the values and the address (pointer) to the next linked list element.
- Hence the linked list can only be traversed sequentially going through each element at a time

2. Linked List

- Linked List does not have their order defined by their physical placement in the memory.
- Contiguous elements of the linked list are not placed adjacent to each other in the memory.

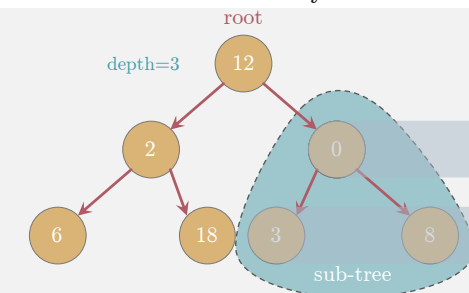
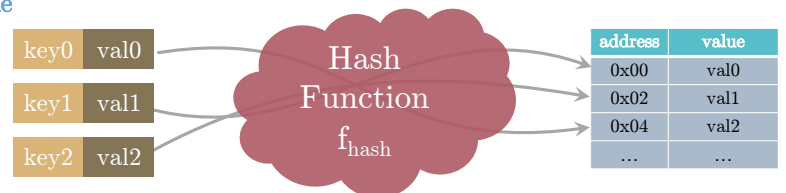
3. Stack

- Stack is a sequential data structure which maintains the order of elements as they were inserted in.
- Last In First Out (LIFO) order, which means that the elements can only be accessed in the reverse order as they were inserted into the stack.
- The element to be inserted last, will be the first one to get removed from the stack.
- Push() adds an element at the head of the stack, while pop() removes an element from the head of the stack
- A real-life example of a stack is a stack of kitchen plates



5. HashTable

- Creates paired assignments (key mapped to values) so the pairs can be accessed in constant time
- For each (key, value) pair, the key is passed through a hash function to create a unique physical address for the value to be stored in the memory.
- Hash function can end up generating the same physical address for different keys. This is called a collision.



- Maintains a hierarchical relation between its elements.
- Root Node – The node at the top of the tree
- Parent Node – Any node that has at least one child
- Child Node – The successor of a parent node is known as a child node. A node can be both a parent and a child node. The root is never a child node.
- Leaf Node – The node which does not have any child node.
- Traversing – Passing through the nodes in a certain order, e.g BFS, DFS

4. Graph

- A graph is a pair of sets (V, E), where V is set of all the vertices, E is set of all edges.
- A neighbor of a node is set of all vertices connected with that node through an edge.
- As opposed to trees, a graph can be cyclic, which means starting from a node and following the edges, you can end up on the same node

