

# Review

- Arrays
  - A sequence of neighboring memory boxes
    - Know where an **arbitrary (i-th)** element is located, by using the **neighboring rule**
  - **Limitation:** Fixed length and Expensive resizing
    - Make a brand-new array + copy all the existing elements
  - **Improvement:** Resizing step adjustment
- Linked lists
  - A list of nodes each of which has a link to another node
    - Know where the **next** element is located, by using the **next pointer**
  - **Limitation:** Don't know what is where - Frequent navigation through the list
  - **Improvement:** Caching and sentinel

# Queues

Lecture 14-1

Hyung-Sin Kim



SNU Graduate School of Data Science

# Queue – a First In and First Out Data Structure

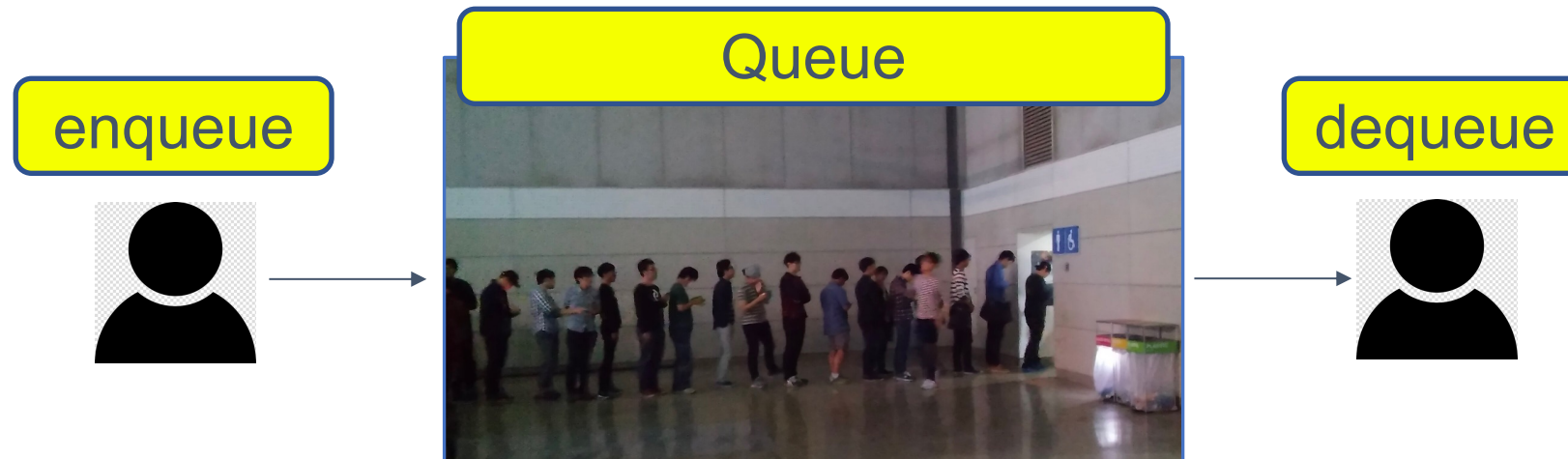
- FIFO – First enqueued element is dequeued first

enqueue()

dequeue()

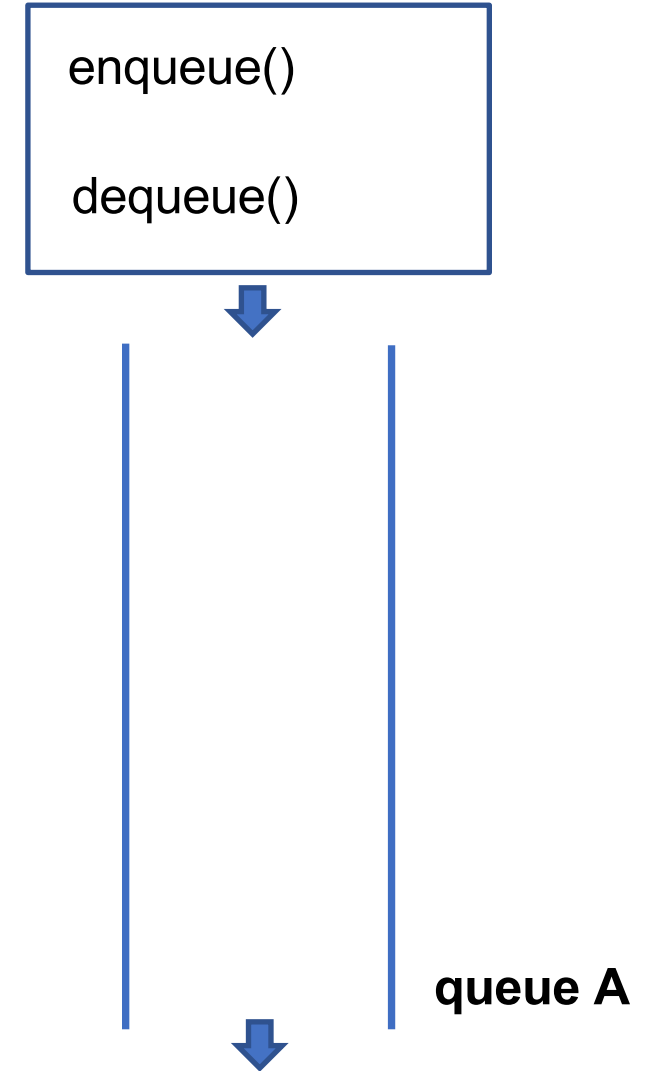
- Queue has two methods

- enqueue(): add an element to the queue
- dequeue(): remove the oldest element from the queue



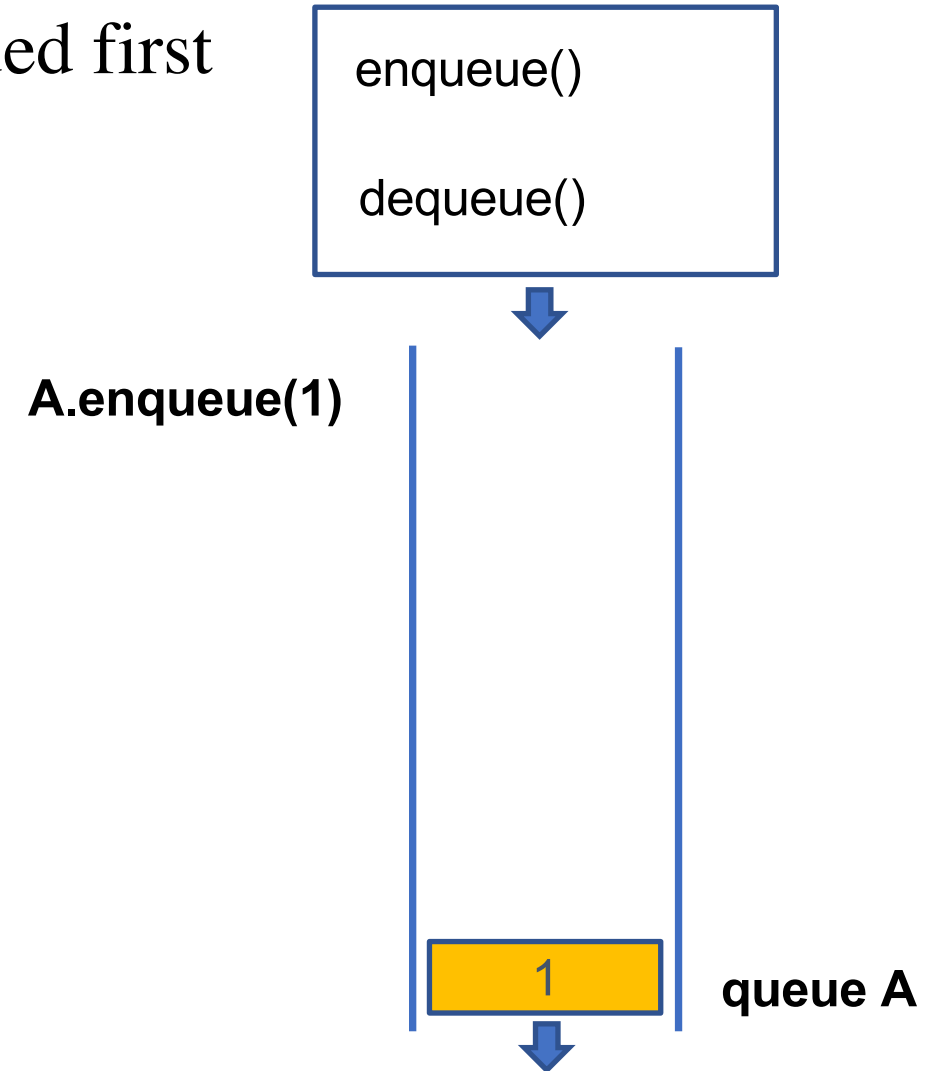
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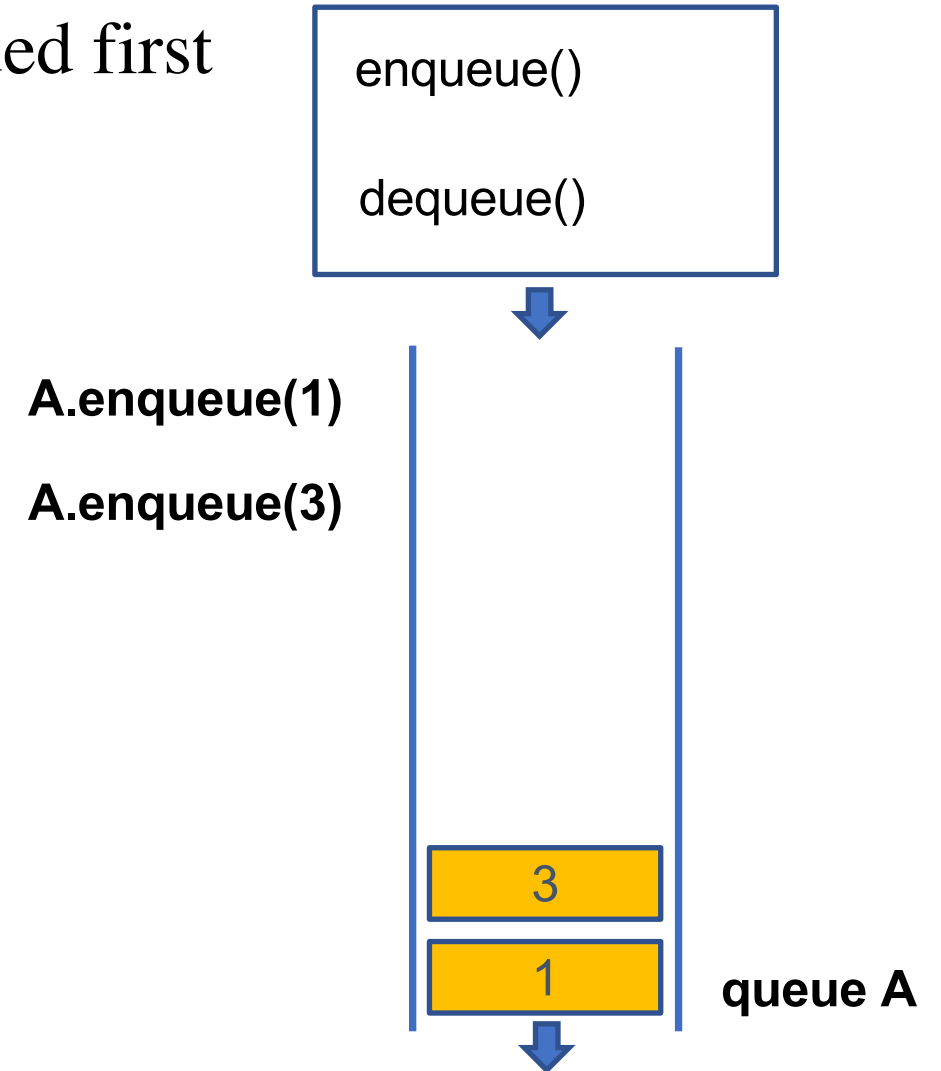
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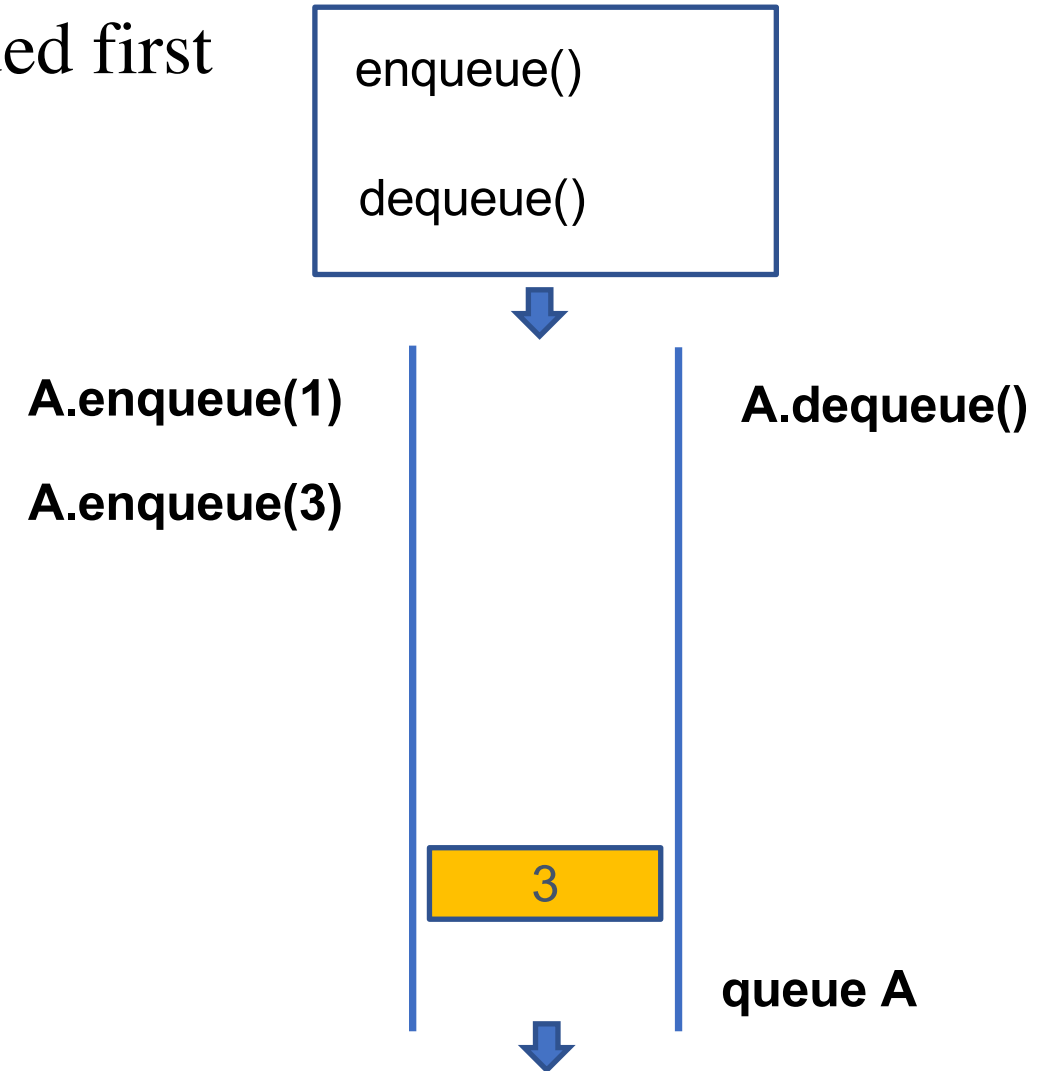
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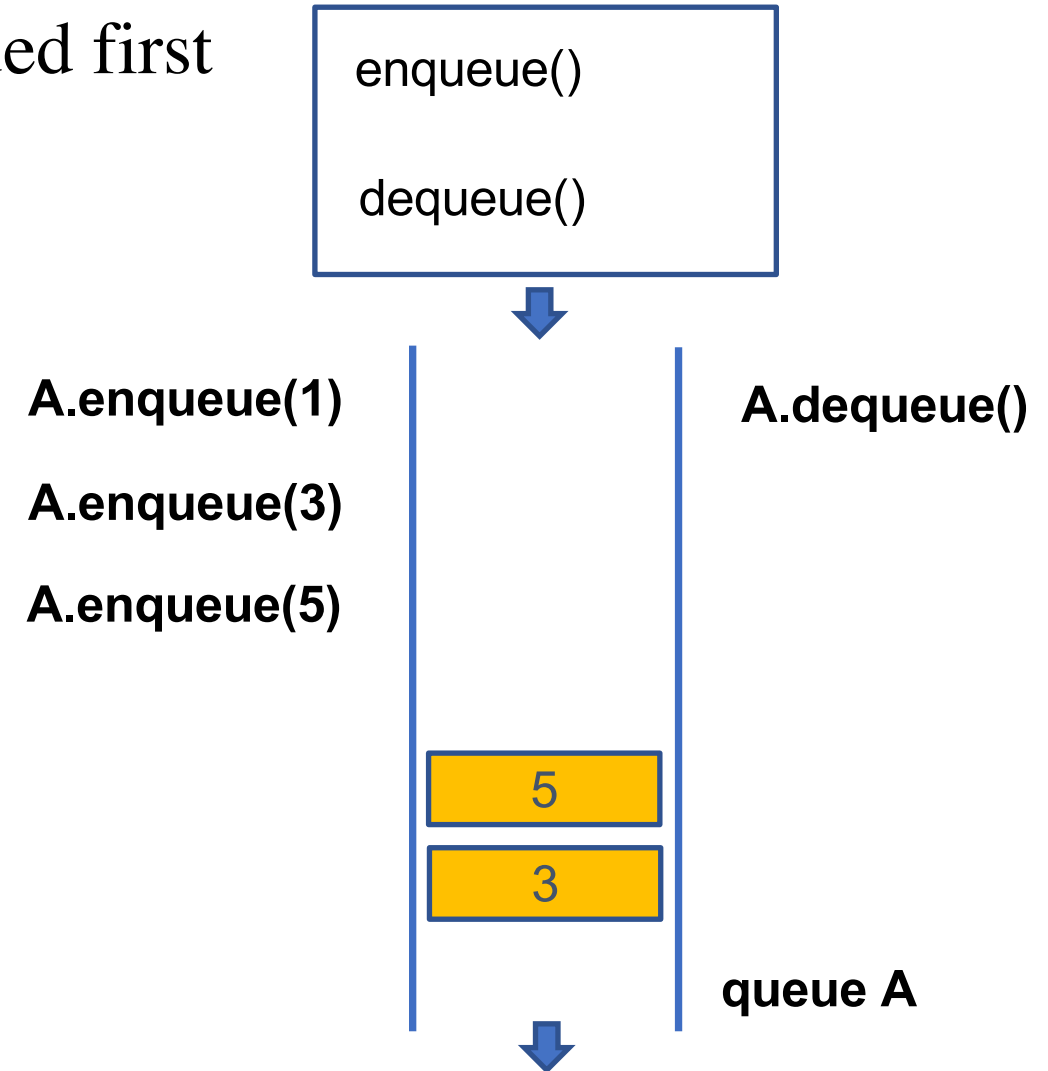
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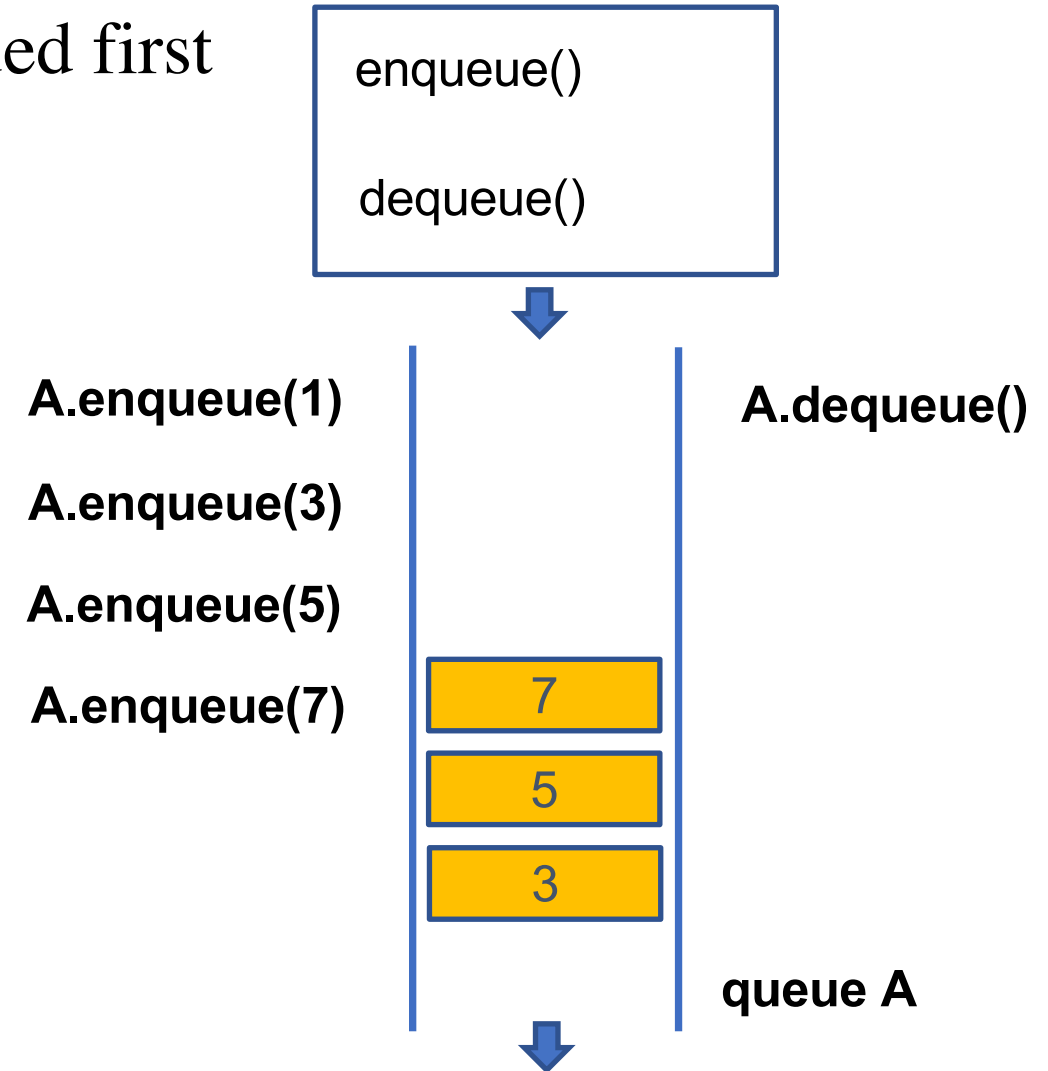
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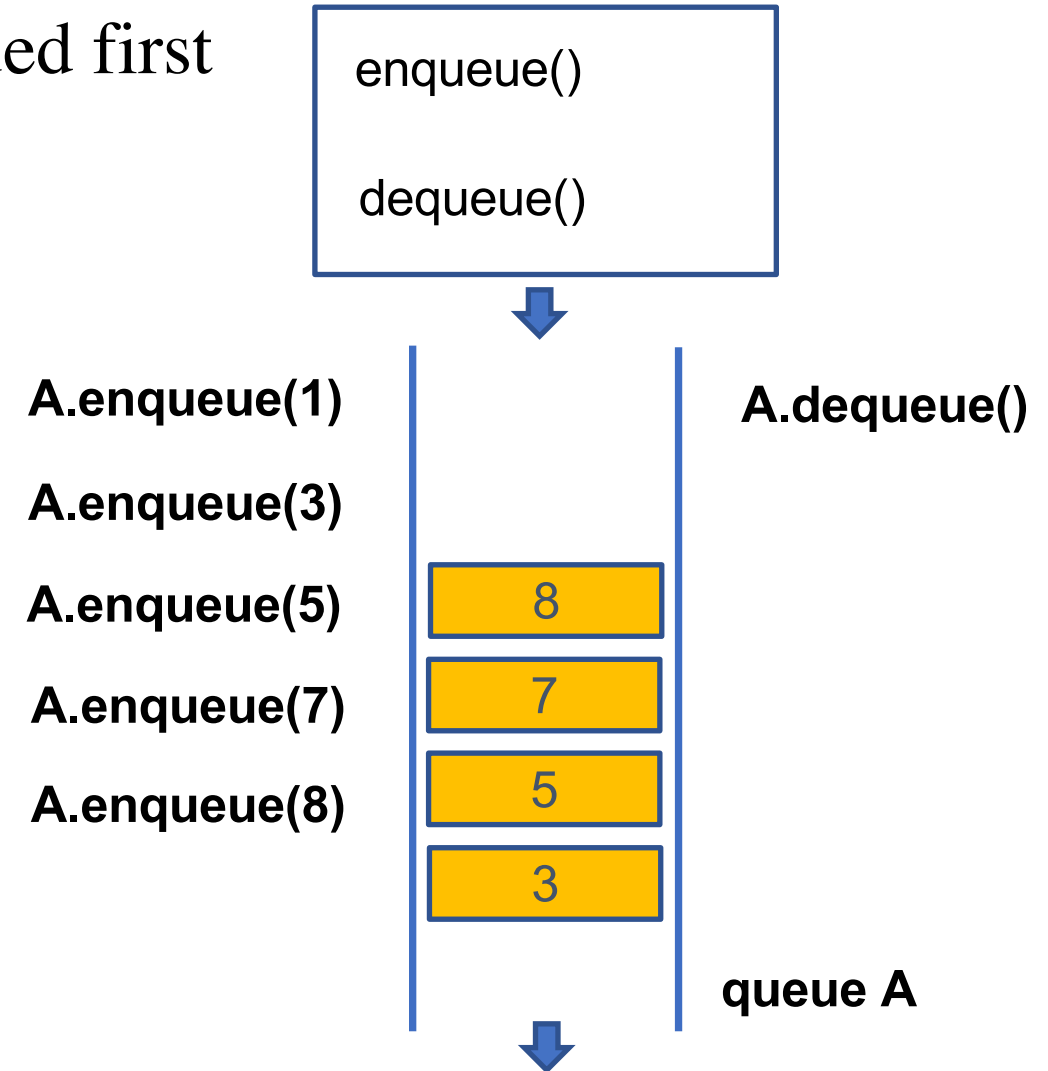
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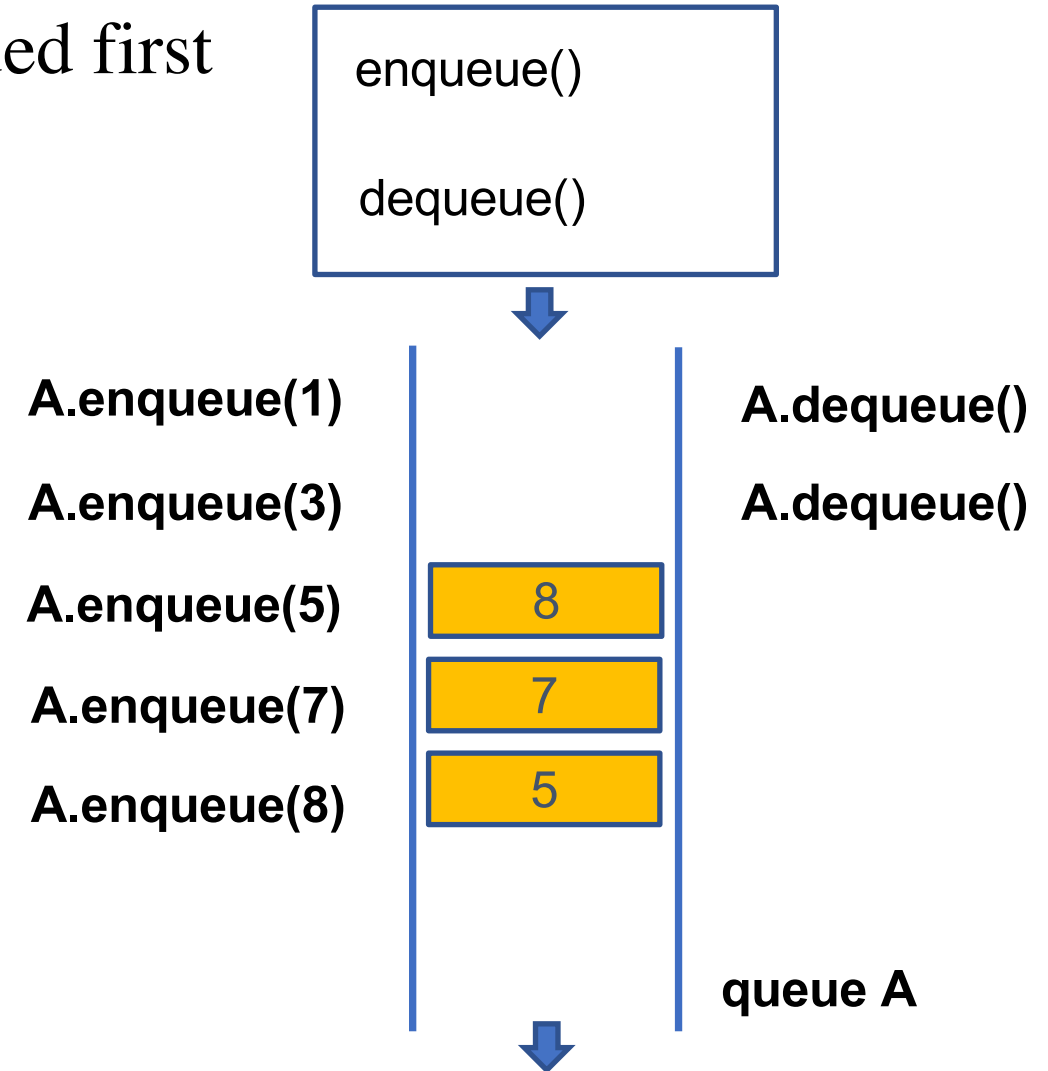
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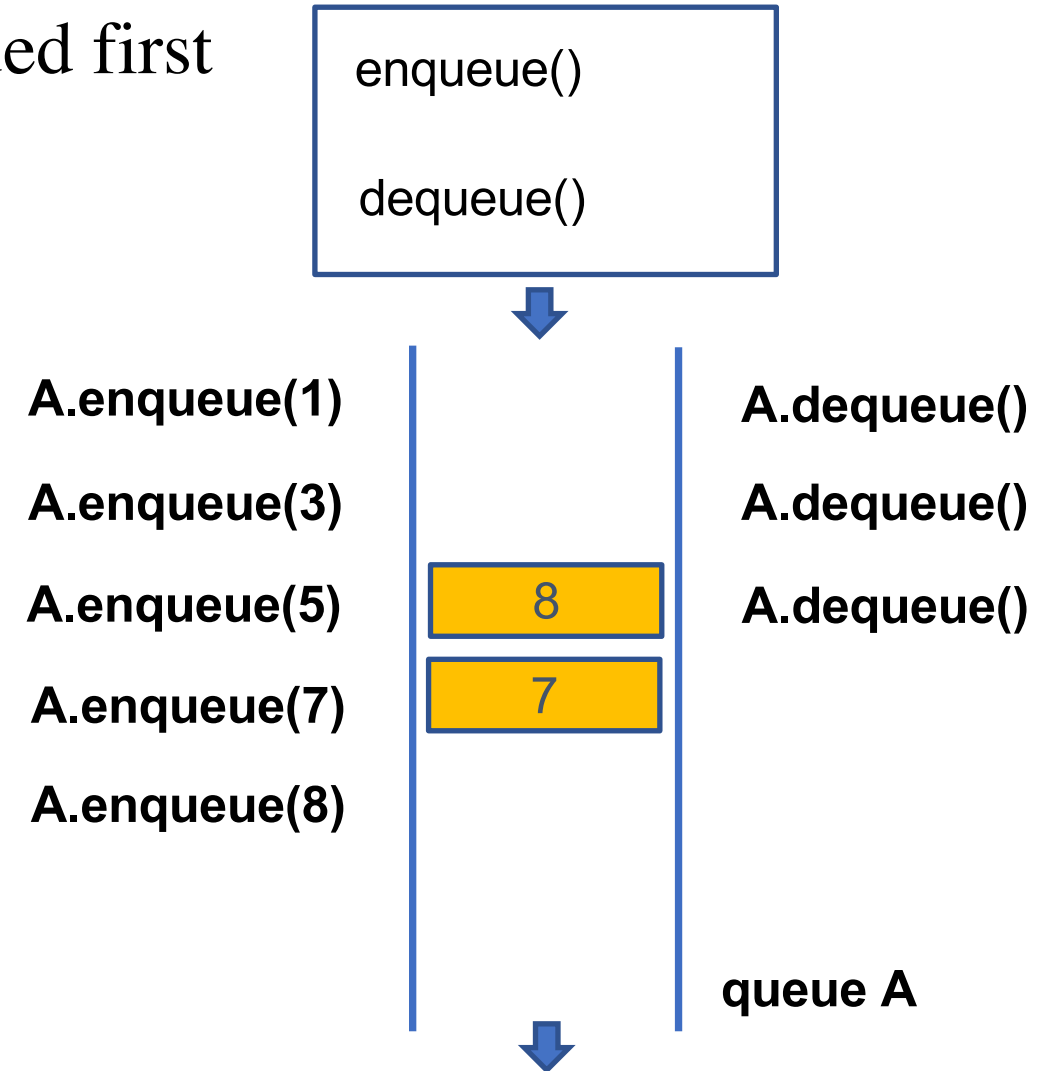
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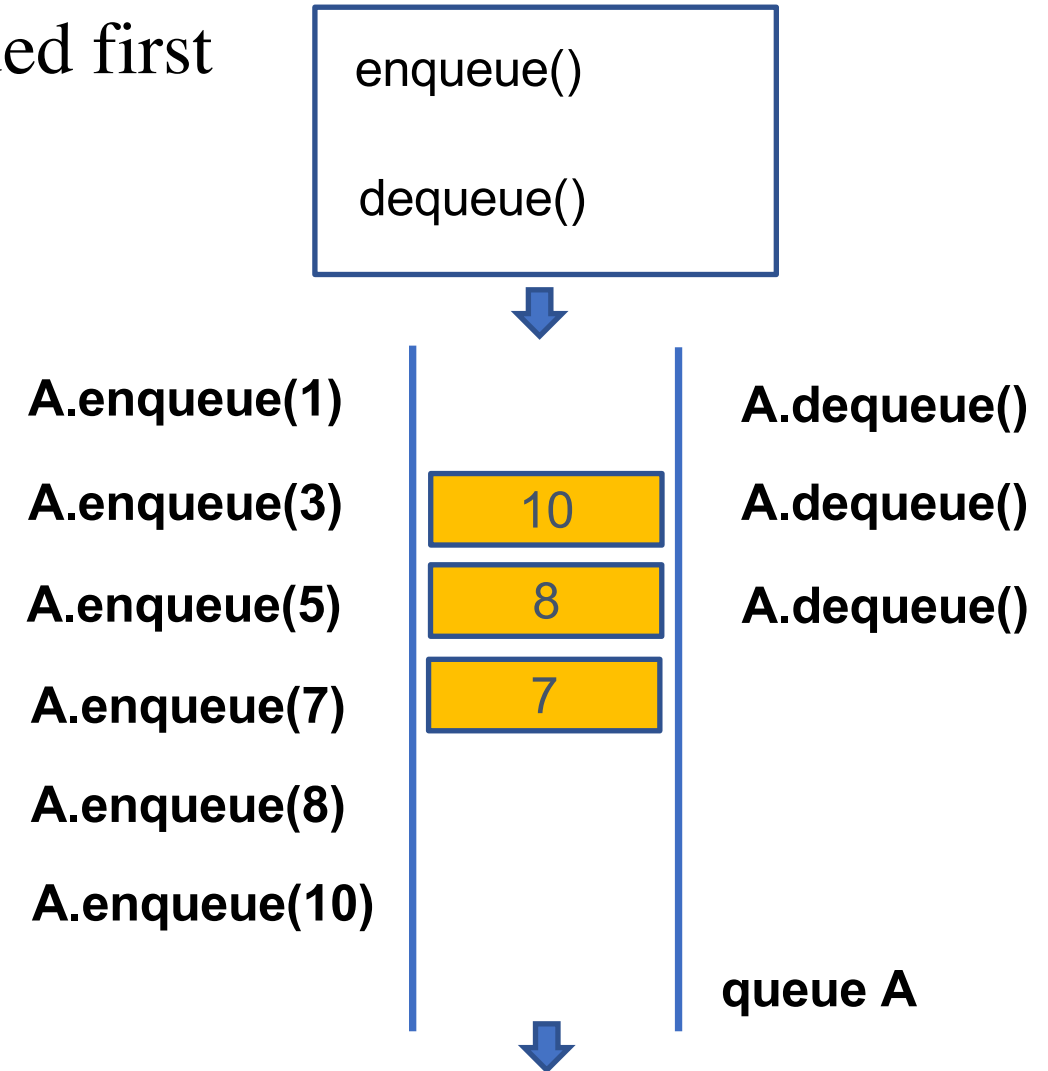
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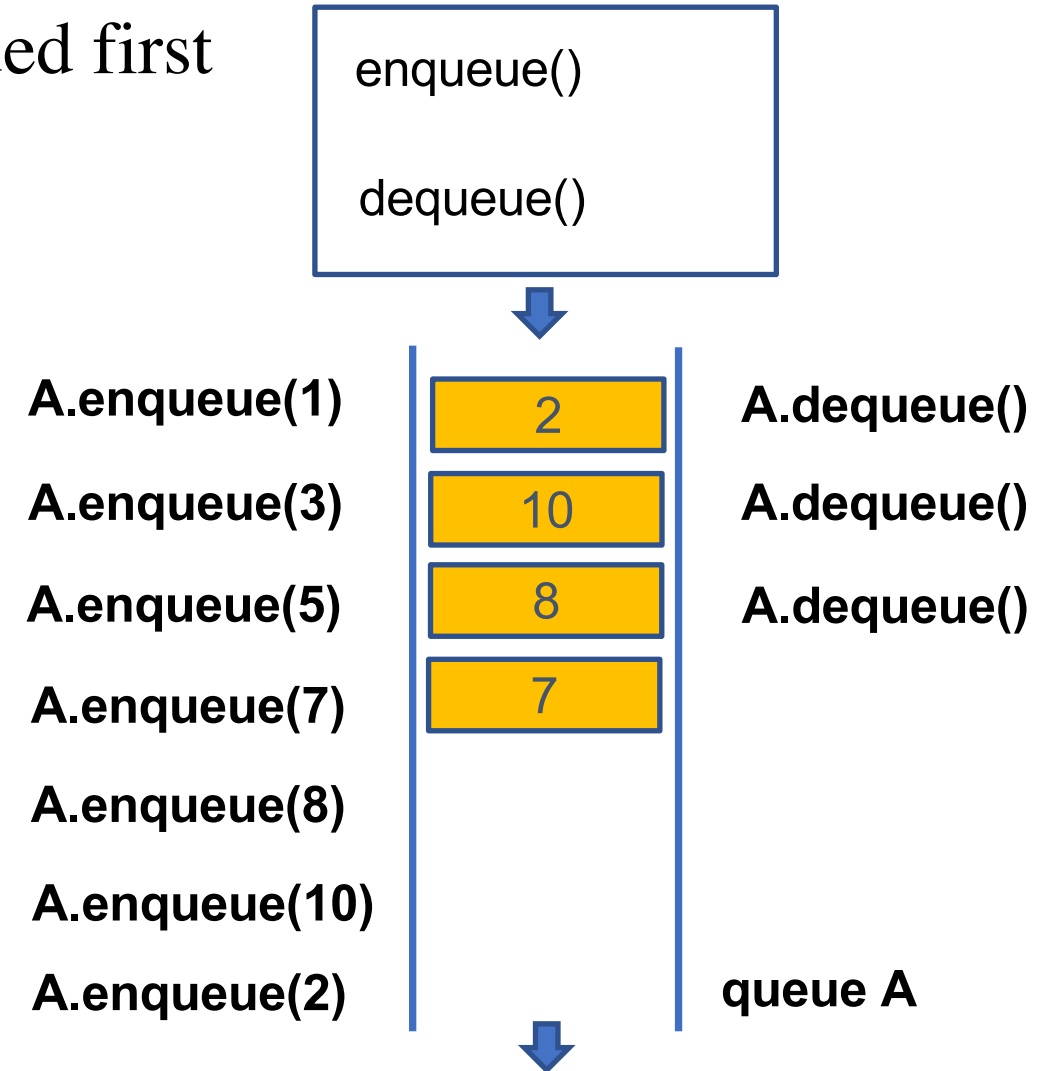
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# Stacks

Lecture 14-2

Hyung-Sin Kim



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# Stack – a Last In and First Out Data Structure

- LIFO – Last pushed element is popped first
- Stack has two methods
  - `push()`: add an element to the stack
  - `pop()`: remove the newest element from the stack

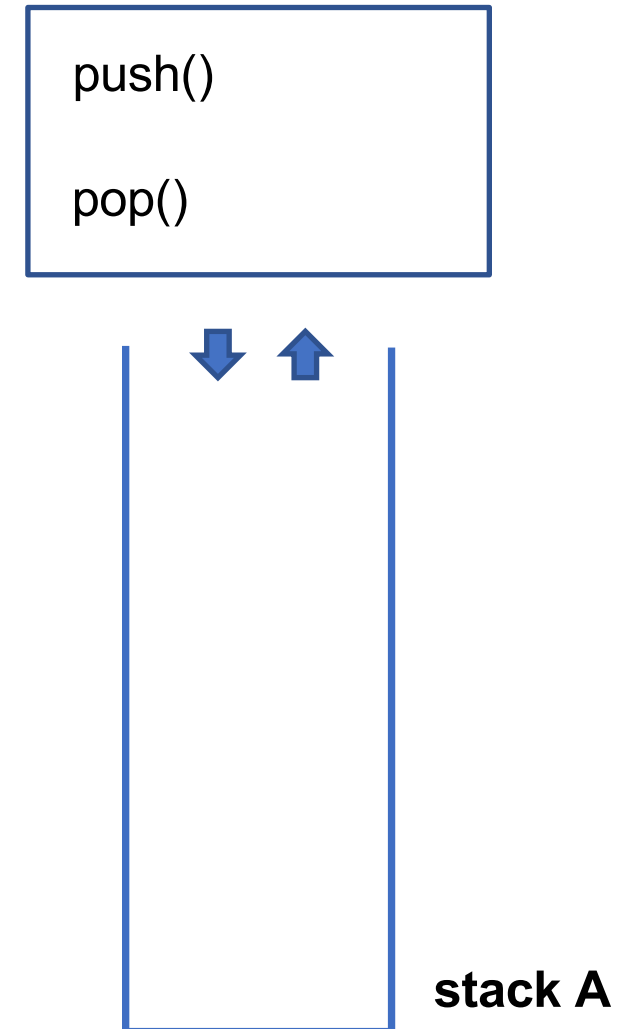
`push()`

`pop()`



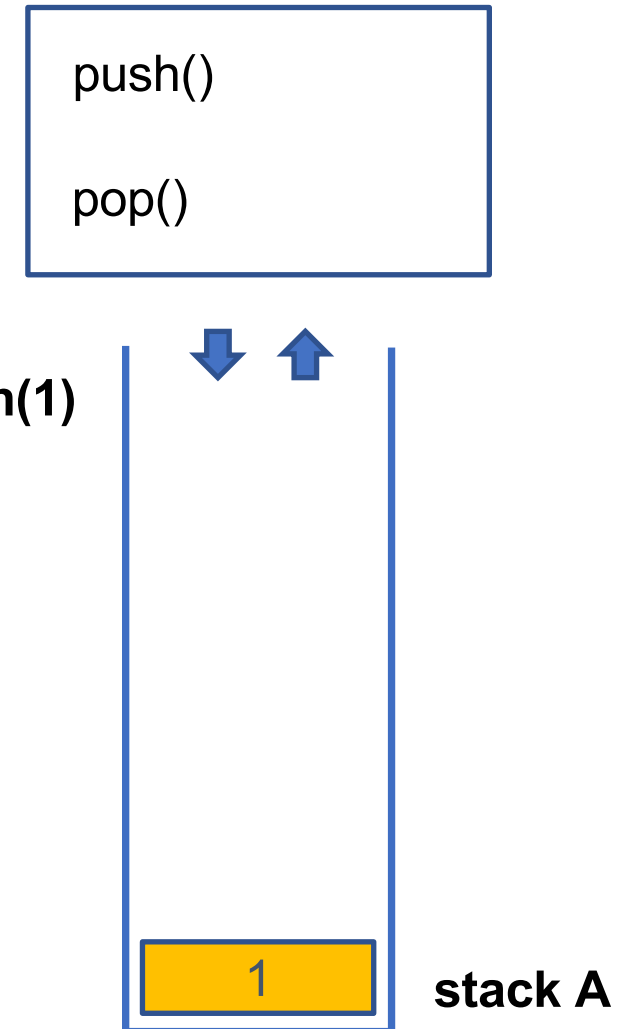
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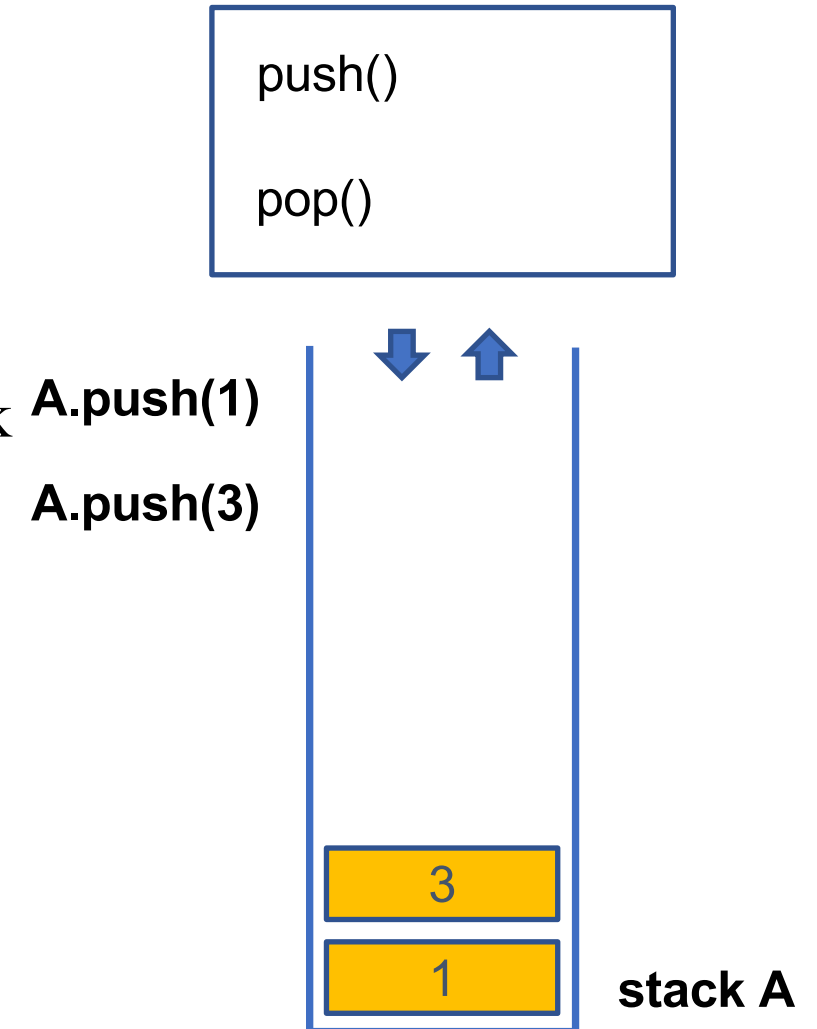
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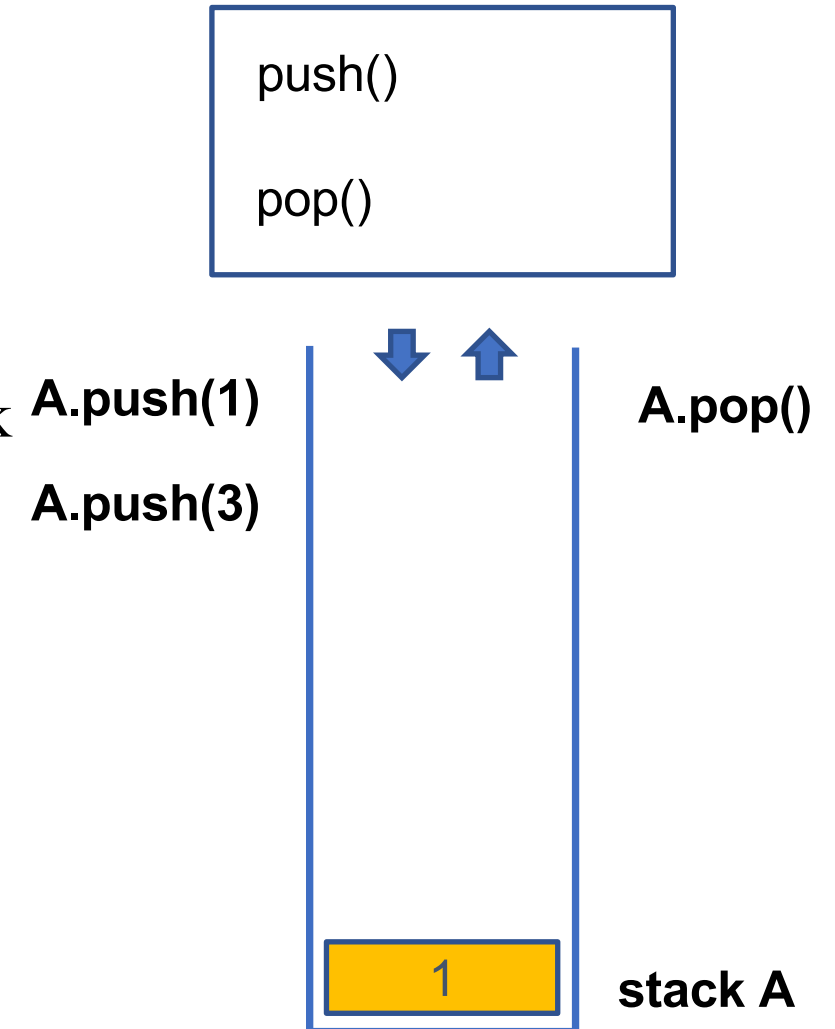


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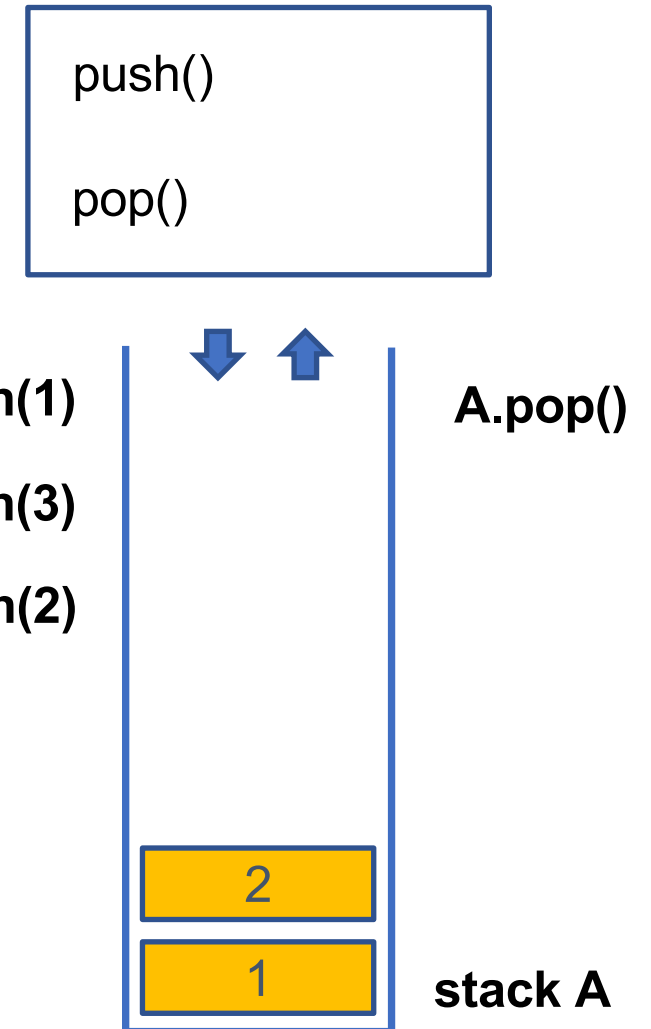


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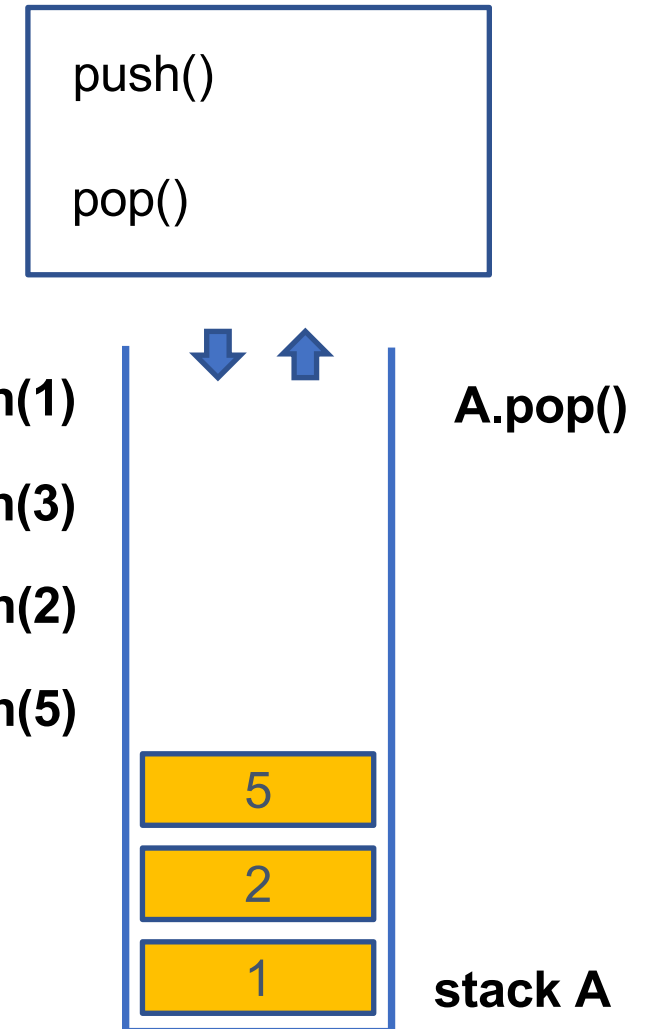


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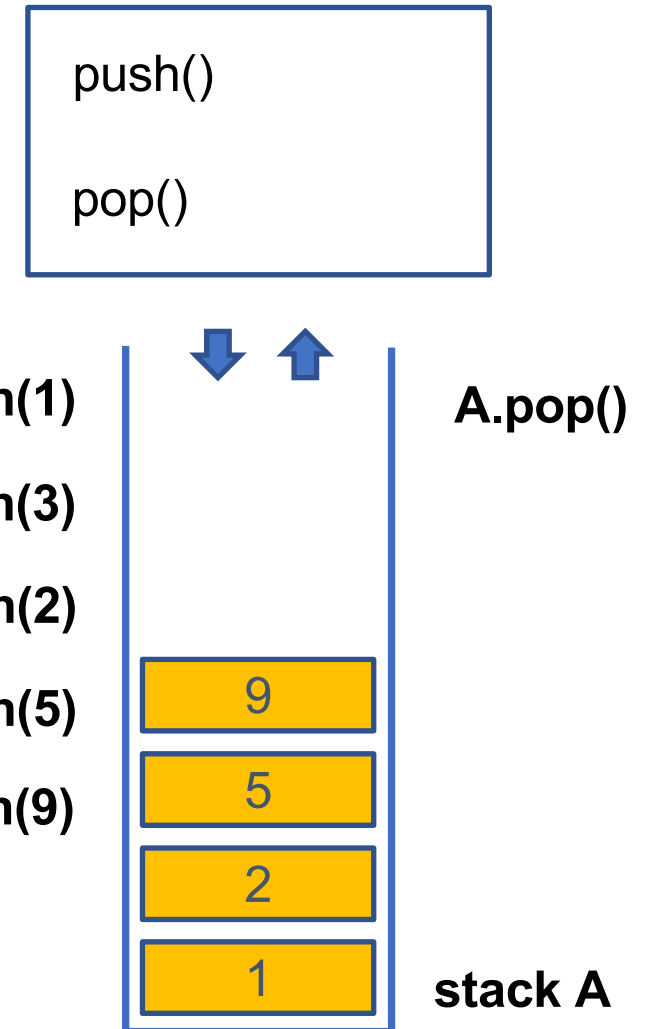
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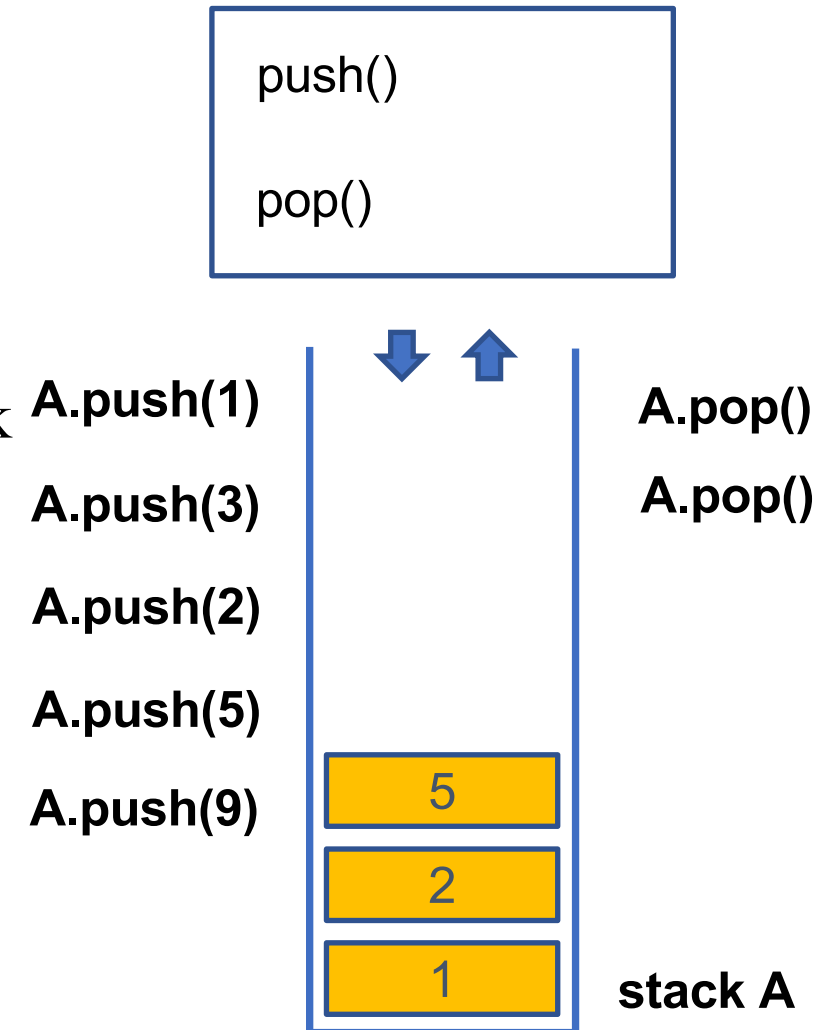
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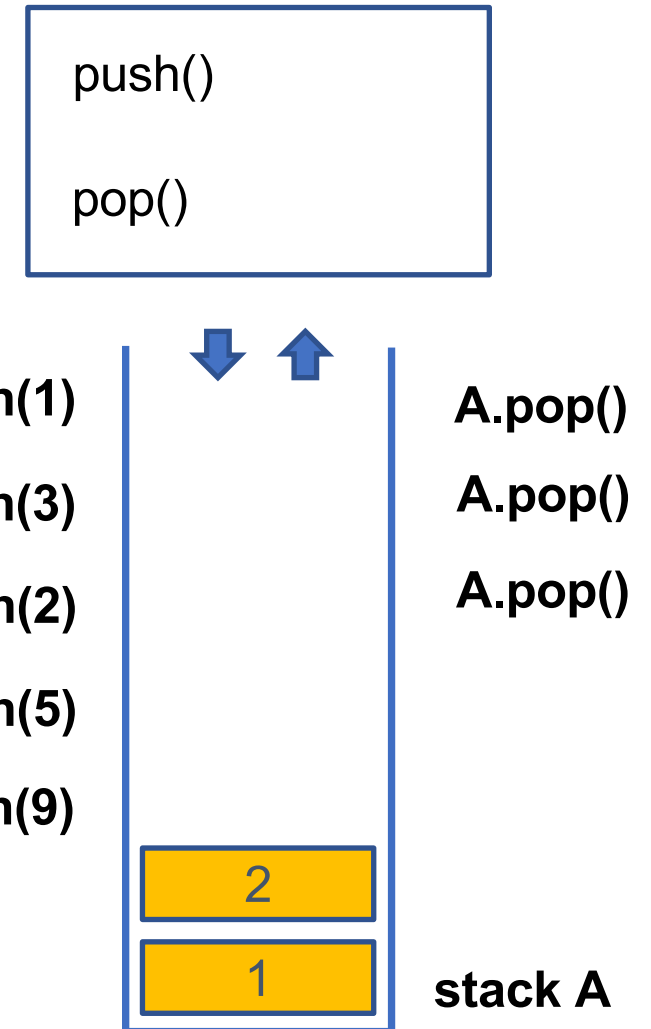
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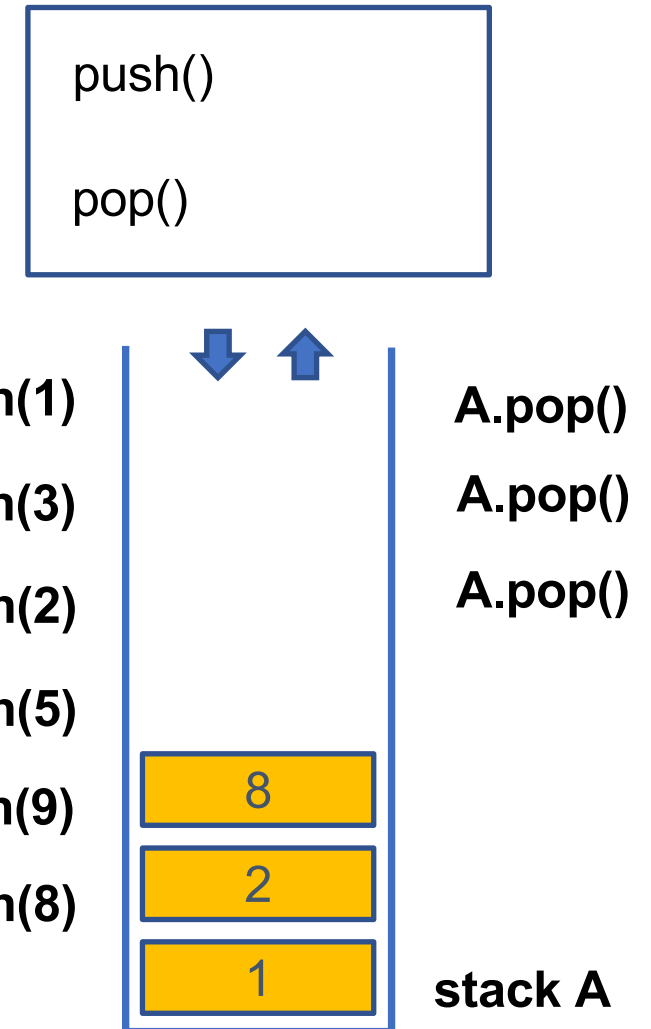
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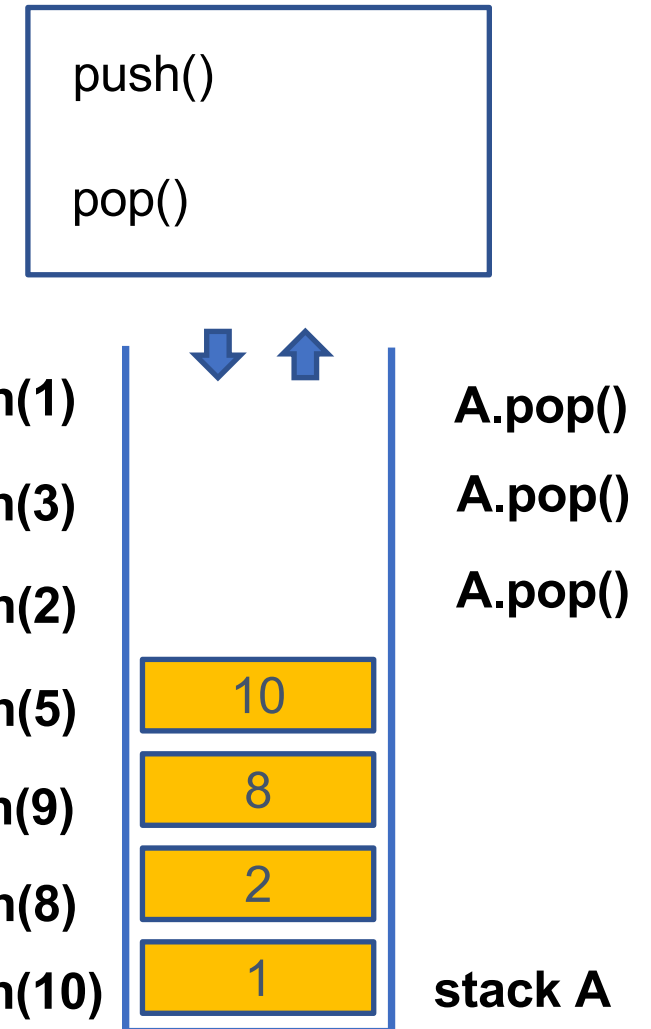
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- Use cases
  - Undo function: `Ctrl + z`
  - Parentheses matching: `((){}[])`

