

# Arrays

**Static Arrays:** A **static array** is a data structure with a fixed size, determined at the time of its creation. Unlike dynamic arrays, the size of a static array cannot be changed during runtime. Static arrays are straightforward to use and are typically stored in contiguous memory locations.

**Dynamic Arrays:** A **dynamic array** is a data structure that can grow or shrink in size during runtime, unlike a static array, which has a fixed size. Dynamic arrays provide flexibility and are widely used in programming when the exact size of the array is not known beforehand.

- **Extra Space for Growth:**

When a dynamic array is created, it allocates a **static array** with some extra space (capacity) beyond the current number of elements.

This extra space allows new elements to be added without needing to resize the array immediately.

- **Doubling Capacity:**

When the array becomes full (i.e., the number of elements equals the capacity), the dynamic array:

- Creates a **new static array** with double the capacity.
- Copies all the elements from the old array to the new one.
- Deallocates the old array to free memory.

- **Extra Space is a Trade-off:**

The extra positions (unused space) are a trade-off for efficiency. They reduce the frequency of resizing operations, which can be costly.

The **time complexity** of operations in a dynamic array depends on whether resizing (or "recycling") happens

If the array has unused capacity, the new element is simply placed in the next available slot. This is a **constant time operation:  $O(1)$** .

If the array is full, resizing is triggered:

1. A new array (usually double the size) is created.

2. All existing elements are copied to the new array.

3. The new element is added.

So the copying process takes **linear time:  $O(n)$** , where  $n$  is the number of elements in the array.

Operation	Array/List	String(Immutable)
Appending to end	$O(1)$	$O(n)$
Popping from end	$O(1)$	$O(n)$
Insertion, not from end	$O(n)$	$O(n)$
Deletion, not from end	$O(n)$	$O(n)$
Modifying an element	$O(1)$	$O(n)$
Random access	$O(1)$	$O(1)$
Checking if element exists	$O(n)$	$O(n)$

As Strings are immutable in python so every operation creates a new string first, cloning the actual and then performs certain operations on the clone, so all operations have  **$O(n)$** , except for randomly accessing any index of a string which has  **$O(1)$**