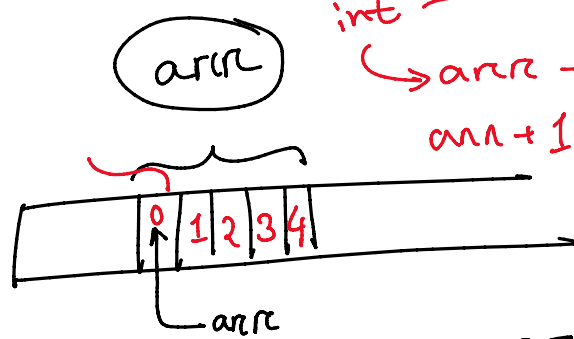


Array

int arr[5];



int
arr → 14
arr + 1 → 14 + 4 → 18

arr[i] → arr + i

arr[0] → arr + 0

arr[1] → arr + 1

arr[2] → arr + 2

⋮
arr[i] → arr + i

n=10

1 1
2 2
3 3
4 4
⋮
10 10

5 3 1 2
Σ
i=1

2
1, 2, 3, 4, 5

1² + 2² + 3² + 4² + 5²

5 Σ_{i=1}⁵ (2i-1)²

Σ_{i=1}⁵ 5(2i-1)² ← 5² + 5² + 5² + ... +
1 2 3 k

(2·1-1)² = (2-1)² = 1²
(2·2-1)² = (4-1)² = 3²
(2·3-1)² = (6-1)² = 5²

Σ_{i=1}⁵ Σ_{i=1}⁵ i²

$$(2 \cdot 2 - 1)^2 = (4 - 1)^2 = 3^2$$

$$(2 \cdot 3 - 1)^2 = (6 - 1)^2 = 5^2$$

$$\underbrace{\quad}_{i=1} \quad \underbrace{\quad}_{i=1}$$

$$r=4$$

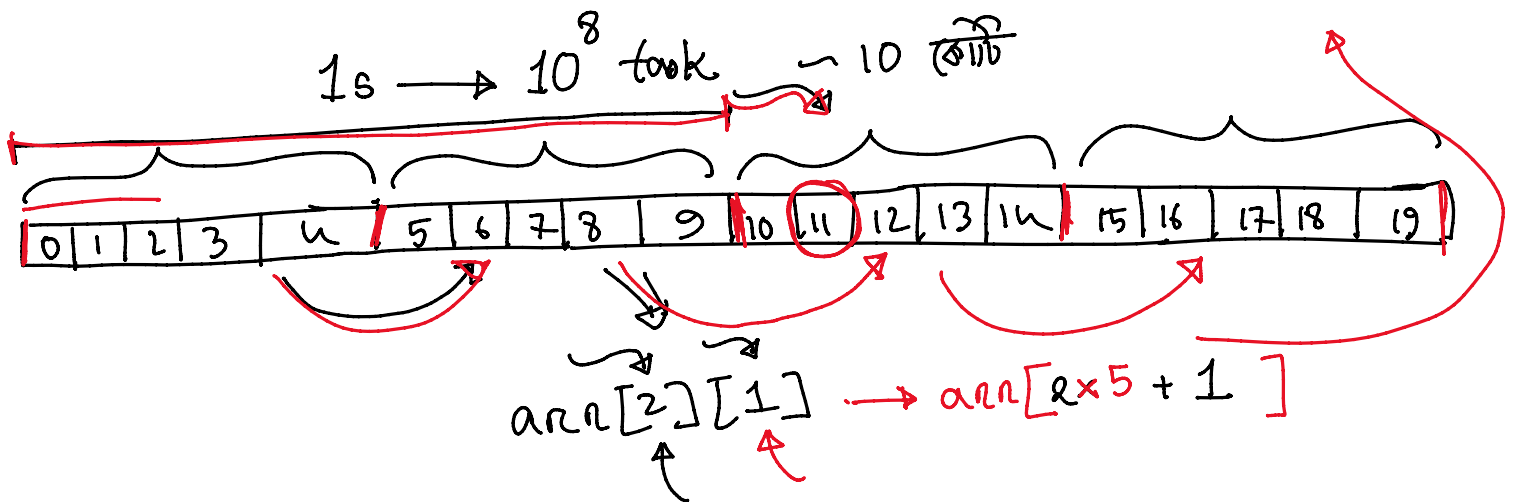
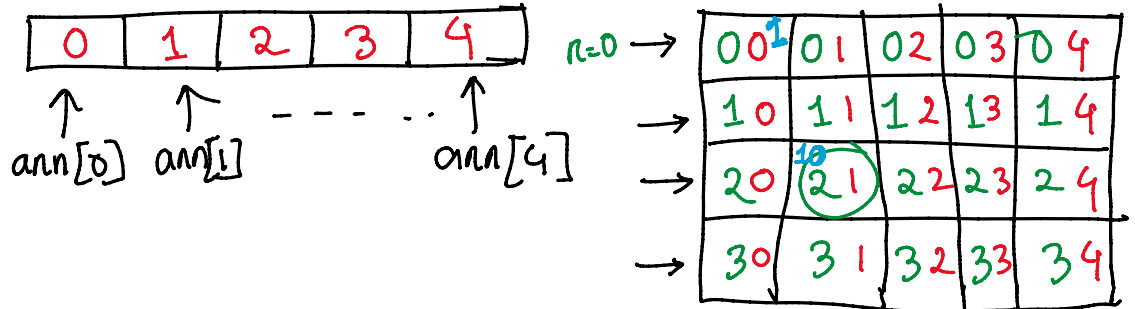
$$c=5$$

int arr[5];

$$r=1$$

$$c=5$$

2D array



struct node

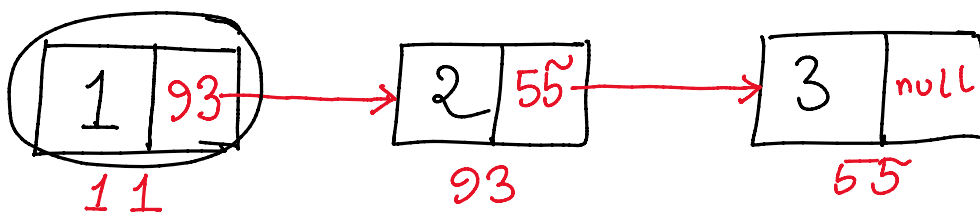
```

{
    int value;
    int *next; // pointer
}

```

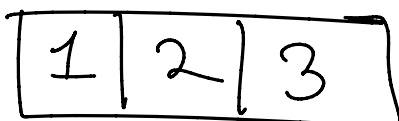
$$arr[x][y] \rightarrow arr[x \times c + y]$$

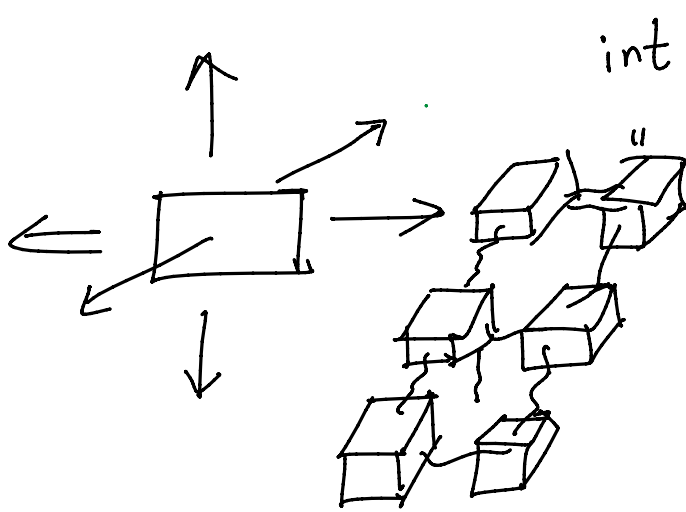
node head;



head.value

head.next





int *back
*front
up
down
left
right

int *loc[6]

Splay Tree

Treeap

↓
Tree + Heap