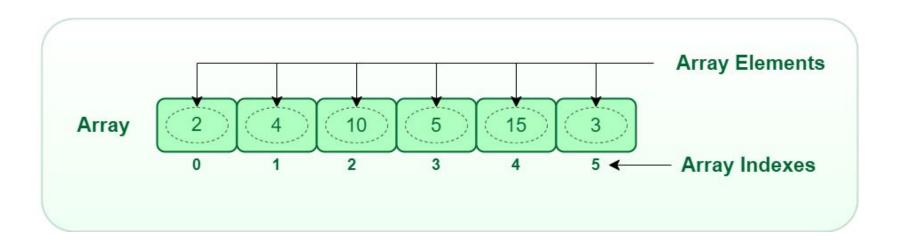
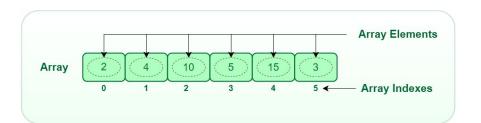
# Data Structures

Lecture 1
Linear Array Basics and Operations





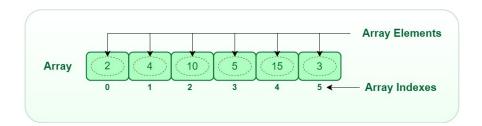
Dimension - fixed (1, 2, 3, ..., 100, ..)

#### Index

→ 0 - indexing

#### Size / Length

Type - Fixed

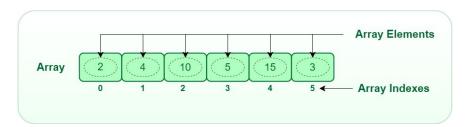


Dimension - fixed (1, 2, 3, ..., 100, ..)

**Linear Arrays - 1D** 

Matrix - 2D

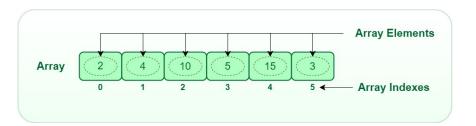
Tensor - 3D



#### Index

→ 0 - indexing

Why 0-indexing?
For efficient memory access



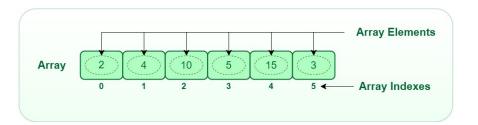
#### Size / Length

Size?

**Number of Valid Elements** 

Length?

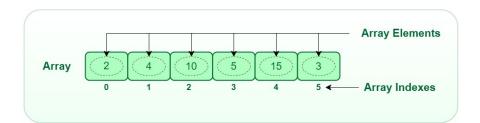
**Fixed - As Declared** 



**Type - Fixed** 

Why Not Dynamic?

Efficient Memory Access



Integer: 4bytes

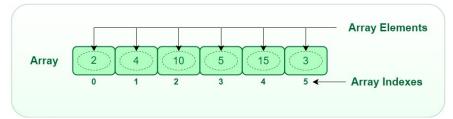
Floats: 8bytes

**Character: 1byte** 

Formula-

Starting address of array + index \* bytes required for one data

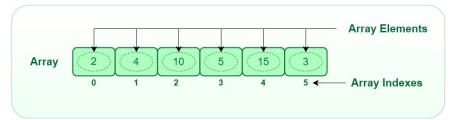
### **Array - Determine Length**



#### **Efficient-**

- Doesn't store size
- **→ May give invalid data if index out of bounds**
- can access faster
- → C Fortran

#### **Array - Determine Length**



#### Inefficient-

- **→** Store size in first byte
- Check if index out of bound
- **→** Slow access
- → Java C#

#### Refresh your memory

#### **Python:**

- 1. for i in range (stop)
- 2. for i in range (start, stop)
- for i in range (start, stop, step)
- 4. Negative step?
- 5. Negative stop?

#### Java:

- 1. for(int i = 0; i < stop; i++)
- 2. for(int i = start; i < stop; i++)</pre>
- **3.** for(int i = start; i < stop; i += step)
- 4. Negative step?
- 5. Negative stop?

### **Array - Accessing/Changing an Element**

Suppose you have a 1D array named *student\_names*. If you want get the 5<sup>th</sup> student from the array then you write:

To change the value at 5th index and set it to 'John Doe', you write:

array = [None] \* length

int[] array = new int[length];

Import numpy as np

my\_array = np.array([8, 3, 13, 1])

```
my_list = [2, 45, 3, 2, 56]
my_array = np.asarray(my_list)
```

```
size = 5
my_array = np.ones(size)
print(my_array.size)
```

```
size = 5
my_array = np.ones(size)
print(len(my_array))
```

### **Array - Functions (Iteration)**

```
def iteration(source):
   for i in range(len(source)):
     print(source[i])
```

#### **Array - Functions (Reverse Iteration)**

```
def reverseIteration(source):
   for i in range(len(source) - 1, -1, -1):
     print(source[i])
```

#### **Array - Functions (Copy Array)**

- FUNCTION copy\_array(arr)
- 2. arr2 = create\_array(size of arr)
- 3. FOR i = 0 TO size of arr 1
- 4. arr2[i] = arr[i]
- 5. END FOR
- 6. RETURN arr2
- 7. END FUNCTION

#### **Array - Functions (Copy Array)**

```
def copyArray(source):
  newArray= np.array([0]* len(source))
  for i in range(len(source)):
    newArray[i] = source[i]
  return newArray
```

#### **Array - Functions (Resize Array)**

- 1. function resize(arr, new\_size)
- 2. set arr2 to an array of size new\_size, initialized with 0
- 3. set i to 0
- 4. while i is less than length of arr
- 5. set arr2[i] to arr[i]
- 6. increment i by 1
- 7. end while
- 8. return arr2
- end function

#### **Array - Functions (Resize Array)**

```
def resizeArray(oldArray, newCapacity):
  newArray= np.array([0]* newCapacity)
  for i in range(len(oldArray)):
    newArray[i]= oldArray[i]
  return newArray
```

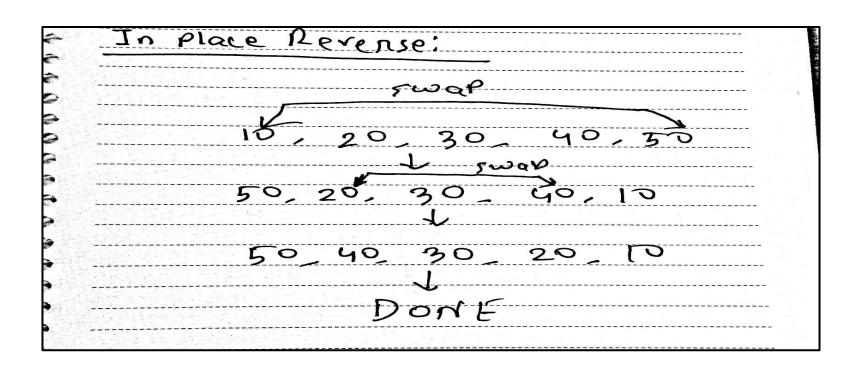
# **Array - Functions (Reverse Array)**

```
FUNCTION reverse out of place(arr)
     arr2 = create array(size of arr)
3.
     i = 0
4. j = size of arr - 1
5. WHILE i <= size of arr - 1
6.
       arr2[i] = arr[j]
        i = i + 1
8.
       j = j - 1
     END WHILE
10. RETURN arr2
11. END FUNCTION
```

# **Array - Functions (Reverse Array)**

```
def reverse out of place(source):
  reversed= np.zeros(len(source), dtype=int)
  i = 0
  while(i<=len(source)-1):</pre>
    reversed[i] = source[len(source)-1-i]
    i+=1
  return reversed
```

### **Array - Functions (Reverse Array) (Efficient)**



#### **Array - Functions (Reverse Array) (Efficient)**

1. FUNCTION reverse in place(arr) j = size of arr - 1 3. FOR i = 0 TO (size of arr - 1) DIVIDED BY 2 SWAP arr[i] WITH arr[i] 5. j = j - 1**END FOR** 6. RETURN arr END FUNCTION

# **Array - Functions (Reverse Array) (Efficient)**

```
def revArrInPlace(arr):
 j = len(arr) - 1
  while i < j:
    temp = arr[i]
    arr[i] = arr[j]
    arr[j] = temp
    i += 1
    j -= 1
```

#### **Array - Functions (Shift Left)**

- 1. FUNCTION shift\_left(arr)
- 2. FOR i = 1 TO size of arr 1
- 3. arr[i-1] = arr[i]
  - 4. END FOR
  - 5. arr[size of arr 1] = 0
  - RETURN arr
  - 7. END FUNCTION

#### **Array - Functions (Shift Left)**

```
def shiftLeft(arr):
    for i in range(1, len(arr)):
        arr[i-1] = arr[i]
        arr[len(arr) - 1] = None
        return arr
```

# **Array - Functions (Shift Right)**

- 1. FUNCTION shift\_right(arr)
- 2. FOR i = size of arr 1 DOWNTO 1
- 3. arr[i] = arr[i-1]
- 4. END FOR
- 5. arr[0] = 0
- 6. RETURN arr
- 7. END FUNCTION

# **Array - Functions (Shift Right)**

```
def shiftRight(arr):
    for i in range(len(arr) - 1, 0, -1):
        arr[i] = arr[i - 1]
        arr[0] = None
    return arr
```

#### **Array - Functions (Rotate Left)**

1. FUNCTION rotate left(arr) temp = arr[0]3. FOR i = 1 TO size of arr - 1 arr[i-1] = arr[i] 5. END FOR 6. arr[size of arr - 1] = temp RETURN arr END FUNCTION

## **Array - Functions (Rotate Left)**

```
def rotateLeft(arr):
 temp = arr[0]
 for i in range(1, len(arr)):
    arr[i-1] = arr[i]
  arr[len(arr) - 1] = temp
  return arr
```

# **Array - Functions (Rotate Right)**

FUNCTION rotate\_right(arr) temp = arr[size of arr - 1] FOR i = size of arr - 1 DOWNTO 1 3. arr[i] = arr[i-1] 5. END FOR arr[0] = temp**RETURN** arr 8. END FUNCTION

# **Array - Functions (Rotate Right)**

```
def rotateRight(arr):
    temp = arr[len(arr) - 1]
    for i in range(len(arr) - 1, 0, -1):
        arr[i] = arr[i - 1]
        arr[0] = temp
    return arr
```

# **Array - Functions (Insert)**

```
#Inserting anywhere
   1. FUNCTION insert anywhere(arr, size, index, elem)
         IF index < 0 OR index > size
           RETURN "Insertion Not Possible"
   4. END IF
   5. IF size >= size of arr
   6.
           arr = resize array(arr, size of arr + 3)
       END IF
   8.
         FOR i = size DOWNTO index + 1
   9.
           arr[i] = arr[i-1]
   10. END FOR
   11. arr[index] = elem
   RETURN arr
   13. END FUNCTION
```

#### **Array - Functions (Insert)**

```
def insertElement(arr, size, elem, index):
    # Practice how to throw exception if there is no empty space
    if size == len(arr):
        print("No space left. Insertion failed")
    else:
        for i in range(size, index, -1):
            arr[i] = arr[i - 1] #Shifting right till the index
            arr[index] = elem #Inserting element
            return arr
```

## **Array - Functions (Remove)**

```
#Deleting any element

    FUNCTION delete_any_element(arr, size, index)

         IF size = 0 OR (index < 0 AND index >= size)
           RETURN "Deletion Not Possible"
       END IF
   5. FOR i = index TO size - 1
   6.
           arr[i] = arr[i+1]
         END FOR
   8.
         arr[size-1] = 0
         RETURN arr
   10. END FUNCTION
```

#### **Array - Functions (Remove)**

```
def removeElement(arr, index, size):
   for i in range(index + 1, size):
     arr[i - 1] = arr[i] #Shifting left from removing index
     arr[size - 1] = None #Making last space empty
```

#### **Array - Selection Sort**

```
selectionSort(array, size)
  repeat (size - 1) times
  set the first unsorted element as the minimum
  for each of the unsorted elements
    if element < currentMinimum
      set element as new minimum
  swap minimum with first unsorted position
end selectionSort
```

## **Array - Selection Sort**

```
def selectionSort(array, size):
    for step in range(size):
        min idx = step
        for i in range(step + 1, size):
            # select the minimum element in each loop
            if array[i] < array[min idx]:</pre>
                min idx = i
        # put min at the correct position
        (array[step], array[min_idx]) = (array[min_idx], array[step])
```

# **Array - Bubble Sort**

**SELF STUDY** 

#### **Array - Binary Search**

```
do until the pointers low and high meet each other.
    mid = (low + high)/2
    if (x == arr[mid])
        return mid
    else if (x > arr[mid]) // x is on the right side
        low = mid + 1
                               // x is on the left side
    else
        high = mid - 1
```

# **Array - Binary Search**

```
def binarySearch(array, x, low, high):
    # Repeat until the pointers low and high meet each other
    while low <= high:
        mid = low + (high - low)//2
        if array[mid] == x:
            return mid
        elif array[mid] < x:</pre>
            low = mid + 1
        else:
            high = mid - 1
    return -1
```