Algorithm Notes

* Big O
  + Performance of an algorithm
  + Worst case scenario
* O(1)
  + Only one operation occurs, constant amount of time
  + Constant time is the key term here
* O(n)
  + Increases based on the number of inputs
  + All that matters is if the growth is linear, you can ignore constant time addition or additional loops outside of the other loop (no embedded loops)
* O(n^2)
  + Quadratic
* O(logn)
  + Logarithmic
  + As input goes on it slows down even more
  + Binary Search
* O(2^n)
  + Exponential growth
* Space complexity
  + When we need to consider the amount of space an algorithm requires
  + How much extra space we need for the algorithm
* Arrays
  + Stores list of items
  + Stored sequentially in memory
  + Lookup: O(1)
  + Static, you need to allocate a specific size
  + Increasing the length of the array can be expensive
  + Insert: O(n)
  + Delete: O(n)
* Linked lists
  + Nodes that have references to the next
  + Starts with a head and moves until the reference is null
  + Lookup by value O(n)
  + By Index O(n)
  + May need to have a tail as a reference as well
  + Insert
    - Tail O(1)
    - Head O(1)
    - Anywhere else O(n)
  + Delete
    - Tail O(n)
    - Head O(1)
    - Anywhere else O(n)
* Stacks
  + FILO
    - First in last out
  + Operations:
    - Push(item)
      * O(1)
    - Pop()
      * O(1)
    - Peek()
      * O(1)
    - isEmpty()
      * O(1)