Data Structures and Algorithms ¹

A Study Guide for Students of Sorsogon State University - Bulan Campus 2

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 $^{^2}$ This book is a study guide for students of Sorsogon State University - Bulan Campus taking up the course Data Structures and Algorithms.

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Preface

"Bad programmers worry about the code. Good programmers worry about data structures and their relationships."

– Linus Torvalds

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Introduction to Data Structures and Algorithms

1.1 Introduction

Data structures and algorithms are the building blocks of computer science. They are essential for solving complex problems efficiently and effectively. Data structures are used to store and organize data in a computer so that it can be accessed and manipulated efficiently. Algorithms are step-by-step procedures or formulas for solving a problem. They are the instructions that tell a computer how to perform a task.

In this course, we will learn about the fundamental data structures and algorithms that are used in computer science. We will study how to design, implement, and analyze data structures and algorithms to solve real-world problems. By the end of this course, you will have a solid foundation in data structures and algorithms that will help you become a better programmer and problem solver.

1.2 Setup and Installation

In this course, we will be using the C++ programming language to implement data structures and algorithms. C++ is a powerful and versatile programming language that is widely used in the field of computer science. To get started, you will need to install a C++ compiler and an integrated development environment (IDE) on your computer.

1.2.1 C++ Compiler Installation

The first step is to install a C++ compiler on your computer. A compiler is a program that translates source code written in a programming language into machine code that can be executed by a computer. There are several C++ compilers available, but we recommend using the GNU Compiler Collection (GCC) which is a free and open-source compiler that supports multiple programming languages including C++.

1.2.1.1 Windows

To install GCC on Windows, you can use the MinGW (Minimalist GNU for Windows) project which provides a port of GCC to Windows. You can download the MinGW installer from the MinGW website and follow the installation instructions. You can install MinGW

by following the instructions here: https://code.visualstudio.com/docs/languages/cpp#_example-install-mingwx64-on-windows

1.2.2 Visual Studio Code Installation

The next step is to install an integrated development environment (IDE) on your computer. An IDE is a software application that provides comprehensive facilities to computer programmers for software development. We recommend using Visual Studio Code which is a free and open-source IDE developed by Microsoft. You can download Visual Studio Code from the official website and follow the installation instructions: https://code.visualstudio.com/Download

Other than Visual Studio Code, you also need to install the C/C++ extension for Visual Studio Code. You can install the C/C++ extension by following the instructions here: https://code.visualstudio.com/docs/languages/cpp

1.2.3 Testing the Installation

To test if the installation was successful, you can create a simple C++ program and compile it using the C++ compiler. Open Visual Studio Code and create a new file with the following C++ code:

```
#include <iostream>
namespace std;

int main() {
   cout << "Hello, World!" << endl;
   return 0;
}</pre>
```

Code 1.1: Hello World Program

Save the file with a .cpp extension (e.g., hello.cpp) and open a terminal window in Visual Studio Code. Compile the program using the following command:

```
g++ hello.cpp -o hello
```

Code 1.2: Compiling the Program

If there are no errors, you can run the program by executing the following command:

```
./hello
```

Code 1.3: Running the Program

If everything is set up correctly, you should see the output "Hello, World!" printed on the screen.

- 1.3 What are Data Structures?
- 1.4 What are Algorithms?
- 1.5 Why Study Data Structures and Algorithms?
- 1.6 Basic Terminologies
- 1.6.1 Data
- 1.6.2 Data Object
- 1.6.3 Data Structure
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Implementation of Queues Using Arrays

Implementation of Queues Using Linked Lists

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- 4.3.1 Binary Tree
- 4.3.1.1 Types of Binary Trees

Left-skewed Binary Tree

Right-skewed Binary Tree

Complete Binary Tree

- 4.3.2 Ternary Tree
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5.3.19 Directed Acyclic Graph (DAG)

5.3.17 Cyclic Graph

5.3.18 Acyclic Graph

Sorting and Searching

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- **6.2.1.7** Radix Sort
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- 6.3.1.4 Interpolation Search
- 6.3.1.5 Exponential Search
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- 7.4 Collision Resolution Techniques
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- 7.4.2.1 Linear Probing
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- 7.4.2.3 Double Hashing
- 7.5 Complexity Analysis of Hashing
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Advanced Data Structures and Algorithms

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- 8.2.2 Fenwick Tree
- 8.2.3 Suffix Tree
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- 8.2.5 Trie
- 8.2.6 Heap
- 8.2.7 Disjoint Set
- 8.2.8 Skip List
- 8.2.9 Splay Tree
- 8.2.10 Bloom Filter
- 8.2.11 KD Tree
- 8.2.12 Quad Tree
- 8.2.13 Octree
- 8.2.14 B-Tree
- 8.2.15 B+ Tree
- 8.2.16 R-Tree
- 8.2.17 X-Tree
- 8.2.18 Y-Tree
- 8.2.19 **Z-Tree**

8.3 Advanced Algorithms

- 8.3.1 Dynamic Programming
- 8.3.2 Greedy Algorithms

Applications of Data Structures and Algorithms

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9.1	Applications	111	Computer	ocience

- 9.1.1 Operating Systems
- 9.1.2 Database Management Systems
- 9.1.3 Compiler Design
- 9.1.4 Networking
- 9.1.5 Artificial Intelligence
- 9.1.6 Machine Learning
- 9.1.7 Computer Graphics
- 9.1.8 Computer Vision
- 9.1.9 Robotics
- 9.1.10 Web Development
- 9.1.11 Mobile Development
- 9.1.12 Game Development
- 9.1.13 Cybersecurity
- 9.1.14 Quantum Computing

9.2 Applications in Real Life

- 9.2.1 Social Media
- 9.2.2 E-commerce
- 9.2.3 Healthcare
- 9.2.4 Finance
- 9.2.5 Transportation
- 9.2.6 Education
- 9.2.7 Agriculture
- 9.2.8 Manufacturing
- 0.2.0 Entertainment

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