Lecture 2: Data structures (continued).

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Pointers Refresher

Pointers = variables that store memory addresses.

- **Definition:** A pointer holds the address of another variable.
- **Declaration:** int *p; means p can point to an int.
- Operators:
 - &x address of variable x.
 - *p dereference: value stored at address p.
- Common uses:
 - Dynamic memory allocation (new, malloc).
 - Building linked structures (lists, trees, graphs).
 - Efficient function parameter passing.

More: Nick Parlante – Pointers and Memory (YouTube)

Non-Contiguous Data Storage

Idea: Elements are stored at *separate* memory locations; links/pointers record relationships instead of physical adjacency.

- Examples: singly/doubly linked lists
- Allocation: each node allocated independently, can grow/shrink without moving others.
- Navigation: follow pointers (next, child, neighbor) to reach data.
- Pros:
 - Flexible size; insert/delete near a known position can be $\mathcal{O}(1)$.
- Cons:
 - Extra pointer overhead per element.
 - Random access is $\mathcal{O}(n)$ (no indexing by position).

Linked List (Single)

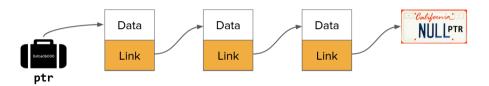


Image credit:

Nick Parlante

Doubly Linked List

- A linear collection of nodes where each node stores:
 - key/data
 - prev pointer to the previous node
 - next pointer to the next node
- Supports efficient insertion/deletion given a node pointer.

Doubly Linked List

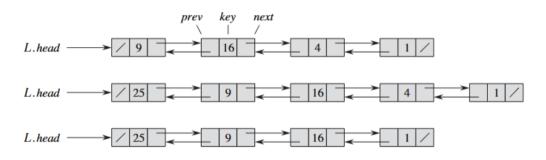


Figure: Example: insert key 25; then delete key 4.

Core Operations and Costs

Operation	Time (worst case)
Insert after/before a given node	O(1)
Delete a given node (with pointer)	O(1)
Search by key (unsorted)	O(n)
Access by index	O(n)

C++ std::list (Doubly Linked List)

Tutorial: W3Schools — C++ List tutorial

std::list::splice() — move nodes in O(1)

Transfers nodes between lists (or within one list) by relinking pointers — no copies/moves of elements.

Tutorial: GeeksforGeeks — list::splice tutorial

More on Linked Lists

Resource: Linked Lists. W3Schools – Linked Lists (DSA Theory)