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# Data Structure

## CheatSheet

**Tree**

Hierarchical structure with nodes.

**Stack**

LIFO (Last In, First Out) collection.

**Array**

Fixed-size, indexed collection.

**Queue**

FIFO (First In, First Out) collection.

**Linked List**

Dynamic, node-based sequence.

**NEXT** ➡



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# Array

A contiguous block of memory consisting of elements of the same type, accessed via indices.

## Example:

- `int array[5] = {1, 2, 3, 4, 5};`

**Use Case:** Used for situations requiring constant-time access to elements, such as storing a list of known size.

## Advantages:

- Fast access to elements via index.
- Memory-efficient for fixed-size data.

## Disadvantages:

- Fixed size; can't dynamically grow.
- Insertion and deletion can be costly.



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# Linked List

A sequence of nodes where each node contains data and a reference to the next node.

## Example:

```
class Node {  
    int data;  
    Node next;  
}
```

**Use Case:** Suitable for scenarios where dynamic memory allocation and frequent insertion/deletion are required, like implementing a music playlist.

## Advantages:

- Dynamic size.
- Efficient insertion and deletion.

## Disadvantages:

- Higher memory usage due to pointers.
- Sequential access; slower than arrays for indexing.



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# Tree

A hierarchical data structure with nodes connected by edges, with one node designated as the root.

## Example:

```
class TreeNode {  
    int data;  
    TreeNode left, right;  
}
```

**Use Case:** Used in hierarchical data representation like file systems, databases, and organizing information with parent-child relationships.

## Advantages:

- Reflects hierarchical relationships naturally.
- Efficient searching, insertion, and deletion (in balanced trees).

## Disadvantages:

- Can become unbalanced, affecting performance.
- More complex to implement and maintain.



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# Queue

A collection that follows the First In, First Out (FIFO) principle.

## Example:

```
Queue<Integer> queue = new LinkedList<>();  
queue.add(1);  
queue.add(2);  
queue.remove(); // 1
```

**Use Case:** Ideal for scheduling tasks, managing resources in operating systems, and breadth-first search (BFS) in graph algorithms.

## Advantages:

- Simple to implement.
- Ensures order of processing.

## Disadvantages:

- Fixed size in some implementations.
- Sequential access; can't randomly access elements.



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# Stack

A collection that follows the Last In, First Out (LIFO) principle.

## Example:

```
Stack<Integer> stack = new Stack<>();  
stack.push(1);  
stack.push(2);  
stack.pop(); // 2
```

**Use Case:** Used in function call management, expression evaluation, and backtracking algorithms.

## Advantages:

- Simple to implement.
- Efficient for managing function calls and recursive algorithms.

## Disadvantages:

- Fixed size in some implementations.
- Sequential access; can't randomly access elements.