

1.) Advantage of Linked List vs Arrays

- Dynamic size; they can grow and shrink as needed. Eliminates the need to allocate fixed size like arrays.
- Inserting and deleting elements can be done in mostly $O(1)$. Arrays require shifting elements, $O(n)$.
- LL allocate memory as needed. Arrays may over allocate memory if resize needed.
- LL better for large data. Don't require contiguous memory block.
- Memory overflow w/ LL can only occur with memory exhaustion. Arrays can overflow if preallocated size exceeded.

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Advantage of Arrays vs Linked Lists

- Arrays allow $O(1)$ access to elements bc indexing, ideal for frequent access to elems.
- Arrays are stored in contiguous mem, faster iteration/access.
- Arrays are pure data, no extra mem needed for ptrs. LL's require mem for pts.
- Simpler data structure to implement and manage. Require fewer operations vs LL's which involve managing pointers.
- Faster element access vs LL's which require traversal to access elems.

2.) a.) ArrayList is backed by a dynamic array.

Accessing an element by index is $O(1)$.

Removing front element requires shifting all other elements one to the left, $O(n)$, n as number of elements in list.

Adding element to end, $O(1)$ normally, $O(n)$ worst case if resize needed.

b.) LinkedList is a doubly linked list.

Removal is $O(1)$, no shifting needed

Adding is $O(1)$ at eol, ref to last node

$$\text{ArrayList} = O(n^2)$$

$$\text{LinkedList} = O(n)$$

```
3. typedef struct list {  
    int item;  
    struct list *next;  
} list;
```

```
void reverse_list(list **head) {
```

```
    list *prev = nullptr
```

```
    list *current = *head
```

```
    list *next = nullptr
```

```
    while (current != nullptr) {
```

```
        next = current->next;
```

```
        current->next = prev;
```

```
        prev = current;
```

```
        current = next;
```

```
}
```

```
*head = prev;
```

```
}
```

4.) $a + b * c + (d - e)$ { tell favorite first saying .8
Stack = [] | PF =

~~Input + Stack~~

a) a | [] | a

b) + | [+] | a

c) b | [+] | ab { (b * + tail) tail = screen b[0]

d) * | [+,*] | ab { tail = var * tail

e) c | [+,*] | abc { head * + previous tail

f) + | [+] | abc*+ { tail = var * tail

g) (| [+,()] | abc*+

h) d | [+,()] | abc*+d { tail = ! throw) switch

i) - | [+,(-,-)] | abc*+d { on < throw = true

j) e | [+,(-,-)] | abc*+de { on < throw = true

k)) | [+] | abc*+de- { throw = error

l) EOF | [] | abc*+de- { not = throw

Infix

$a+b*c+(d-e)$

Postfix

abc^*+de-

```
5.) bool isBalanced(const std::string& expr){  
    std::stack<char> s;  
  
    for (char ch : expr){  
        if (ch == '(' || ch == '{' || ch == '['){  
            s.push(ch);  
        }  
        else if (ch == ')' || ch == '}' || ch == ']'){  
            if (s.empty()){  
                return false;  
            }  
            char top = s.top();  
            if ((ch == ')' && top == '(') ||  
                (ch == '}' && top == '{') ||  
                (ch == ']' && top == '[')){  
                s.pop();  
            }  
            else {  
                return false;  
            }  
        }  
    }  
    return s.empty();  
}
```