

chap : 1

concept of data structure

30th
NOV

DATA STRUCTURE

↳ It is a particular way of string & organizing data in a computer so that it can be used efficiently.

• Diff. ways to organize data:

- i) stack
- ii) queue
- iii) list
- iv) Tree
- v) Graph & so on

CLASSIFICATION OF DATA STRUCTURE

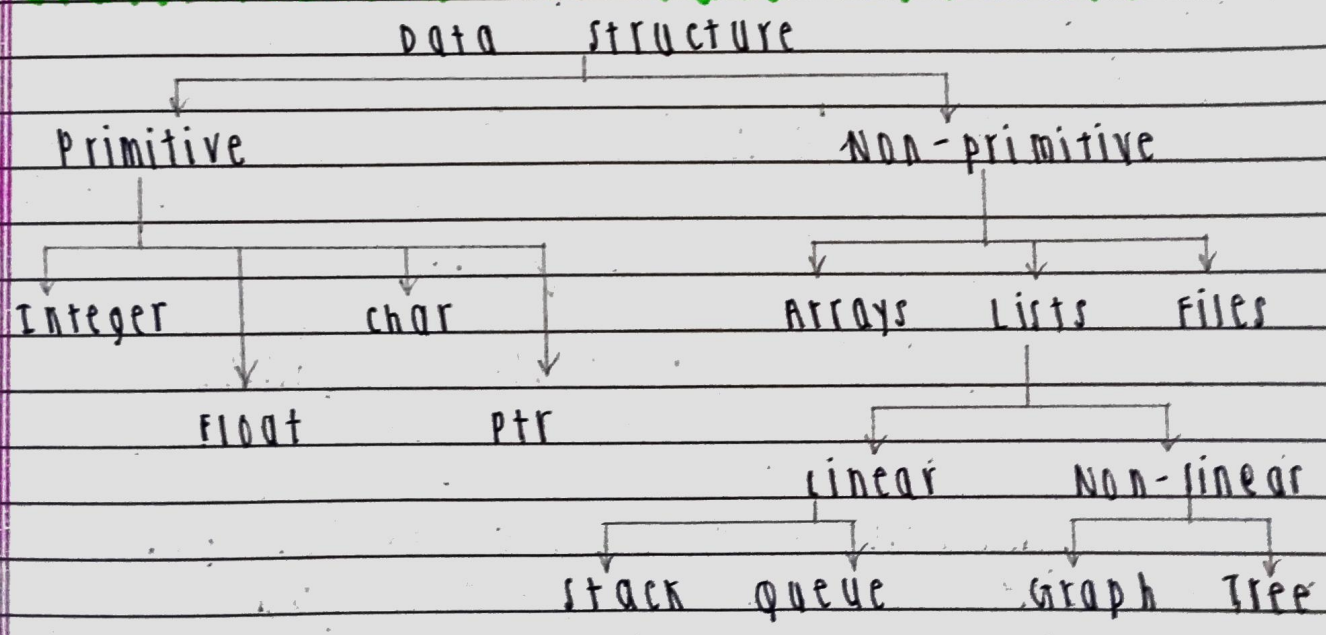


Fig: classification of data structure

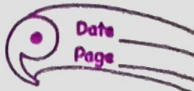
• **Note:** • stack & queue → restricted

LIFO

(last in 1st out)

FIFO

(1st in 1st out)



• Array → unrestricted

jata ni store, delete garna
milxa

ABSTRACT DATA TYPE (ADT)

- ADT is a basic mathematical concept that defines the data type.
- ADT focuses on what it does
& ignores how it does its job.
- ADT consists of two parts

• value definition

& • operator definition

• Illustration

to illustrate the concept of an ADT, consider the ADT RATIONAL which corresponds to the mathematical concept of a rational no.

/* value definition */

```
abstract type def <integer, integer> RATIONAL;  
condition RATIONAL [1] != 0;
```

/* operator definition */

```
abstract data type RATIONAL makeRational (a,b)  
int a,b;
```

pre condition b != 0;

post condition makeRational [0] = a;
makeRational [1] = b;

abstract RATIONAL add (a,b) // add garne fn
RATIONAL a,b;

Post condition add [1] == a[1] x b[1];
add [0] == a[0] x b[1] + b[0] x a[1];

$$\frac{2}{5} + \frac{3}{6} = \frac{2 \times 6 + 3 \times 5}{5 \times 6}$$

$\frac{011001}{011111}$

add garesi x hunda vanera dekauda
equal hunda
paryo

abstract RATIONAL mult (a,b) // fn for multiply
RATIONAL a,b;

post condition mult [0] == a[0] x b[0];
mult [1] == a[1] x b[1];

$$\rightarrow \frac{1}{2} = \frac{2}{4} \rightarrow 1 \times 1 = 2 \times 2$$

ABSTRACT RATIONAL equal (a, b) // fn for
RATIONAL a, b;

compare

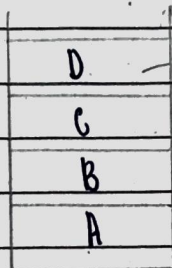
post condition equal == (a[0] x b[1]) == b[0] x a[1]

Chap : 2

The stack & Queue

STACK

- It is an ordered collection of items into which items may be inserted & from which items may be deleted from one end which is known as **top of stack**.
- stack is Last In First Out (LIFO) type data structure.



→ top

Fig: STACK

• Operations on stack

(i) Push

(ii) Pop

(iii) Display operations

Algorithm

① Declare & initialize necessary variables:

- top = -1
- max size
- item
- stack [max size]

② For push operation

If \downarrow top == (max size - 1)
print "stack is full"

else

top = top + 1 \rightarrow \square \rightarrow -1 + 1 = 0 top(0)

Read item from user

stack[top] = item

③ For next push operation, repeat step 2.

④ For pop operation

If \downarrow (top == -1)
print "stack is empty"

else

item = stack[top]

top = top - 1

display item