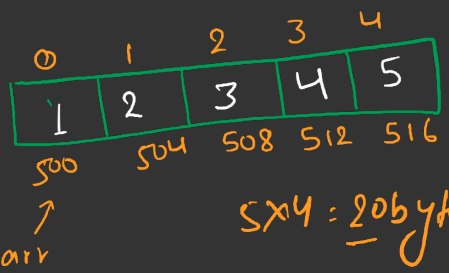
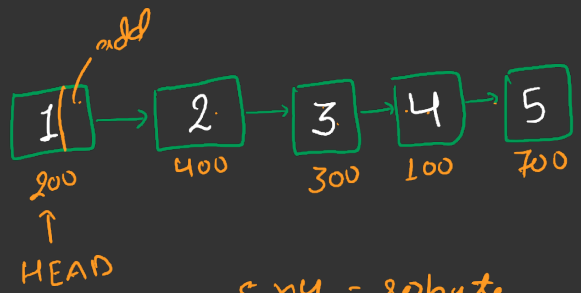
Array v/s LInked List



5x4 : 20byte



5x4 = 20byte
5x8 = 40byte
60 byte

```
int arr[10];
int * arr;
int size;
size : 20;
arr = new int[size];
```

Made with Goodnotes

Array

Insertion & deletion can be inefficient

* Random access is possible
* Generally has less memory head, it only need to store data value.

Linked List

Insertion & deletion can be efficient is compare to array

* Random access is not efficient
* Require additional memory for storing reference.

Made with Goodnotes

Array

* Random access
* data size fixed
* frequent modify not allow

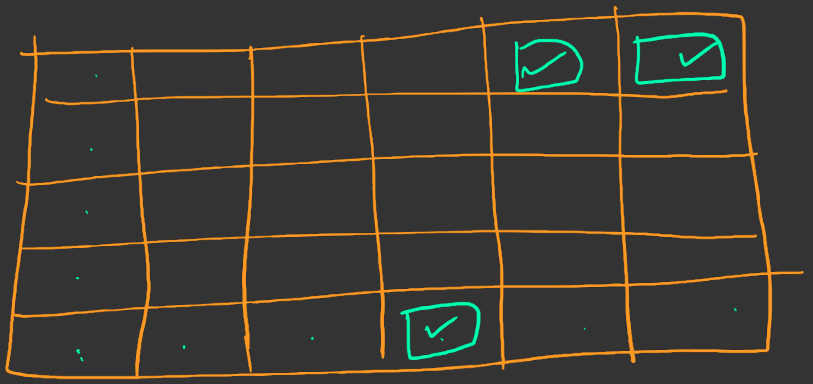
L.L

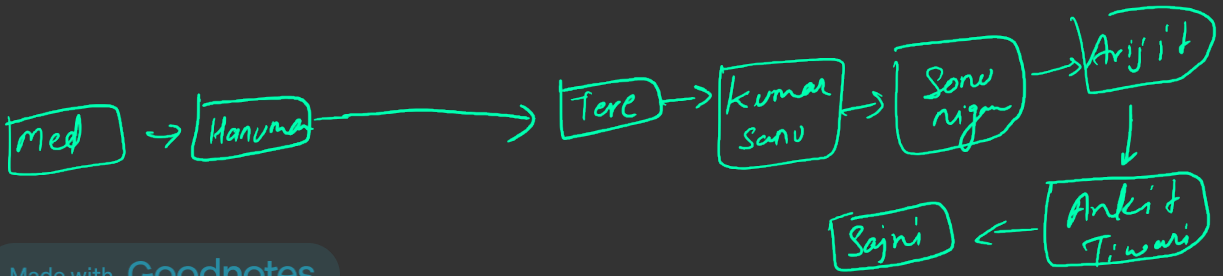
* frequently insert & delete
* data size is dynamic

Made with Goodnotes

30

Array





Made with Goodnotes

Made with Goodnotes

Made with Goodnotes

Made with Goodnotes

Made with Goodnotes