

D.S. with C

# Introduction to Data Structure

Course on C-Programming & Data Structures: GATE - 2024 & 2025

# Data Structure: Introduction

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5<sup>th</sup> year  $\Rightarrow$  682

4<sup>th</sup> year  $\Rightarrow$  19

(19, 44D)

ITSC Bangalore

process  $\Rightarrow$   
of Preparation

better rank

P-L  
DS  
D.L.  
D.M.  
math  
apply

2018 - 2020

→ M.Tech  
in D.S. & ML  
(BITS Pilani)

# Data Structure

Chapter Number	Chapter Name
1	Data Structure Basics
2	Arrays
3	Linked List
4	Queue & Stack
5	Tree
6	Graph
7	Hashing

Expression  
Recursion

Graph

Keys

# Data Structure

- ◆ Mathematical and logical model of organizing the interrelated data.

predefined  
way to arrange  
or organise data

operations  
to be performed  
on data

data storage + operation  $\Rightarrow$  d.s.

ADT :- Abstract Data Type

# Types of Data Structure

## ◆ Types:

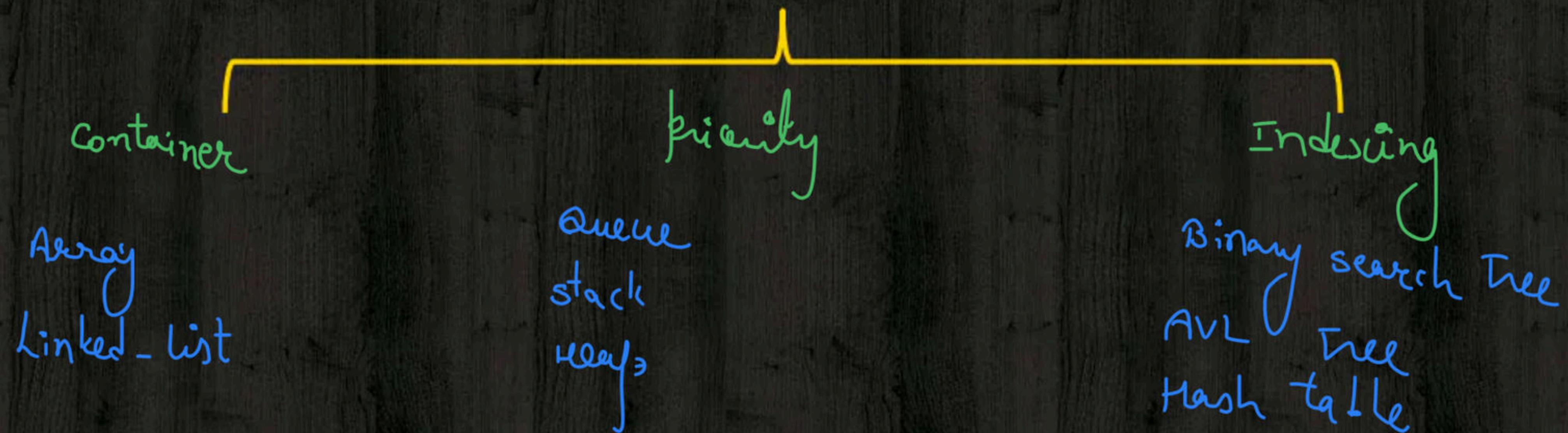
**1. Linear:** Elements are arranged in linear (sequential) fashion.

↳ Array, Linked-list, Queue, stack

**2. Non-Linear:** Elements are arranged in non-linear fashion.

↳ Tree, Heaps, Graph, hash-table

# Classification of Data Structure



## why data structures?

To store data in RAM (main memory) in organized manner  
so that processing can be done in efficient manner  
by program or algorithm.

# Operations on Data Structures

- ① Traversing :- Visiting each element of data structure exactly once.
- ② Insertion :- Adding a new element in an existing data structure.

Possibility of an error  $\Rightarrow$  overflow

$\hookrightarrow$  when trying to insert  
is an already full  
data structure.

3:- Deletion :- Removing an element from a data structure

possibility of error => Underflow

↓  
when trying for deletion is already  
empty later structure.

# Operations on Data Structures

1:- Searching :-

X 1 5

0	1	2	(3)	4
-	-	-	↓	-

Finding an element is data structure

Result → Search successful  $\Rightarrow$  Element present in DS  $\Rightarrow$  Return location of element

Result → Search unsuccessful  $\Rightarrow$  Element is not present in DS  $\Rightarrow$  return default value for unsuccessful search - 1

Linked list or tree

array  
index of element

## Searching in linked list or Tree

Successful search

Return add. of node

Unsuccessful search

NULL pointer

# Operations on Data Structures

5:- Sorting:- Arranging elements in ascending or descending order

6:- Merging:- Combining 2 data structures of similar type, into one.

# Algorithm

→ step by step sol approach for an algorithmic problem.

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# Analysis of Algorithm

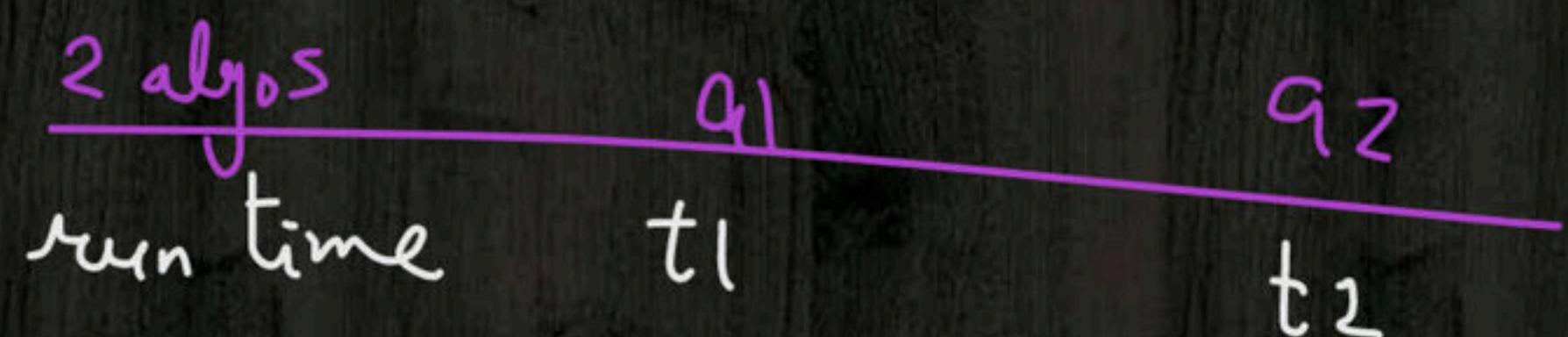
→ To compare multiple sol<sup>n</sup>s for the same problem.

# Analysis of Algorithm

- ◊ Space Complexity
- ◊ Run-Time Complexity

→ Space needed by algorithm to run  
(apart from input & output)

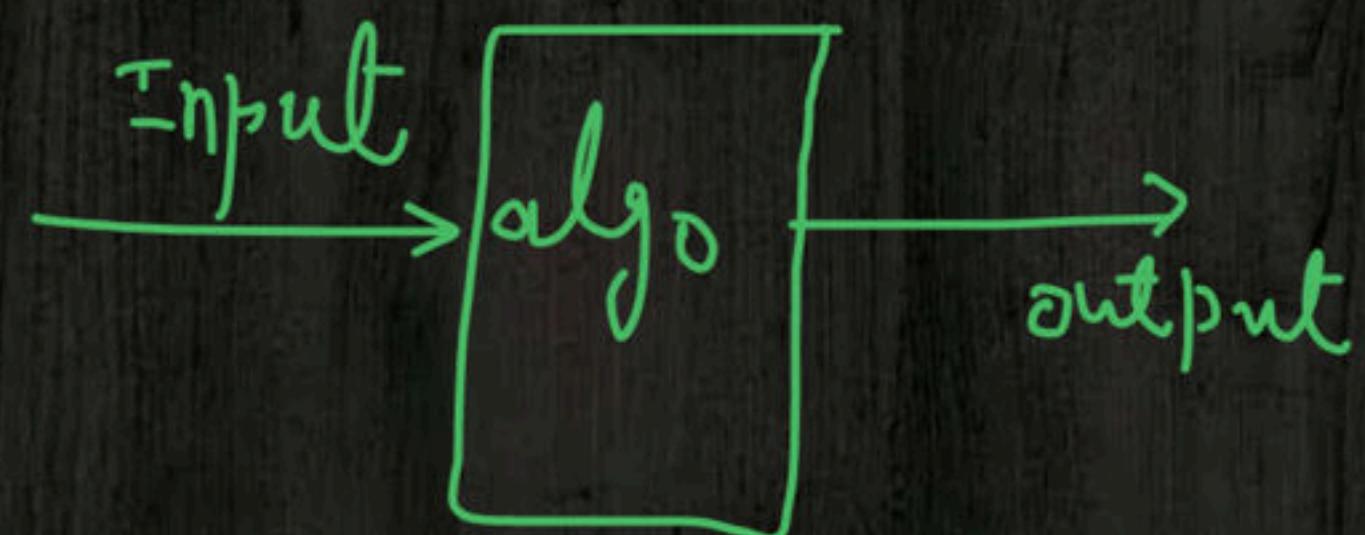
↳ time needed by algorithm to run



if  $t_1 > t_2$

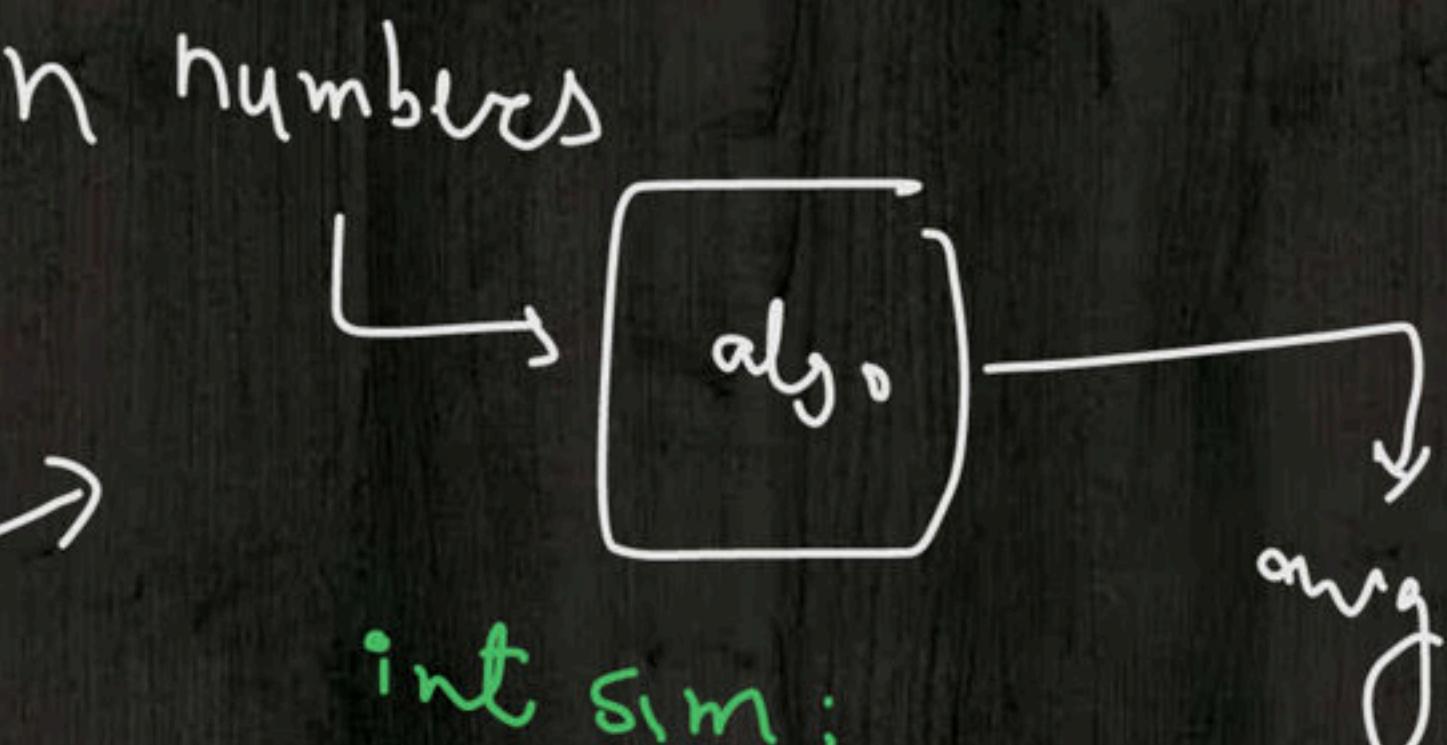
$t_2$  is efficient.

# Analysis of Algorithm



Cost  
algo

takes  $n$  numbers as input  
and returns avg. of  $n$  numbers



int sum;  
 $sum = num_1 + num_2 + \dots + num_n$

avg = sum/n;

Space needed  
by algo  $\Rightarrow 1$

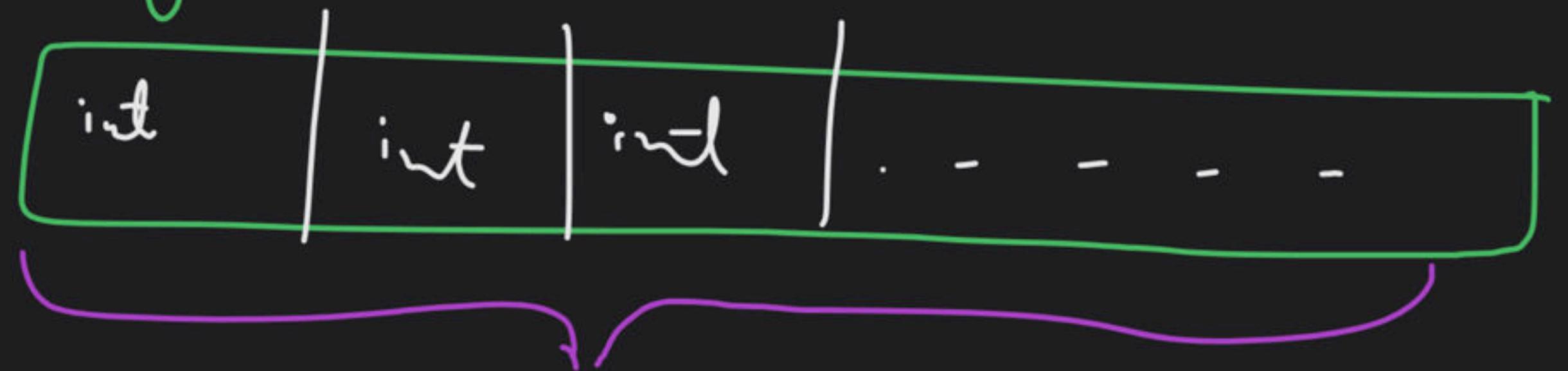
Ex 2 :-

input  $\Rightarrow$  n number of float elements

output  $\Rightarrow$  sum of only int part of each element.

approach:-

- array taken to store only int part



no. of  
space taken by  
algo.  $\Rightarrow n$

sum  $\Rightarrow$  return

Example: 1

# Example: 2

Let's consider a second example.

Suppose we have a function  $f(x)$  defined on the interval  $[a, b]$ .

We want to find the area under the curve  $y = f(x)$  from  $x = a$  to  $x = b$ .

One way to do this is to approximate the area using rectangles.

We can divide the interval  $[a, b]$  into  $n$  subintervals of width  $\Delta x$ .

Then, we can use the left endpoint of each subinterval to determine the height of a rectangle.

The area of each rectangle is given by  $f(x_i) \Delta x$ , where  $x_i$  is the left endpoint of the  $i$ -th subinterval.

The total area under the curve is then approximated by the sum of the areas of all the rectangles:

$$A \approx \sum_{i=1}^n f(x_i) \Delta x$$

Example: 3

# Asymptotic Notation

# Asymptotic Notation

# Question 1

Consider an algorithm which takes  $n$  number of inputs and performs an operation on it, which requires  $n-1$  operations. The best possible run time complexity for the algorithm can be represented as:

- (A)  $O(n)$
- (B)  $\Theta(n)$
- (C)  $O(n \log_2 n)$
- (D) A & B both

# Question 2

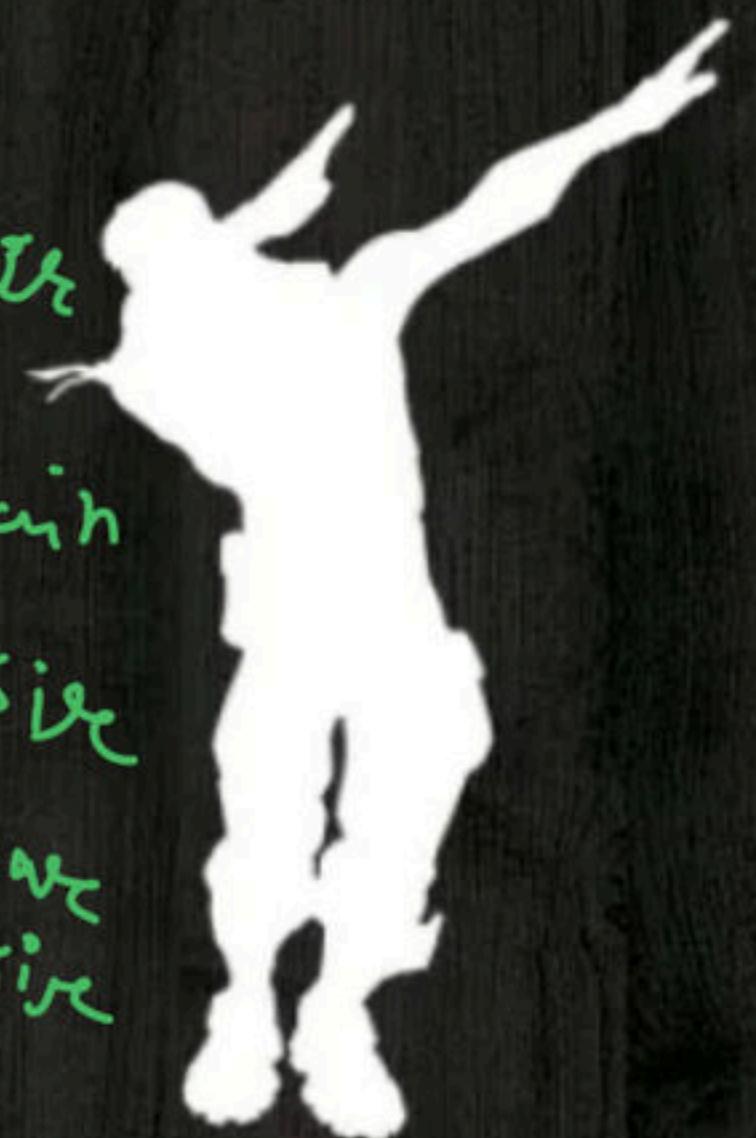
Consider an algorithm which takes  $n$  number of inputs and performs an operation on it. The operation is performed by algorithm in such a way that it is not dependent on number of inputs. Which of the following can be the run time complexity for the algorithm?

- (A)  $O(1)$
- (B)  $\Theta(1)$
- (C)  $O(n)$
- (D) All

# Happy Learning

C - DS  
COA  
OS  
DBMS

EM => general sir  
Shreelik jain  
BV Reddy sir  
UMA maheshwari sir



Sanjith sir  
Subba Rao  
RBR sir  
Gunturum sir

→ Recorded

