

# Data Structures and Algorithms

## Project Phase 1 Report

**Number of Members: 3**

### Members' Info:

Member Name (EN)	Member Name (AR)	ID	Email
BeshoySorialGoda	بشوى سوريال جودة	9230291	Bishoy.ged04@eng-st.cu.edu.eg
Hossamelden mohamed	حسام الدين محمد احمد	9230331	Hossam.mohamed04@eng- st.cu.edu.eg
AserMohamed Ahmed	اسر محمد احمد محمد	9230104	Aser.AbdelWahed04@eng- st.cu.edu.eg

**Selected Data Structures:**

List Name	Chosen DS	Inside Class	Justification
Earth Soldiers	Queue	Army	Soldiers need to be quickly accessed and ordered by join time. Queues provide FIFO behavior. Operations: Add soldier ( $O(1)$ ), Pick soldier ( $O(1)$ ), Attack alien soldier ( $O(1)$ ).
Earth Gunnery	Stack	Army	Gunnery units may have varying priorities based on health, Priority queues ensure that the highest priority unit is picked first. Operations: Add gunnery ( $O(N)$ ), Pick gunnery ( $O(1)$ ), Attack drone ( $O(1)$ ), Attack monster ( $O(N)$ ).
Earth Tanks	Priority Queue	Army	Tanks need to be picked in a specific order (fresh tanks first). Stacks provide LIFO behavior. Operations: Add tank ( $O(1)$ ), Pick tank ( $O(1)$ ), Attack monster ( $O(N)$ ).
Alien Soldiers	Queue	Army	Similar To Earth Soldiers, alien soldiers need quick access and order by join time. Queues are suitable for this purpose. Operations: Add alien soldier ( $O(1)$ ), Pick alien soldier ( $O(1)$ ), Attack earth soldier ( $O(1)$ ).
Alien Monster	Linked List	Army	Monsters Need to be picked randomly but still follow the golden rule of order. Linked lists can support random access and maintain order. Operations: Add monster ( $O(1)$ ), Pick monster ( $O(n)$ ), Attack tank ( $O(n)$ ).
Alien Drones	Deque	Army	Drones attack in pairs and may need efficient insertion and deletion operations. Deques provide efficient insertion and deletion at both ends. Operations: Add drone ( $O(1)$ ), Pick drone ( $O(1)$ ), Attack gunnery ( $O(1)$ ).

List Name	Chosen DS	Inside Class	Justification
Killed Units	Stack	Army	Units that are killed can be stored in a stack for easy removal and sorting. Stacks provide LIFO behavior. Operations: Add unit ( $O(1)$ ), Pick unit ( $O(1)$ ).