



Arrays



Arrays allocated in RAM

Array

1	3	5
---	---	---

RAM

Value			1	3	5				
Address			\$0	\$4	\$8				



Arrays allocated in RAM

Array

a	b	c
---	---	---

RAM

Value			1	3	5				
Address			\$0	\$1	\$2				

Static Arrays

Array

1	3	5
---	---	---

RAM

Value			1	3	5				
Address			\$0	\$4	\$7				



Dynamic Arrays

Array

1	3	5
---	---	---

RAM

Value			1	3	5				
Address			\$0	\$4	\$7				

Value									
Address									



Array Operations

Operations	Big-O Time
Read/ Write ith element	
Insert / Remove End	
Insert Middle or Beginning	
Remove Middle or Beginning	



Let's recap: Data Structure

- Arrays must be contiguous in memory
- Static arrays have a fixed size
- Dynamic arrays solve our space problem if we fill up the array with values and are the default for many languages such as Javascript or Python
- Whenever a dynamic array needs to be resized when adding new elements, it is $O(n)$. However, the amortized time complexity is $O(1)$.

Operations	Big-O Time
Read/ Write ith element	$O(1)$
Insert / Remove End	$O(1)$
Insert Middle or Beginning	$O(n)$
Remove Middle or Beginning	$O(n)$



Stacks

- LIFO (last in, first out)
- Arrays are very efficient when used for stacks
- Demo: [Baseball Game](#)

Operations	Big-O Time
Push	$O(1)$
Pop	$O(1)$
Peek	$O(1)$



When should we use a stack?

- When we want to ensure a system does not move onto another action before completing those before
- When we want to do something in reverse order
- When we want to implement an undo / redo feature
- When we want to backtrack in searching algos (e.g. path finding in a maze)
- When we use recursion; it utilizes the call stack



Fixed Sliding Window

- Typically the sliding window has left and right pointers to represent the boundaries of the window
- We can keep track of the contents of a window using a hash table or set.
- The aim of the sliding window is to reduce the use of nested loops and instead replace it with a single loop
 - This can effectively reduce time complexity from $O(n^2)$ to $O(n)$
- This is useful when we want to find subarrays or substrings that meet a given condition within a given length
- Demo: [Contains Duplicate II](#)



Variable Sliding Window

- Sometimes it is useful to use a variable window size instead of a fixed size
- This is useful whenever we want to the min / max sized subarray or substring
- Demo: [Longest Substring Without Repeating Characters](#)



Two Pointers

- “two pointers” is a very large and general topic
- What is the difference between two pointer vs sliding window?
 - Very similar, and you can consider sliding window a subset of the two pointer approach
 - For a two pointer approach, we only care about the values they are pointing to but nothing in between them
- Demo: [Two Sum II](#)



Questions?



Let's practice!

- Review
 - [Valid Parentheses](#)
 - [Container With Most Water](#)
 - [Minimum Size Subarray Sum](#)
- Bonus
 - [Merge Intervals](#)
 - [Asteroid Collision](#)

