

CS101

# Data Structures and Algorithms

Lecture 02

Data Types



# Generic Data Types -1

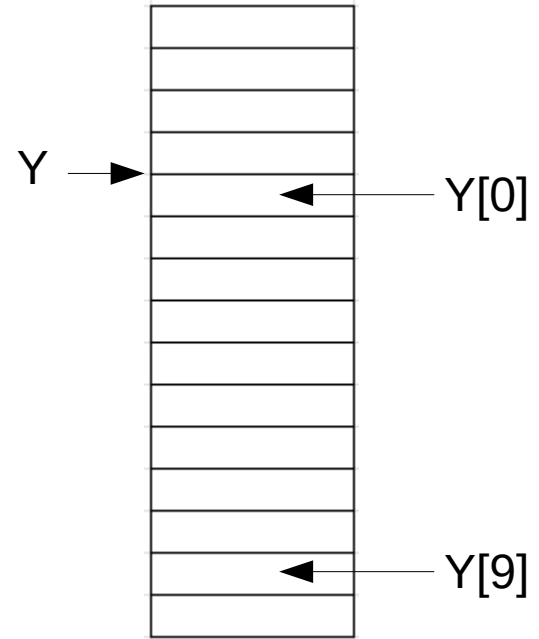
- Atomic / Basic Data types
  - Char / Byte – 1 Byte
  - Integer / Short – 2 bytes / Long – 4 bytes / long long – 8 bytes
  - Float – 4 bytes / Double – 8 bytes (IEEE 754 representation)
  - Enum – similar to ordinal type : No direct h/w representation
- Byte / Integer / Float / Double have direct machine representation
- Enum is programming language abstraction
  - Can mean a byte / short / long

# Data Type Constructor

- Homogeneous
  - Array : Eg. Array of integers, String – Array of chars (ASCII) – (UNICODE is multibyte character encoding)
  - List : Eg., list of adjacencies of a node in a graph
- Heterogeneous – Record : Eg., Library Book details, Student details
- Note: Memory is Linear -> One dimensional.
  - Successive memory locations have consecutive addresses:

# Array

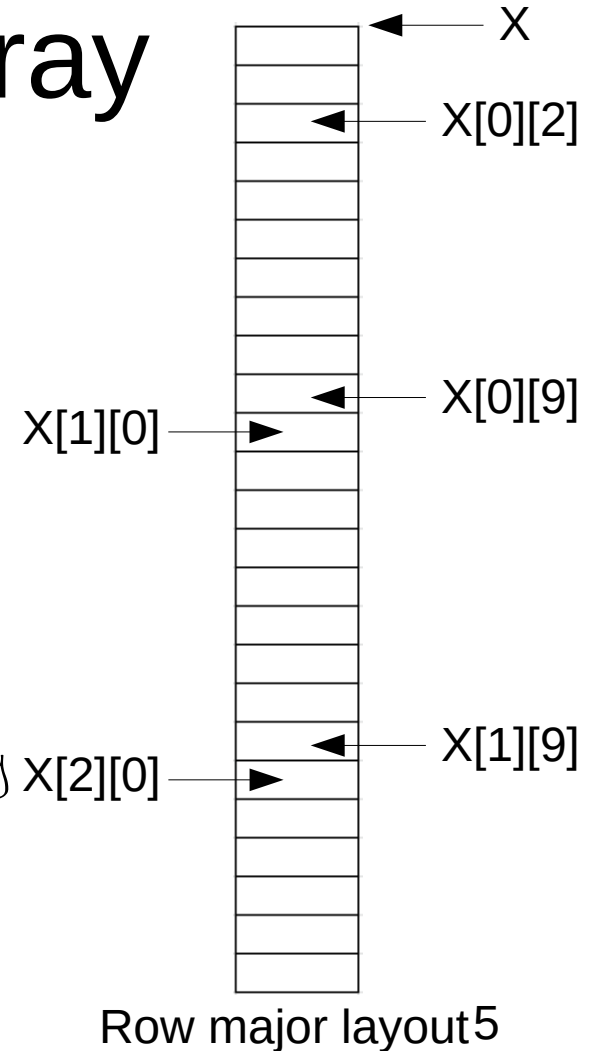
- Single Dimension Array
- Eg.,  $Y[100]$  – An array  $Y$  of 100 elements
- Arrays permit indexed access.
  - $Y$  is the starting address of the array
  - $Y[0]$  is the first element,  $Y[9]$  is the 10th element and so on.
- Once allocated, the array extent (size and location) is fixed



*Caveat: In C/C++ the array extents can be modified because of dynamic allocation*

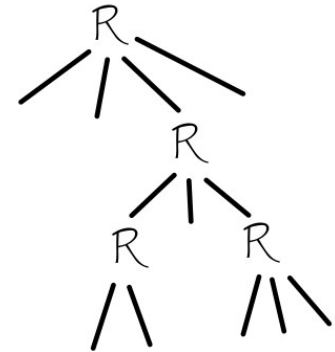
# Multidimensional Array

- $X[5][10]$  has 5 rows and 10 columns :
- $X$  is the starting address of the 2D-array
  - Row Major layout
    - Row elements occupy consecutive addresses in memory
    - $X[2][3]$  element is  $(X + 2 * 10 + 3)$
  - Column Major layout
    - Column elements occupy consecutive addresses in memory
    - $X[2][3]$  element is  $(X + 2 * 5 + 3)$



# Record

- Composite Data Structure: Record is a data type constructed from other data
- Eg., Student Record contains following data (also called Fields)
  - Name of the Student : String type
  - Registration No: String type
  - Date of Birth : Date type (this is again another Record type)
  - Gender : Character type
  - Degree program : Enum
- Design the record structure for a Library Catalogue



**Records are  
Hierarchical data structures**



# Python Data Structures

- *Strings* – `"hello world\\n"` – `r"Hello world\\n"`
- *List* – `[0, 3, [4, 5], 3, "Hello", 33, 40.4]`
- *Tuples* – `(0, 3, [4, 5], 3, "Hello", 2, 40.4)`
- *Set* – `{0, 3, (4, 5), 3, "Hello", 33, 40.4}`
- *Dict* – `{ 'a': 'Some value', 'b': [1, 2, 3, 4] }`
- *Boolean* – `True, False`



# Python Data Structures

- Int – float – str – tuples – bool – are immutable
  - For x,y,z integers, what happens in  $\mathbf{X} = \mathbf{X} + \mathbf{y} + \mathbf{z}$  ?
  - The values of  $\mathbf{X}$ ,  $\mathbf{y}$ ,  $\mathbf{z}$  are added and the result is renamed as  $\mathbf{X}$  (not assigned to  $\mathbf{X}$ )
- List – Dict – Set – are Mutable





# A note on Class vs Object

- Class model Data and Operation (method / Interfaces)
- Objects are runtime instances of Class
- List in python is a class
- `X = [0, 3, [4, 5], 3, "Hello", 33, 40.4]` is a list object (or an instance of list)
- 0, 3, "Hello" etc. constitutes data in the list object
- What are the list methods?



# Methods in list class -1

- `append()` Adds an element at the end of the list
- `clear()` Removes all the elements from the list
- `copy()` Returns a copy of the list
- `count()` Returns the number of elements with the specified value
- `extend()` Add the elements of a list (or any iterable), to the end of the current list



# Methods in list class -2

- `index()` Returns the index of the first element with the specified value
- `insert()` Adds an element at the specified position
- `pop()` Removes the element at the specified position
- `remove()` Removes the first item with the specified value
- `reverse()` Reverses the order of the list
- `sort()` Sorts the list



# Methods in String class ??