Worst case scenarios are rarely the case,

Average vase scenarios are the mostly encountered scenarios

So, which is better: Selection Sort or Insertion Sort? The answer is: well, it

depends. In an average case—where an array is randomly sorted—they perform

similarly. If you have reason to assume you’ll be dealing with data that is

*mostly* sorted, Insertion Sort will be a better choice. If you have reason to

assume you’ll be dealing with data that is mostly sorted in reverse order,

Selection Sort will be faster. If you have no idea what the data will be like,

that’s essentially an average case, and both will be equal.

**HASH TABLE**

Note that hash tables are

called by different names in various programming languages. Other names

include hashes, maps, hash maps, dictionaries, and associative arrays.

Ultimately, a hash table’s efficiency depends on three factors:

• How much data we’re storing in the hash table

• How many cells are available in the hash table

• Which hash function we’re using

A good hash tablem *strikes a balance of avoiding collisions while not consuming lots of memory*

To accomplish this, computer scientists have developed the following rule of

thumb: for every 7 data elements stored in a hash table, it should have 10 cells.

This technique of using a hash table as an “index” comes up frequently in

algorithms that require multiple searches within an array. That is, if your

algorithm will need to keep searching for values inside an array, each search

would itself take up to N steps. By creating a hash table “index” of the array,

we reduce each search to only one step.

\*\*Having a variety of data structures in your programming arsenal also allows you to

create code that is simpler and easier to read.

\*\* Stacks and queues are simply restrictive arrays

**STACKS**

In fact, most computer science literature

refers to the end of the stack as its *top,* and the beginning of the stack

as its *bottom.*

In fact, a stack doesn’t even care about *what* data structure is under the

hood. All it cares about is that there’s a list of data elements that act in a

LIFO way

the stack is

an example of what is known as an *abstract data type*—it’s a kind of data

structure that is a set of theoretical rules that revolve around some other

built-in data structure.

Although a stack is not typically used to store data on a long-term basis, it

can be a great tool to handle temporary data as part of various algorithms.

With a stack, we work with constrained data structure, we can prevent

potential bugs. The linting algorithm, for example, only works if we exclusively

remove items from the top of the stack. If a programmer inadvertently writes

code that removes items from the middle of the array, the algorithm will break

down. By using a stack, we’re forced into only removing items from the top,

as it’s impossible to get the stack to remove any other item.

Undo function – uses stack for popping

Queues

They are applied in queuing printing jobs for example a computer receiving printing requests from different machines on the network. They are also applicable In queuing asynchronous requests and understanding the order in which they are handled.

**RECURSION**

When used correctly,

recursion can be used to solve certain types of tricky problems in

surprisingly simple ways. Sometimes, it even seems like magic. Haha

Reading recursive code

This code can look somewhat confusing at first glance. To walk through the

code to see what it does, here’s the process I recommend:

1. Identify the base case.

2. Walk through the function for the base case.

3. Identify the “next-to-last” case. This is the case just before the base case,

as I’ll demonstrate momentarily.

4. Walk through the function for the “next-to-last” case.

5. Repeat this process by identifying the case before the one you just analyzed,

and walking though the function for that case.

recursion is often a great choice

for an algorithm in which the algorithm needs to dig into an arbitrary number

of levels deep into something.