

# 122com Data structures and types

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# Overview

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  - LL example
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## Arrays

### Linked lists

Array example

LL example

### Data structures

### Abstract data types

### Queues

### Stacks

### Sets

### Other

### Trees

### Quiz

### Recap

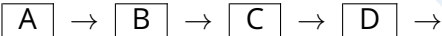
A series of objects all of the same size and type.

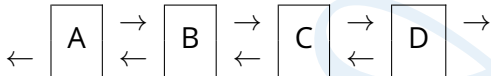
```
array<char,5> arr = {'A', 'B', 'C', 'D', 'E'};
```

- Stored in contiguous blocks of memory.
- Python lists are functionally closest.
  - But are not arrays.
- Can't be resized.

The challenger for array's crown.

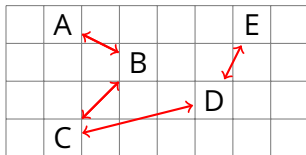
- Series of nodes, each of which points to the next element.
  - And to the previous element if it's a doubly linked list.

Singly linked      

Doubly linked      

Not in contiguous memory.

- Each node is separate.
- Scattered.
- C++ Dynamic memory (pointers!).
  - Discussed in depth later in module.



- Why would we use linked lists instead of arrays?
  - Can change size.
  - Can quickly insert and delete elements.

```
class Node:  
    __prev = None  
    __next = None  
    value = None
```

```
class Node  
{  
private:  
    Node *prev;  
    Node *next;  
  
public:  
    int value;  
};
```

## Removing array elements

C

Arrays

Linked lists

Array example

LL example

Data  
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Recap

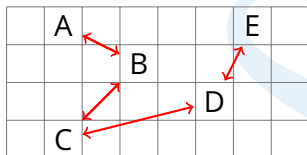
```
temp = ['A', 'B', 'C', 'D', 'E']  
array<char,5> temp {'A', 'B', 'C', 'D', 'E'};
```

		A	B	C	D	E

- Array in memory, multiple elements in a contiguous block.
- How do we remove elements from the middle?
  - 1 Remove element from the array.
  - 2 Move next element to occupy the empty space.
  - 3 Repeat.
- Is very slow with large arrays.

# Removing linked list elements

1



- Linked list, separate elements scattered in memory.
- Each pointing to the next/prev element.
- How do we remove elements?
  - 1 Change pointers.
  - 2 Delete old element.

## Advantages

- Inserting and deleting elements is very fast.
  - $O(1)$ .
- No size limits, can keep adding new elements.
- Doesn't waste memory.

## Disadvantages

- Not indexed.
  - Can't ask for the 20<sup>th</sup> element etc.
  - Have to step through the list (slow).
- Needs more memory than an array to store the same number of elements.
  - Have to keep track of where the next/prev nodes are.



Arrays and linked lists are data structures.

- A specific way of storing data.
- Can see how the various elements of the structure are laid out in memory.
- Direct access to the underlying memory.

# Abstract data types

1

As we move to storing more complex information in our software we will start to encounter Abstract Data Types (ADTs).

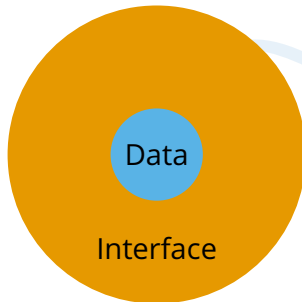
- Software engineering principal.
- Keep what a data type can do...  
...and how it does it separate.
- Unlike data structure ADTs only concerned with the interface.
- Internals of ADTs can vary widely between implementations.

Imagine an ADT like a car.

- It has a set of supported operations, go faster, go slower, turn left, turn right.
- Don't care how it achieves these.
- Don't care if, internally, it's using a combustion engine or an electric motor.
- Only care about the result.
- Keep people away from the internal workings/data.



Programmer



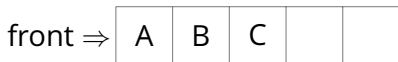
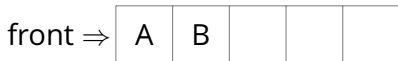
Interface

## A First In First Out (FIFO) ADT.

- Ends of the queue called the front and back.
- New elements added to back of queue only.
  - Pushing - push(value)
- Old elements removed from front of queue only.
  - Popping - pop()
- No cutting in.
- Buffer to hold items for processing in the order in which they arrive.
- Which would be better for a queue? An array or a linked list?
  - Linked list.

## Array as a queue.

1



push(A)

push(B)

push(C)

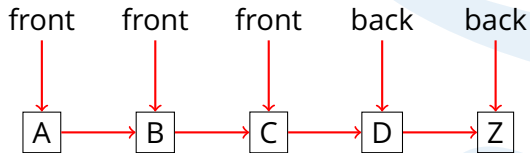
pop()

- Very similar to stacks.
  - Keep track of next free space.
  - Limited size.
- What happens when we pop()?
  - Have to shuffle every element forward one space.
  - Inefficient.

## Linked list as a queue.

A

pop() , pop() , push(Z)

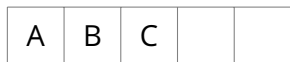


## A First In Last Out (FILO) ADT.

- Ends of the stack are called the top and bottom.
- New elements add to top of stack only.
  - Pushing - push(value)
- Old elements removed from top of stack only.
  - Popping - pop()
- No cutting in.
  
- Which would be better for a stack? An array or a linked list?
  - Doesn't matter performance wise.
  - Linked list if  $n$  is unknown.

# Array as a stack.

1



push(A)

push(B)

push(C)

pop()

- Keep track of position of the next free space in the array.
- Arrays have a fixed size.
  - Can't hold more values than we have space for.



- An unordered ADT.
  - Items ordered by the set.
  - You have no control over it.
- Sets contain unique elements.
  - Can't contain duplicates.
- Can add items to a set.
- Can remove items from a set.
- Can see if an item is in a set.
- Can't get the  $n^{th}$  element.
  - It's unordered remember.



add(A)



add(B)



add(A)

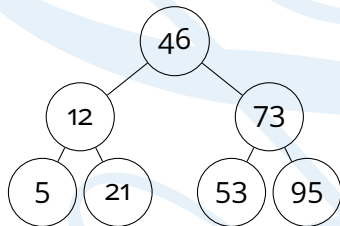


remove(A)

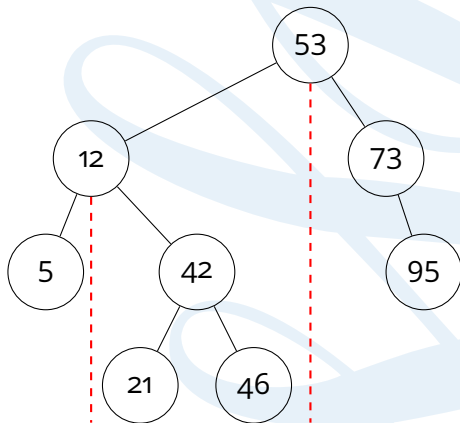
- Lots of other ADTs.
- Different names in different languages.
- Lists.
- Circular lists.
- Associative arrays.
  - Dictionaries/Maps.
- Double-ended queues.
- Trees.
- Graphs.

## Variation on linked lists.

- Made of nodes and relationships.
- Root node at top.
- Each node can have  $\geq 0$  children.
- Binary search tree.
  - Very common type.
  - Ordered.
  - Max two children.
  - Binary searching.
  - Very good for sets.

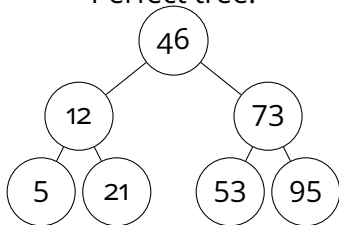


- Trees can be balanced or unbalanced.
- Not required for all trees.
- Going to be talking about BSTs from here on.
- Unbalanced because more than a one node difference between the two halves.
  - For the whole tree...
  - ...and one of the subtrees.

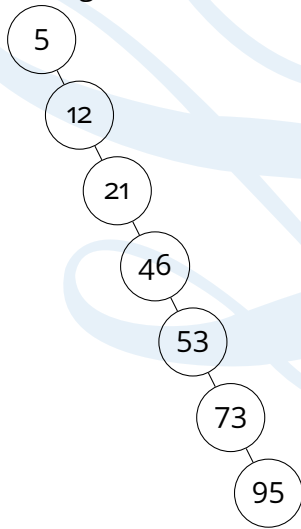


Important that you keep your BSTs balanced.

Perfect tree.



Degenerate tree.



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**Quiz**

Recap

# Quiz



Stacks and queues are examples of \_\_\_\_\_

- Data structures.
- Linked lists.
- Arrays.
- Abstract Data Types.

One advantage of linked lists of arrays is that \_\_\_\_\_

- They use less memory.
- **They don't waste memory.**
- They can be used for queues.
- They are faster to search though.



Stacks are a \_\_\_\_\_ type.

- FIFO.
- FOFI.
- **FILO.**
- FIDO.

The elements of a set can't \_\_\_\_\_

- **Contain duplicates.**
- Be sequences, ie. lists, strings.
- Be out of order.
- Be removed.

ADTs separate the \_\_\_\_ of the type.

- Input and output.
- Attributes and methods.
- **Implementation and interface.**
- Code and software.

# Why do I care?

## Everyone

- Need to understand the structures before we can pick the right one.
- Different data structures have very different characteristics.
- Huge effect on efficiency of your code.
- If you pick the right ADT it can save you a lot of code.
  - E.g. why write code to check for duplicates? Use a set and they can't exist.
  - E.g. why write code to find the most recent addition to a list, use a stack.

## Recap

- Arrays.
  - Advantages/disadvantages.
- Linked lists .
  - Advantages/disadvantages.
  - How to insert/delete.
- Difference between data structure and ADTs.
- Stack.
  - FILO.
  - Using an array as one.
  - Using a LL as one.

- Queue.
  - FIFO.
  - Using an array as one.
  - Using a LL as one.
- Sets.
  - No duplicates.
  - Unordered.
- Trees.
  - Balanced/unbalanced.

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**Recap**

# The End