

Data Structures and Algorithms

In Java

Agenda

- What is Java?
- What is Data Structure?
- Array
- Linked List
- Stack
- Queue
- Searching
- Sorting

What is Java?

- Java is a
 - programming language
 - **object oriented**
 - high level
 - originally developed by **Sun Microsystems**
- It follows **WORA** principle
 - stands for "**Write Once Run Anywhere**"
 - run java program as many times on a java supported platform

What is Data Structure?

- Made up of 2 words
 - ‘**DATA**’ + ‘**STRUCTURE**’
- It is a way to arrange data in computers
- Example: You might want to store data in
 - Linear fashion - **Array/ Linked List**
 - One on the other - **Stack**
 - Hierarchical Fashion - **Tree**
 - Connect Nodes - **Graph**

Array

What is an Array?

- Linear Data Structure
- Elements are stored in contiguous memory locations
- Can access elements randomly using index
- Stores homogeneous elements i.e, similar elements
- Syntax:
 - datatype varname []=new datatype[size];
 - datatype[] varname=new datatype[size];
- Can also do declaration and initialization at once
 - Datatype varname [] = {ele1, ele2, ele3, ele4};

Advantages

- Random access
- Easy sorting and iteration
- Replacement of multiple variables

Disadvantages

- Size is fixed
- Difficult to insert and delete
- If capacity is more and occupancy less, most of the array gets wasted
- Needs contiguous memory to get allocated

Applications

- For storing information in linear fashion
- Suitable for applications that requires frequent searching

Demonstration

```
import java.util.*;  
  
class JavaDemo {  
    public static void main (String[] args) {  
        int[] priceOfPen= new int[5];  
        Scanner in=new Scanner(System.in);  
        for(int i=0;i<priceOfPen.length;i++)  
            priceOfPen[i]=in.nextInt();  
  
        for(int i=0;i<priceOfPen.length;i++)  
            System.out.print(priceOfPen[i]+" ");  
    }  
}
```

Linked List

What is Linked List?

- Linear Data Structure
- Elements can be stored as per memory availability
- Can access elements on linear fashion only
- Stores homogeneous elements i.e, similar elements
- Dynamic in size
- Easy insertion and deletion
- Starting element or Node is the key which is generally termed as head

Advantages

- Dynamic in size
- No wastage as capacity and size is always equal
- Easy insertion and deletion as 1 link manipulation is required
- Efficient memory allocation

Disadvantages

- If head node is lost, linked list is lost
- No random access possible

Applications

- Suitable where memory is limited
- Suitable for applications that requires frequent insertion and deletion

Demonstration - Linked List Node

```
import java.util.*;
```

```
class LLNode{  
    int data;  
    LLNode next;
```

```
    LLNode(int data){  
        this.data=data;  
        this.next=null;  
    }  
}
```

Demonstration - Insertion_Beg

```
LLNode insertInBeg(int key,LLNode head){  
    LLNode ttmp=new LLNode(key);  
    if(head==null)  
        head=ttmp;  
    else  
    {  
        ttmp.next=head;  
        head=ttmp;  
    }  
    return head;  
}
```

Demonstration - Insertion_End

```
LLNode insertInEnd(int key, LLNode head){  
    LLNode ttmp = new LLNode(key);  
    LLNode ttmp1 = head;  
  
    if (ttmp1 == null)  
        head = ttmp;  
  
    else{  
        while (ttmp1.next != null)  
            ttmp1 = ttmp1.next;  
        ttmp1.next = ttmp;  
    }  
    return head;  
}
```

Insertion At Particular Position

```
LLNode insertAtPos(int key, int pos, LLNode head){  
    LLNode ttmp = new LLNode(key);  
    if (pos == 1){  
        ttmp.next = head;  
        head = ttmp;  
    }else{  
        LLNode ttmp1 = head;  
        for (int i=1;ttmp1 != null & & i < pos;i++)  
            ttmp1=ttmp1.next;  
        ttmp.next=ttmp1.next;  
        ttmp1.next=ttmp;  
    }  
    return head;  
}
```

Stack

What is Stack?

- Linear Data Structure
- Follows LIFO: Last In First Out
- Only the top elements is available to be accessed
- Insertion and deletion takes place from the top
- Eg: stack of plates, chairs etc
- 4 major operations:
 - push(ele) - used to insert element at top
 - pop() - removes the top element from stack
 - isEmpty() - returns true if stack is empty
 - peek() - to get the top element of stack
- All operation works in constant time i.e, O(1)

Advantages

- Maintains data in LIFO manner
- Last element is readily available for use
- All operations are of O(1) complexity

Disadvantages

- Manipulation is restricted to the top of stack
- Not much flexible

Applications

- Recursion
- Parsing
- Browser
- Editors

Demonstration- Using Array

```
class Stack{  
    int[] a;  
    int top;  
    Stack(){  
        a = new int[100];  
        top = -1;  
    }  
    void push(int x){  
        if (top == a.length - 1)  
            System.out.println("overflow");  
        else  
            a[++top] = x;  
    }  
}
```

```
int pop(){  
    if (top == -1){  
        System.out.println("underflow");  
        return -1;  
    }  
    else  
        return (a[top - -]);  
}  
  
void display(){  
    for (int i=0;i <= top;i++)  
        System.out.print(a[i] + " ");  
    System.out.println();  
}
```

Demonstration- Using Array

```
boolean isEmpty(){  
    if (top == -1)  
        return true;  
    else  
        return false;  
}
```

```
int peek(){  
    if (top == -1)  
        return -1;  
    return (a[top]);  
}
```

Queue

What is Queue?

- Linear Data Structure
- Follows FIFO: First In First Out
- Insertion can take place from the rear end.
- Deletion can take place from the front end.
- Eg: queue at ticket counters, bus station
- 4 major operations:
 - enqueue(ele) - used to insert element at top
 - dequeue() - removes the top element from queue
 - peekfirst() - to get the first element of queue
 - peeklast() - to get the last element of queue
- All operation works in constant time i.e, O(1)

Advantages

- Maintains data in FIFO manner
- Insertion from beginning and deletion from end takes $O(1)$ time

Applications

- Scheduling
- Maintaining playlist
- Interrupt handling

Demonstration- Using Array

```
class Queue{  
    int front, rear;  
    int[] arr;  
    Queue(){  
        front=rear=-1;  
        arr=new int[10];  
    }  
    void enqueue(int a){  
        if(rear==arr.length-1)  
            System.out.println("overflow");  
        else  
            arr[++rear]=a;  
        if(front==-1)  
            front++;  
    }  
}
```

Demonstration- Using Array

```
int dequeue(){  
    int x=-1;  
    if(front==-1)  
        System.out.println("underflow");  
    else  
        x=arr[front++];  
    if(rear==0)  
        rear--;  
    return x;  
}  
  
void display(){  
    for(int i=front;i<=rear;i++)  
        System.out.print(arr[i]+" ");  
    System.out.println();  
}
```

Flow Chart

- Pictorial representation of steps to be performed
- Enable visualization of the problem
- Shows clear data flow with the help of arrows
- Can be used with non technical audience too
- Have a definite start and end point

Pseudocode

- Pseudocode is step by step approach of a problem in simple english
- It can be easily understood by layman and follow no programming construct
- It basically maps the flowchart in simple statements
- Serves in documentation purpose which is vital in organizations

Algorithm

- It's more close to actual programming
- It follows programming construct to some extent
- Algorithm is independent of any programming language
- It is used to analyze time space complexity
- It helps in further optimization of code

Searching Algorithm

Linear Search

- It helps you to search for an element in a linear data structure
- It checks each and every element for the element to be searched
- Since this is done in linear fashion, it is termed as linear search

Linear Search - Algorithm

```
LinearSearch(arr, item)
    for each element in the array
        if item == element
            return its index

    return -1
```

Linear Search - Time Complexity

Here all the elements need to be compared in worst case to search for a given element.

- Best case could be the case where the first element get matched to the element to be searched
- Best Time Complexity : $O(1)$
- Average Time Complexity : $O(n)$
- Worst Time Complexity : $O(n)$

Linear Search - Space Complexity

- No auxiliary space is required in Linear Search implementation
- Hence space complexity is : $O(1)$

Linear Search - Demonstration

Item to be searched=20

Input array:

0	1	2	3	4
23	10	16	11	20

i=0, 23!=20

i=1, 10!=20

i=2, 16!=20

i=3, 11!=20

i=4, 20==20

Hence 4 will get returned.

Linear Search - Implementation

```
//linear search function
int linearSearch(int arr[], int targetElement) {
    int n = arr.length;

    for (int i = 0; i < n; i++) {
        if (arr[i] == targetElement)
            return i;
    }
    return -1;
}
```

Sorting Algorithm

Bubble Sort Algorithm

Bubble Sort

- Bubble sort is one of the easiest and brute force sorting algorithm
- It is used to sort elements in either ascending or descending order
- Every element is compared with every other element in bubble sort
- It basically does swapping of elements if they are not in the right order depending on their value and the intended order
- Nested loop will be used to implement this algorithm

Bubble Sort - Algorithm

Bubble Sort(arr, size)

for i=0 to n-i-1

 for j=0 to n-i-2

 if arr[j]>arr[j+1]

 Swap arr[j] and arr[j+1]

Bubble Sort - Time Complexity

- Each and every element is compared with the other elements for array which takes n time and the above steps continues for n iterations
- In the best case that is sorted array, we can do some modification by using flag to check whether the lament is already sorted or not
- Best Time Complexity : $O(n)$
- Average Time Complexity : $O(n^2)$
- Worst Time Complexity : $O(n^2)$

Bubble Sort - Space Complexity

- No auxiliary space is required in bubble sort implementation
- Hence space complexity is : $O(1)$

Bubble Sort - Demonstration

input:

0	1	2	3	4
23	10	16	11	20

After i=0

0	1	2	3	4
10	16	11	20	23

After i=1

0	1	2	3	4
10	11	16	20	23

Bubble Sort - Demonstration

After i=2

0	1	2	3	4
10	11	16	20	23

After i=3

0	1	2	3	4
10	11	16	20	23

After i=4

0	1	2	3	4
10	11	16	20	23

Bubble Sort - Implementation

```
void bubbleSort(int arr[]) {  
    int size = arr.length;  
    for (int i = 0; i < size - 1; i++)  
        for (int j = 0; j < size - i - 1; j++)  
            if (arr[j] > arr[j + 1]) {  
                int temp = arr[j];  
                arr[j] = arr[j + 1];  
                arr[j + 1] = temp;  
            }  
}
```

Insertion Sort Algorithm

Insertion Sort

- It is one of the easiest and brute force sorting algorithm
- Insertion sort is used to sort elements in either ascending or descending order
- In insertion sort, we maintain a sorted part and unsorted part
- It works just like playing cards i.e picking one card and sorting it with the cards that we have in our hand already which in turn are sorted
- With every iteration, one item from unsorted is moved to the sorted part.
- First element is picked and considered as sorted
- Then we start picking from 2nd elements onwards and start comparison with elements in sorted part
- We shift the elements from sorted by one element until an appropriate location is not found for the picked element
- This continues till all the elements get exhausted

Insertion Sort - Algorithm

Insertion Sort(arr, size)

consider 0th element as sorted part

for each element from i=2 to n-1

 tmp = arr[i]

 for j=i-1 to 0

 If a[j]>tmp

 Then right shift it by one position

 put tmp at current j

Insertion Sort - Time Complexity

- In the worst case, it will take n to pick all elements and then at max n shifts to set it to the right position.
- In best case that is sorted array we will just pick the elements but no shifting will take place leading it to n time complexity that is every element is traversed at least once
- Best Time Complexity : $O(n)$
- Average Time Complexity : $O(n^2)$
- Worst Time Complexity : $O(n^2)$

Insertion Sort - Space Complexity

- No auxiliary space is required in Insertion sort implementation that is we are not using any arrays, linked list, stack, queue, etc to store our elements
- Hence space complexity is : $O(1)$

Insertion Sort - Demonstration

input:

0	1	2	3	4
23	10	16	11	20

First step - marking of sorted part

0	1	2	3	4
23	10	16	11	20

After i=1

0	1	2	3	4
10	23	16	11	20

After i=2

0	1	2	3	4
10	16	23	11	20

Insertion Sort - Demonstration

1

After i=3

0	1	2	3	4
10	11	16	23	20

After i=4

0	1	2	3	4
10	11	16	20	23

Insertion Sort - Implementation

```
void insertionSort(int arr[]) {  
    int size = arr.length;  
    for (int i = 1; i < size; i++) {  
        int tmp = arr[i];  
        int j = i - 1;  
        while (j >= 0 && tmp < arr[j]) {  
            arr[j + 1] = arr[j];  
            --j;  
        }  
        arr[j + 1] = tmp;  
    }  
}
```

Selection Vs Bubble Vs Insertion

<u>Selection</u>	<u>Bubble</u>	<u>Insertion</u>
Select smallest in every iteration do single swap	Adjacent swap of every element with the other element where ordering is incorrect	Take and put the element one by one and put it in the right place in the sorted part.
Best case time complexity is $O(n^2)$	Best case time complexity is $O(n)$	Best case time complexity is $O(n)$
Works better than Insertion as no of swaps are significantly low	Worst efficiency as too many swaps are required in comparison to selection and insertion	Works better than bubble as no of swaps are significantly low
It is in-place	It is in-place	It is in-place
Not stable	Stable	Stable

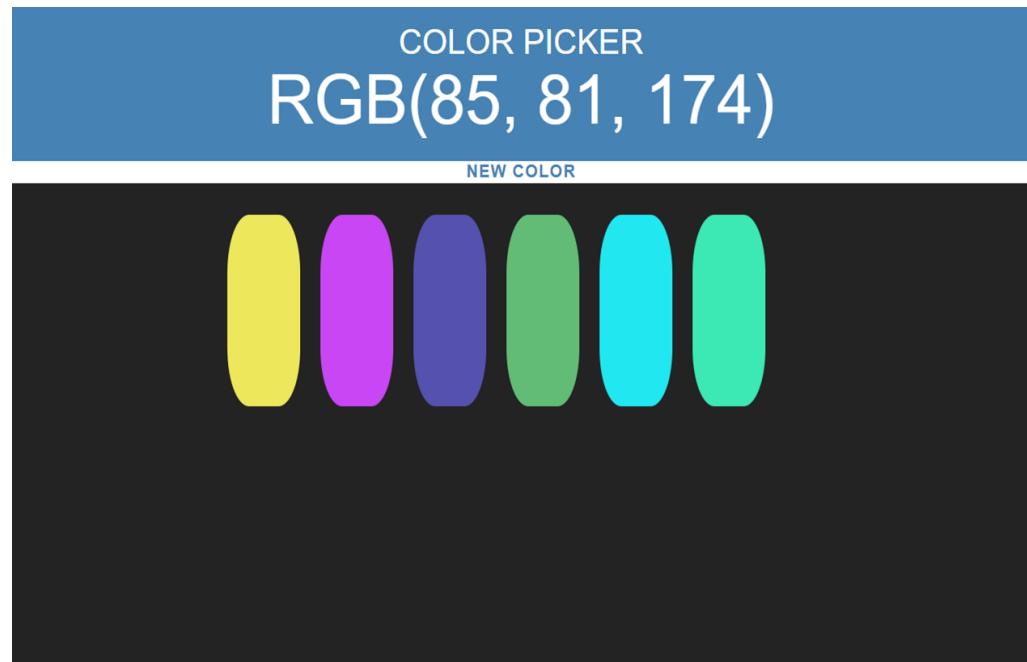
Thank You

Color Picker Game

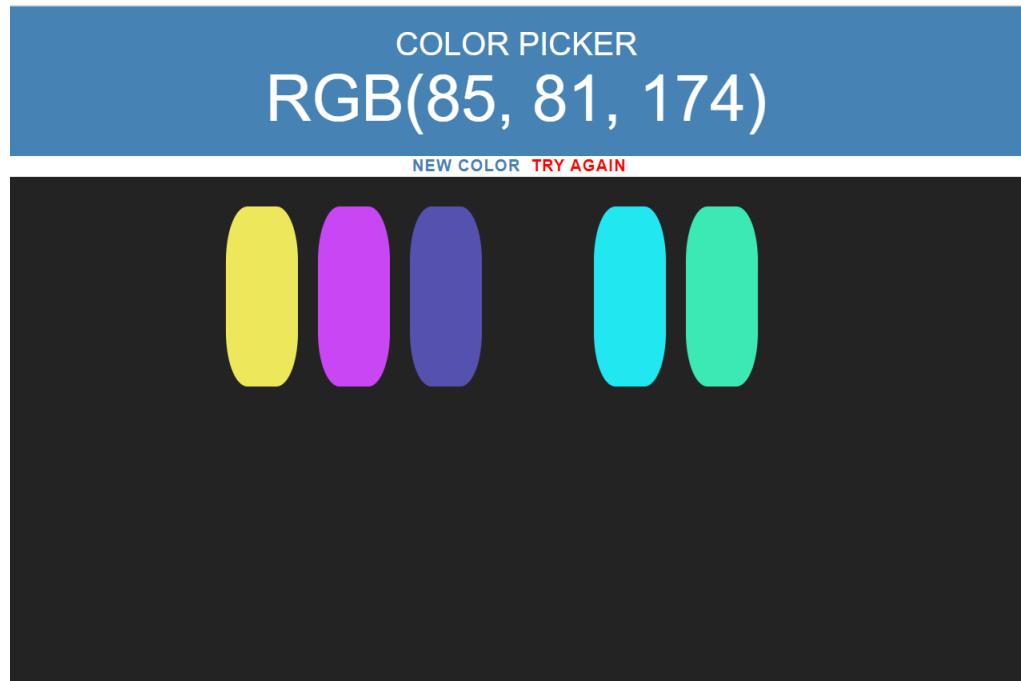
Game Overview

- **Target color** : It will be mentioned at the top and will be the target that has to be picked from the remaining options
- **New Color button** : Click it will reset the game
- “**Try Again**” message should be printed when wrong color is clicked and “**Correct**” message should get printed, once the correct color is clicked.
- Once game is over, “**New Color**” button should change its name to “**Play Again?**”

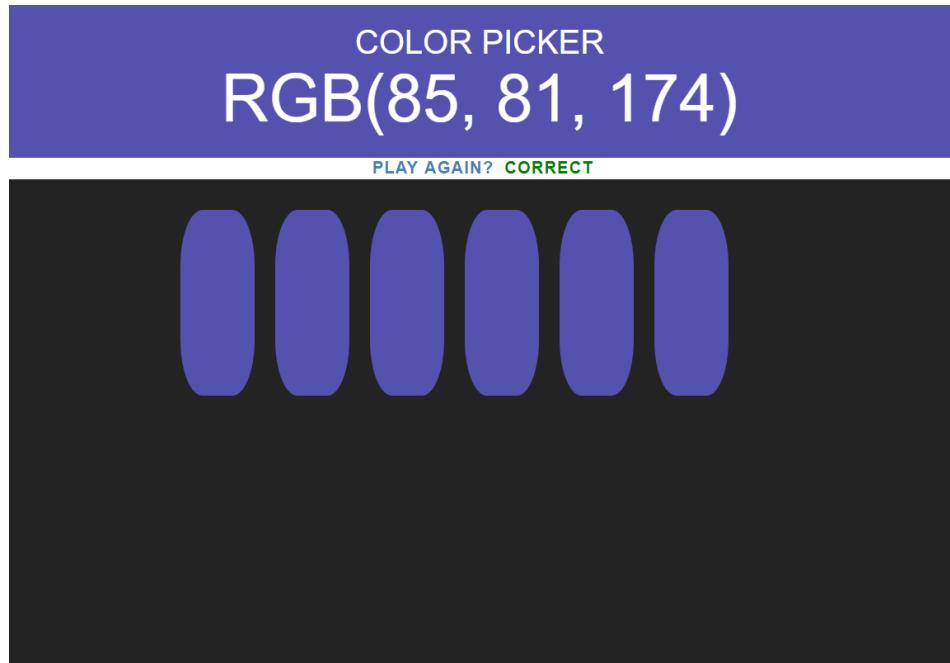
Game Start Page



When Wrong Color Is Picked



When Right Color Is Picked



HTML CODE

```
<!DOCTYPE html>
<html>
<head>
    <title>Color Game</title>
    <link rel="stylesheet" type="text/css" href="colorPicker.css"> CSS file linked
</head>
<body>
    <h1>Color Picker
        <br>
        <span id="targetColor"></span>
        <br>
    </h1> This will hold the RGB of target color
    <div id="stripe">
        <button id="NewColor">New Color</button>
        <span id="message"></span>
    </div> Stripe div will hold the button and message of the game
</body>
```

```
<div class="container">
    <div class="square"></div>
    <div class="square"></div>
    <div class="square"></div>
    <div class="square"></div>
    <div class="square"></div>
    <div class="square"></div>
</div>
<script type="text/javascript" src="colorPicker.js"></sc>
```

Container will hold all the squares

Javascript file linked

Just HTML

Color Picker

New Color

CSS CODE

Setting h1 color white with steelblue background color and 0 margin.
Setting padding of top and bottom to 20px

```
h1{  
    color: white;  
    background-color: steelblue;  
    text-align: center;  
    font-weight: normal;  
    text-transform: uppercase;  
    padding: 20px 0;  
}
```

Setting body background color to black and font to arial

```
body{  
    background: #232323;  
    margin:0;  
    font-family: "arial";  
}
```

Setting target color font size double to the rest of the text

```
#targetColor{  
    font-size: 200%;  
}
```

Setting button background color to white with bold text
and some other styling

```
button{  
    border:none;  
    background-color: white;  
    text-transform: uppercase;  
    height: 100%;  
    font-weight: 700;  
    color: steelblue;  
    letter-spacing: 1px;  
    font-size: inherit;  
    transition: all 0.3s;  
}
```

Hovering button should change text to white and background to steelblue

```
button:hover{  
    color:white;  
    background-color: steelblue;  
}
```

Squares with default red color are of width 12% with little bit of margin for gaps between squares. Float is set to left that specifies that squares should come one after the other. Radius will make square 30% round

```
.square{  
    background-color: red;  
    width: 12%;  
    margin:1.66%;  
    float: left;  
    padding-bottom: 30%;  
    border-radius: 30%;  
    transition: background 0.7s;  
}
```

Container that will contain all the squares should be of width 600px

```
.container{  
    margin: 20px auto;  
    max-width: 600px;  
}
```

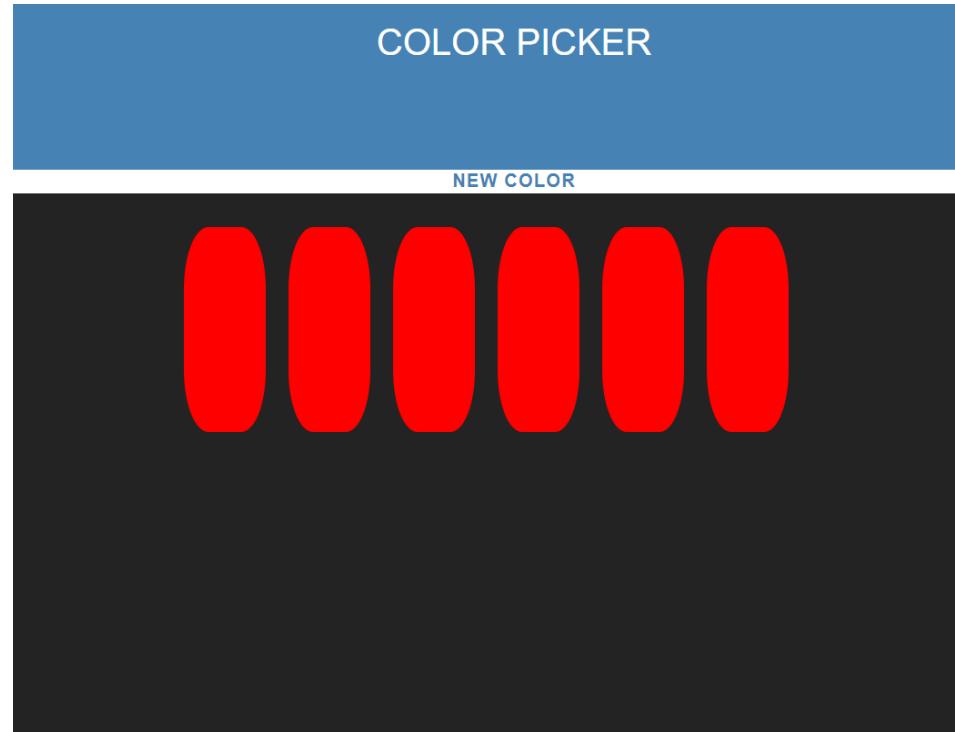
Stripe background color overwritten to white and all text should be aligned in center

```
#stripe{  
    text-align: center;  
    background-color: white;  
    padding: auto 0;  
}
```

Message should be in arial and upper case with some other styling

```
#message{  
    font-family: "arial";  
    text-transform: uppercase;  
    height: 100%;  
    font-weight: 700;  
    letter-spacing: 1px;  
    font-size: inherit;  
    transition: all 0.3s;  
}
```

HTML + CSS



JS CODE

All the HTML elements are fetched and assigned to some JS variable

```
var noOfSquares=6;  
  
//pallet  
var arr= [];  
  
//color picked for target  
var picked;  
  
//to get all the squares div  
var squares = document.getElementsByClassName("square");  
  
//to get the RGB display  
var targetColor = document.getElementById("targetColor");  
  
//message that can be empty, try again or correct  
var message = document.getElementById("message");  
  
//heading  
var head = document.querySelector("h1");  
  
//reset button  
var reset = document.getElementById("NewColor");
```

Calling init() as first statement will set the game

init();

Defining init()

```
function init()
{
    //generate random coloured palette
    arr= generateRandomColor(noOfSquares);

    //get target color randomly from the array size
    picked = arr[randomPickedColorIndex()];

    //updating target RGB display
    targetColor.textContent = picked;

    for(var i=0;i<squares.length;i++)
    {
        //setting square's color one by one to palette color
        squares[i].style.backgroundColor=arr[i];
        //adding eventListener to all squares
    }
}
```

```
for(var i=0;i<squares.length;i++)
{
    //setting square's color one by one to palette color
    squares[i].style.backgroundColor=arr[i];

    //adding eventListener to all squares
    squares[i].addEventListener("click",function(){
        if(picked==this.style.backgroundColor)
        {
            message.textContent="Correct";
            message.style.color="green";

            //when correct, set everything to the target color and set newcolor to
            playagain

            changeColor(this.style.backgroundColor);
            reset.textContent="Play Again";
        }
        else
        {
            message.textContent="Try Again";
            message.style.color="red";

            //to hide the wrong square, we will set it to background color
            this.style.backgroundColor ="#232323";
        }
    });
}
```

Setting eventlistener for reset button

```
reset.addEventListener("click", resetIn);
```

To get the random color from existing palette

```
function randomPickedColorIndex()
{
    return Math.floor(Math.random()*arr.length);
}
```

To get the random palette of colors

```
function generateRandomColor(limit)
{
    var color=[];
    for(var i=0;i<limit;i++)
        color.push(rgbGenerator());
    return color;
}
```

To generate a single rgb

```
function rgbGenerator()
{
    var r= Math.floor(Math.random()*256);
    var g= Math.floor(Math.random()*256);
    var b= Math.floor(Math.random()*256);

    return "rgb("+r+", "+g+", "+b+")" ;
}
```

When correct, change everything to the correct color

```
function changeColor(color)
{
    for(var i=0;i<squares.length;i++)
        squares[i].style.backgroundColor=color;
    head.style.backgroundColor=color;
}
```

Set things when player try to reset

```
function resetIn(){  
    arr=generateRandomColor(noOfSquares);  
    picked=arr[randomPickedColorIndex()];  
    targetColor.textContent = picked;  
    message.textContent="";  
    head.style.backgroundColor= "steelblue";  
  
    for(var i=0;i<squares.length;i++)  
        squares[i].style.backgroundColor=arr[i];  
}
```

HTML + CSS + JS



IT'S DONE!

Thank You