ENTITY

An entity is something that has certain attributes as properties which may be assign values. These values may be either numeric

Attribute	Name	DOB	Age	Class
Student	Saishti	20/06/94	20	EC-II

ENTITY SET

Entities with similar attributes form an entity set or callection of similar entities.

Ex→ students of a class.

products manufactured by a manufacturing unit.

RECORD

A second is a collection of selated data items infact a second represents an entity.

Ex -> DOB, Rall not, of a particular student.

FILE

A file is a collection of selated seconds infact a file sepsesents

Ex -> Record of all employees in a company.

FIELD

A field is a single elementary unit of information representing an attributes of an entity.

Each record in a file may contain many field items.

KEY A key is a data item in a second that takes unique value and can be used to differentiate a record. It may happen that more than one data item has unique values in that case these exist multiple. keys but at a time we may be using only one data item as a key called primary key. 20/1/12 Lecture - DEFINITION OF DATA STRUCTURE Pata structure are used to solve seal would computer program problems i.e., efficient problem salving using computers. Structure means particular way of data organisation so data structure refers to the arganisation of data in completer memory or the way in which the data is efficiency stored, processed and retrieved is called data structure. It is a mathematical as legical model of particular arganisation of data. Thus, the study of data structure includes logical as mathematical description of the structure. Implementation of the structure on a computer. Quantitative analysis of structure which includes determining the amount of memary needed to stare the structure and the time required to process the structure. Types OF DATA STRUCTURE Data Structure Non-primitive data structure Primitive data structure →int Non-Lineal data > float Linear data structure > chac structure

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Scanned with CamScanner

rarray tue

linked list graps

stack

quere

LINEAR DATA STRUCTURE

A lata structure whose elements form a sequence and every element in the structure has a unique predecessor and unique successor.

Ex - Array, linked list, stack, Quene

NON- LINEAR DATA STRUCTURE

These are the data structures in which data may be arranged in hierarchial manner or data structure whose elements do not form sequence i.e., there is no unique predecessor or unique successor.

Ex- Trees, Graphs

ALGORITHM

An algorithm is a step by step finite sequence of instruct--ion, to salve well defined computational problem

An algorithm is a finite set of instructions for performing a particular task.

An algorithm can be expressed in English like language. catted Pseudo code, in programming sanguage as in the form of flow chart.

Every algorithm must satisfy the following viteria -

INPUT -

There are zeroes and more values which are externally supplied.

OUTPUT-

Atleast one value is broduced.

DEFINITENESS -

Each step must be clear and umambiguous.

FINITENESS -

If we trace the steps of an algorithm them for all cases the algorithm must terminate after a finite number of stips.

EFFECTIVENESS -

Each stip must be sufficiently basic.