

What is programming?

- Writing instructions for computers to perform tasks

Instructions

- operators
- for loops
- if-else conditionals
- functions

...

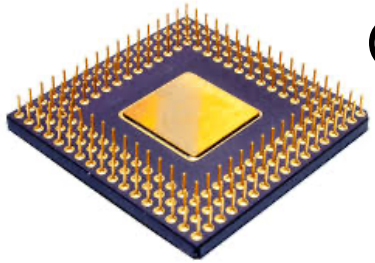
Classes

Data

- lists
- tuples
- dictionaries
- sets

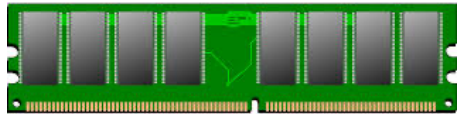
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Scripts
Modules,
Packages,
Libraries



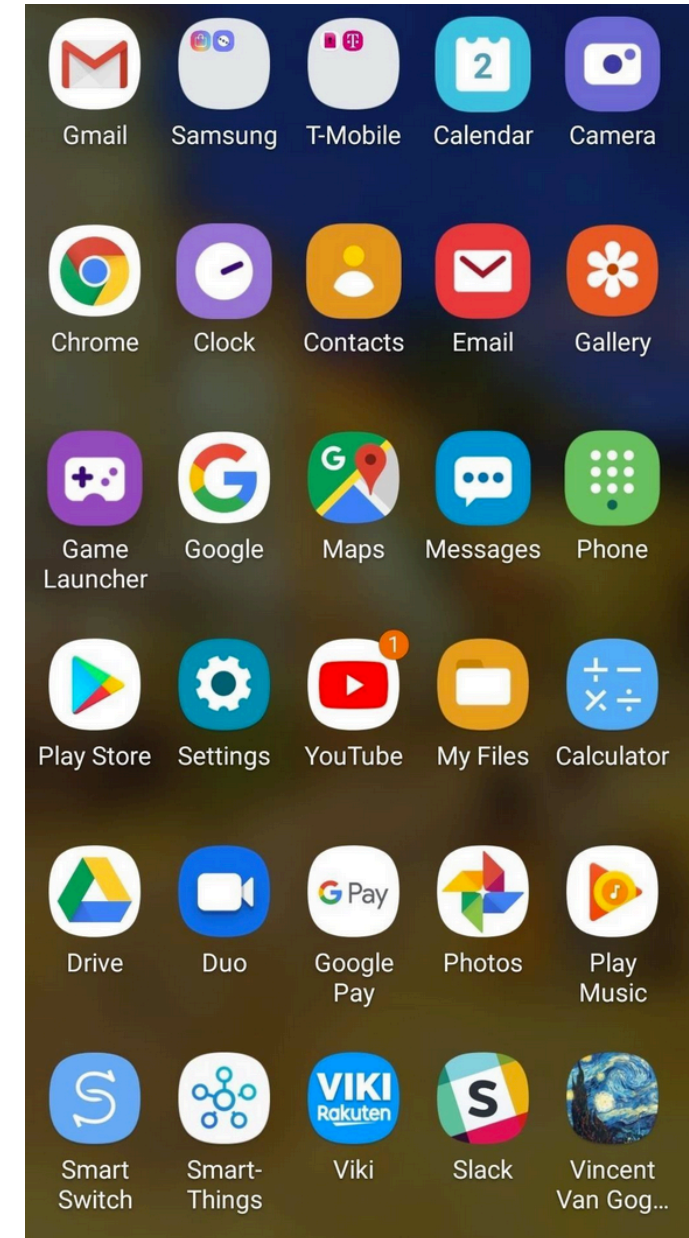
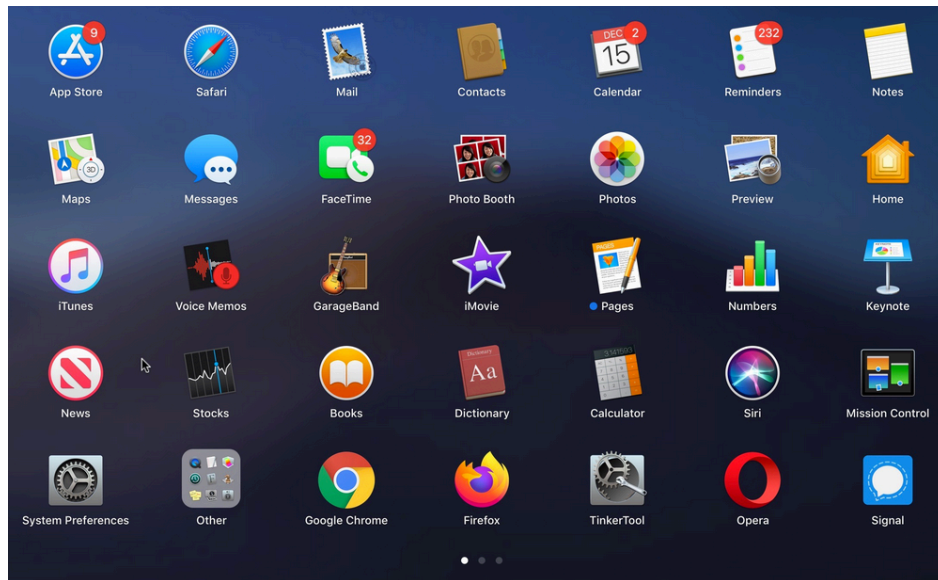
CPU

Execute instructions



Memory

Data
Instructions



Data
...

Data
...

Data
...

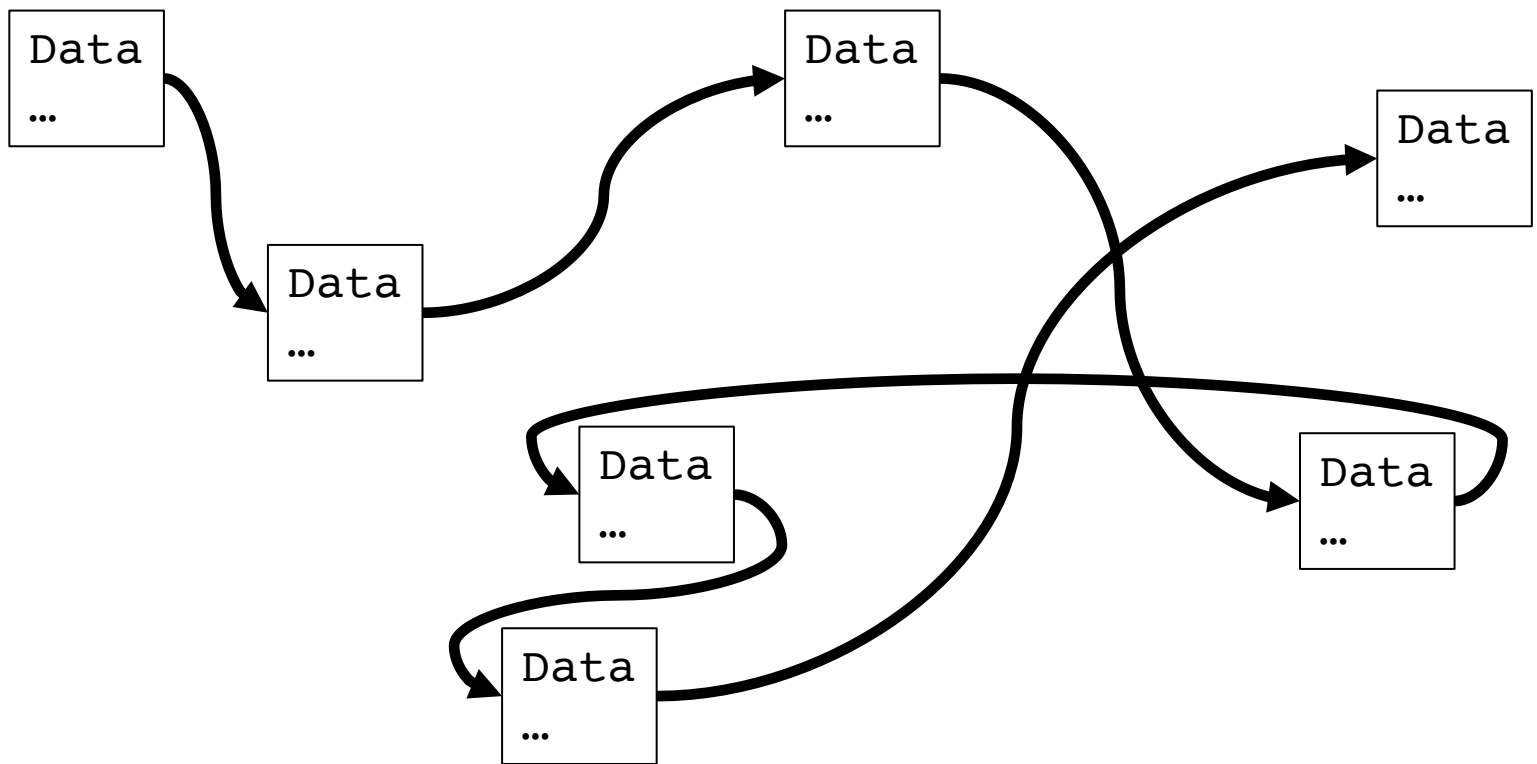
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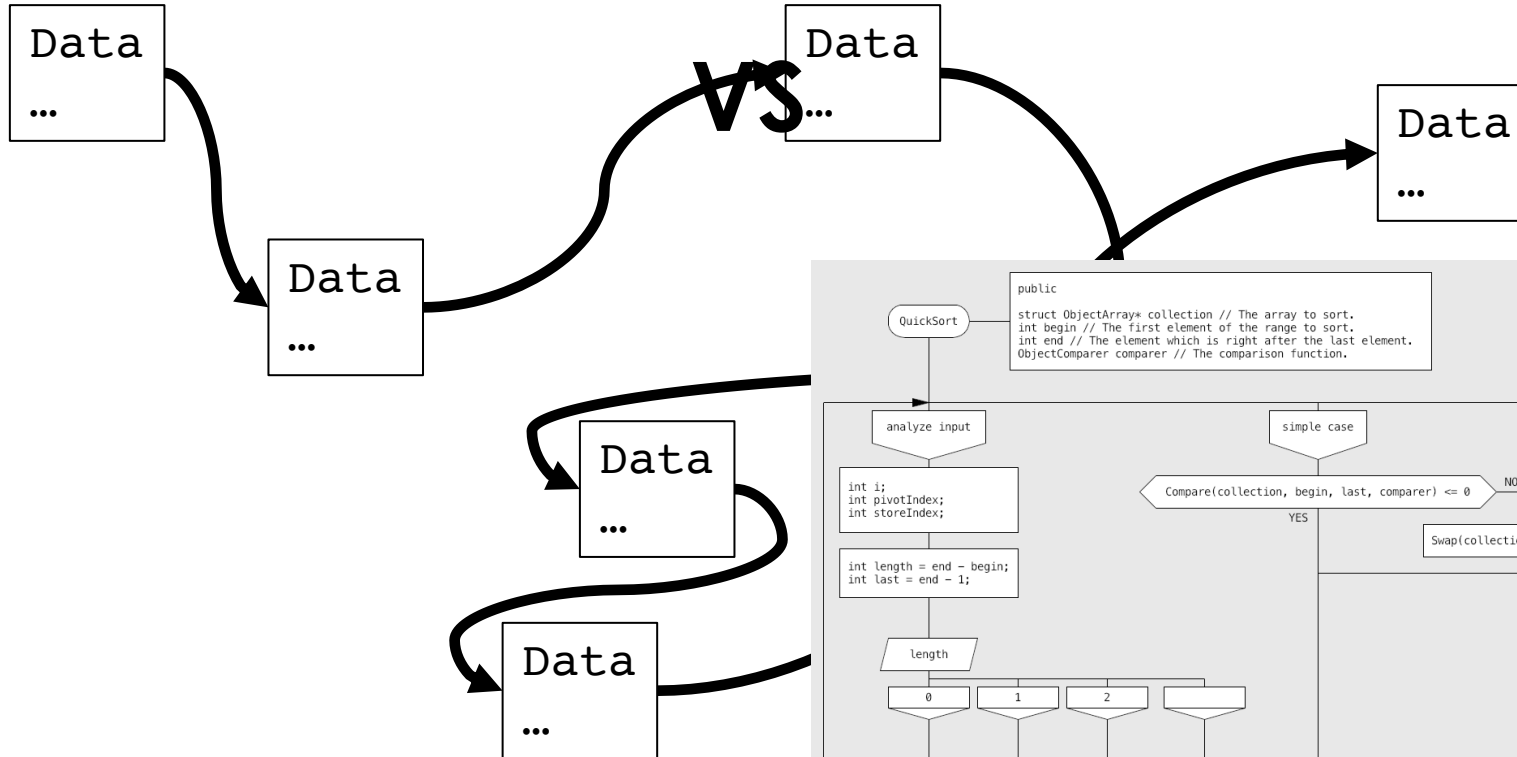
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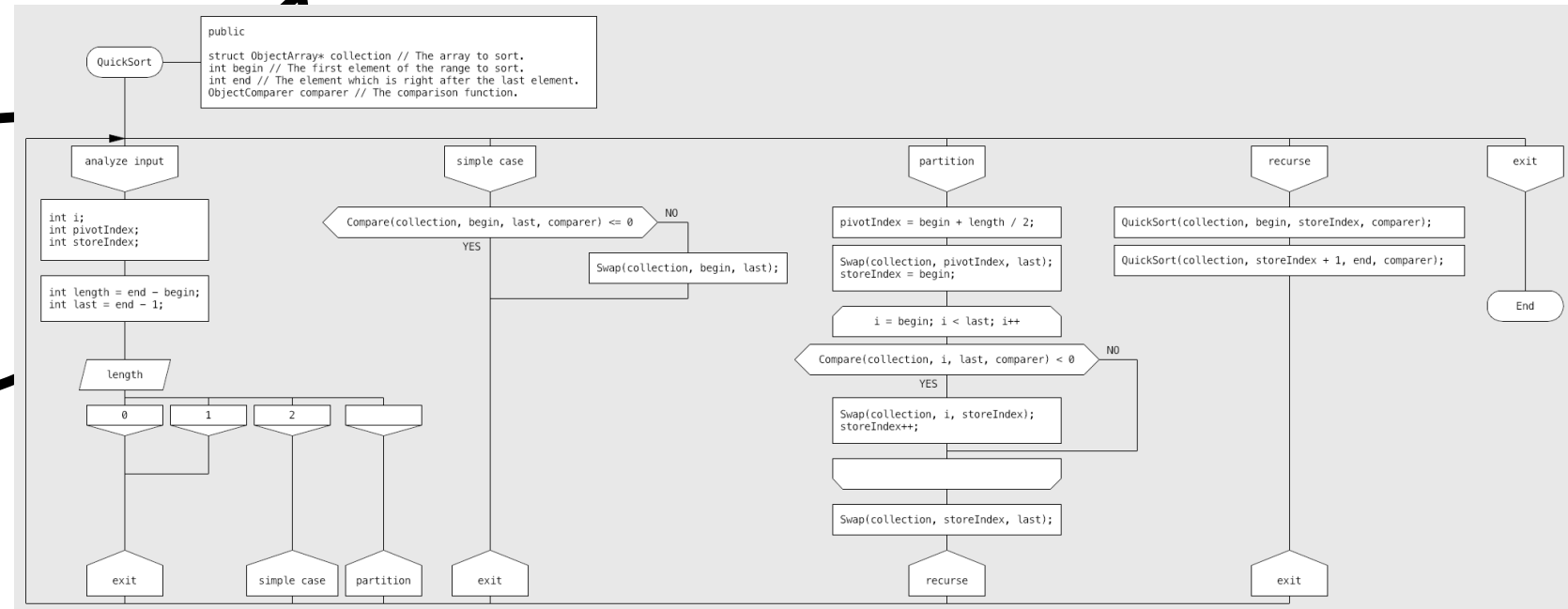
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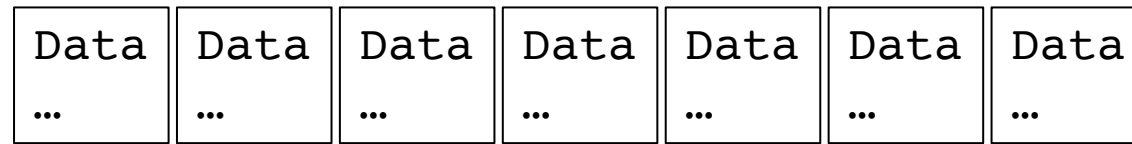
Data Structures



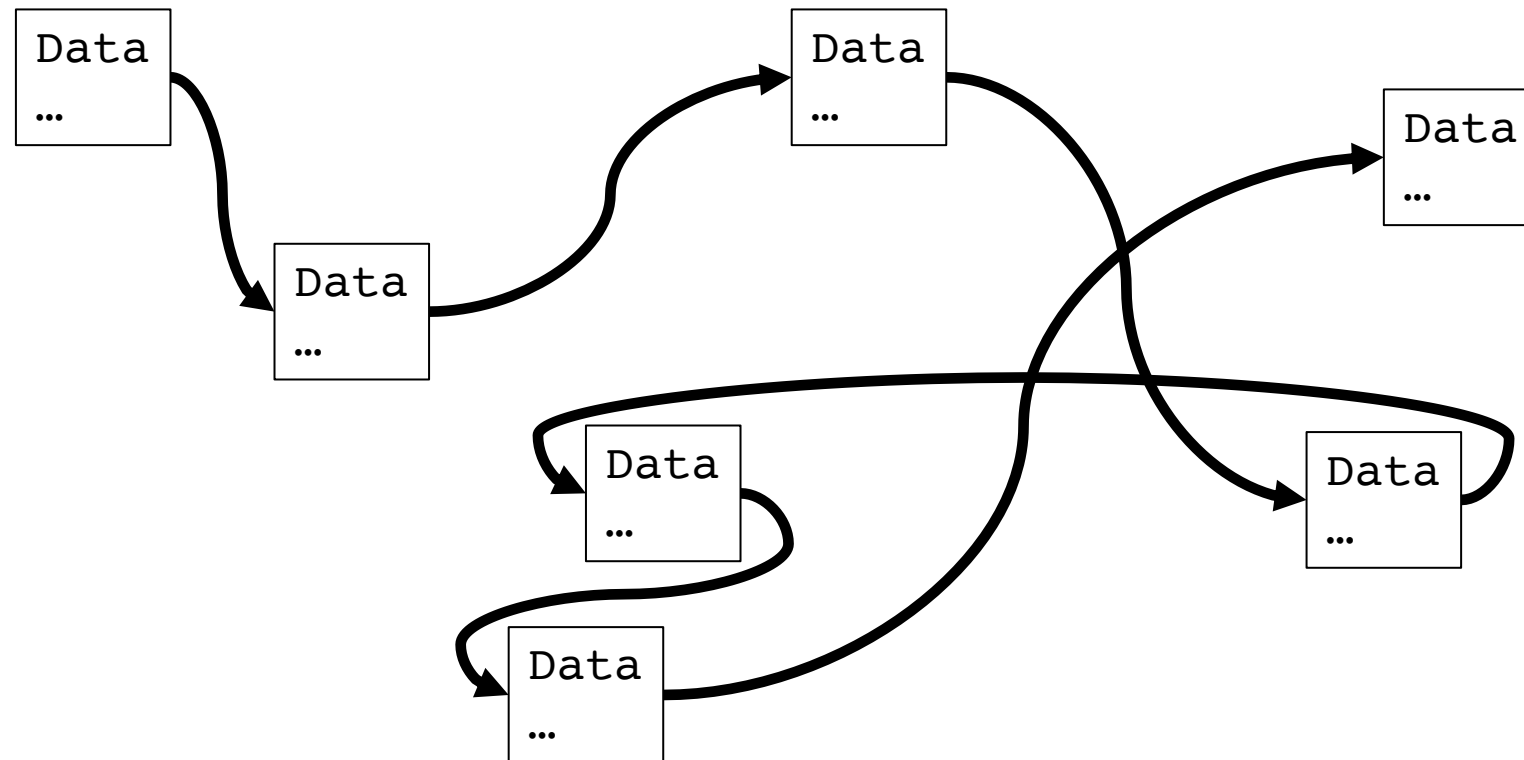
Algorithms



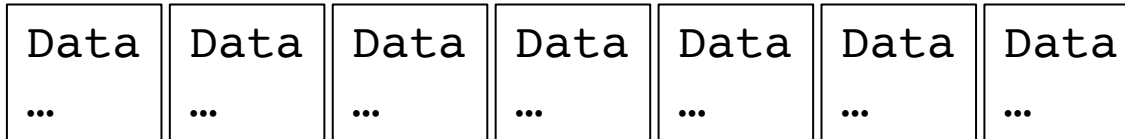
Array



Linked List

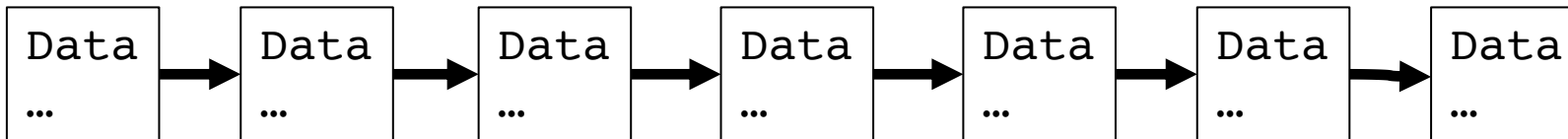


Array



Fast for search
Slow for resizing

Linked List



Slow for search
Fast for resizing

How fast is the algorithm?

Big O

Big O

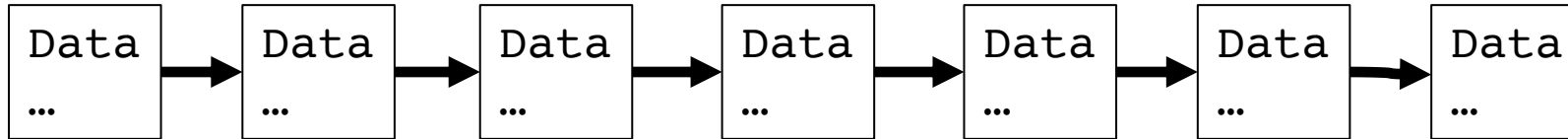
Big O notation, also called ***Landau's symbol***, describes how running time (or memory space) for your algorithm grow as the size of the input to the algorithm grows

Big O notation describes the ***asymptotic behavior*** of the algorithm

Array



Linked List



```
def add_a_number_to_all_data(data, number):  
    for a in data:  
        a += number
```

(This is not real code. It is conceptual logical flow of a hypothetical function.)

$$time = a \cdot N + b$$

$$\text{as } N \rightarrow \infty$$

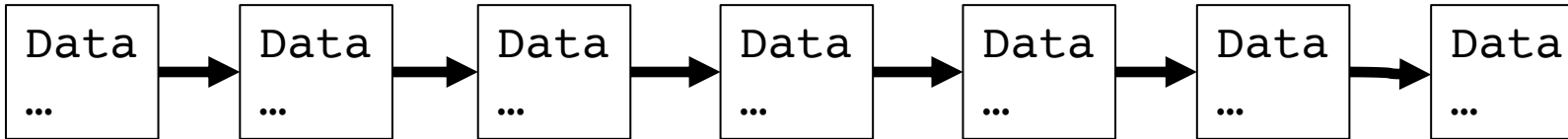
$$time \sim N$$

$$O(N) \quad (\text{order of } N)$$

Array



Linked List



```
def add_all_pairs_of_data(data):  
    matrix = matrix_init()  
    for i, a in enumerate(data):  
        for j, b in enumerate(data):  
            matrix(i,j) += a+b  
    return matrix
```

(This is not real code. It is conceptual logical flow of a hypothetical function.)

$$time = a \cdot N^2 + b$$

$$\text{as } N \rightarrow \infty$$

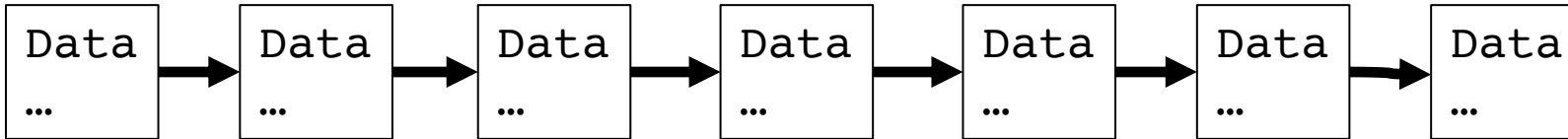
$$time \sim N^2$$

$O(N^2)$ (order of N squared)

Array



Linked List



```
def return_the_value_at_position_index_n_in_array(data, n):  
    return data[n]
```

$O(1)$ (order of 1: constant time)

```
def return_the_value_at_position_index_n_in_linked_list(data, n):  
    for i, d in enumerate(data):  
        if i==n:  
            return data[i]
```

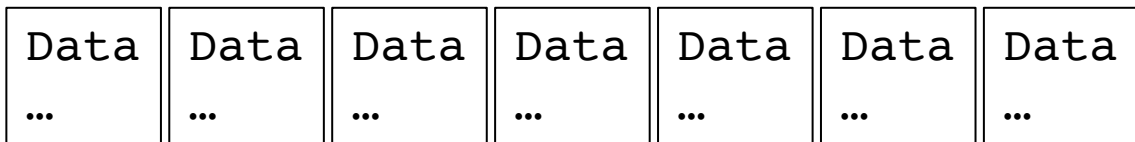
On average, it needs $N/2$ operations.
 $O(N)$ (order of N)

There are common patterns in programming.

Two major categories of patterns: Data structures and Algorithms

The choice of data structure affect the implementation of algorithms and its process time.

Array



Big O

Linked List

