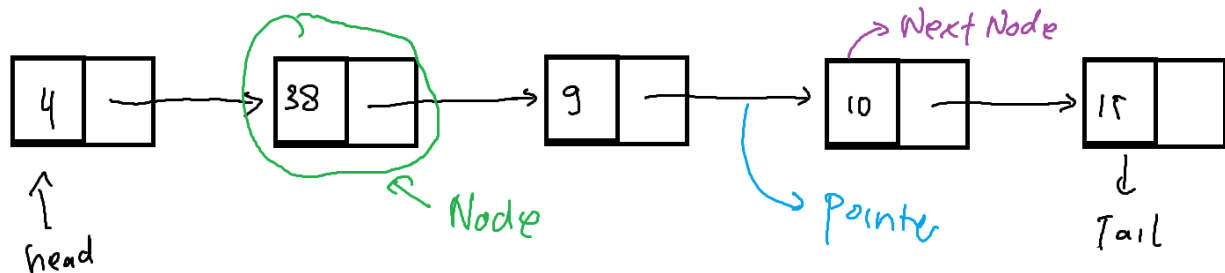


LINKED LIST.

1.

a.

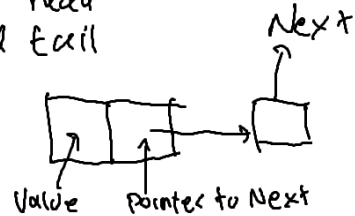


Single linked list → have 1 pointer/node

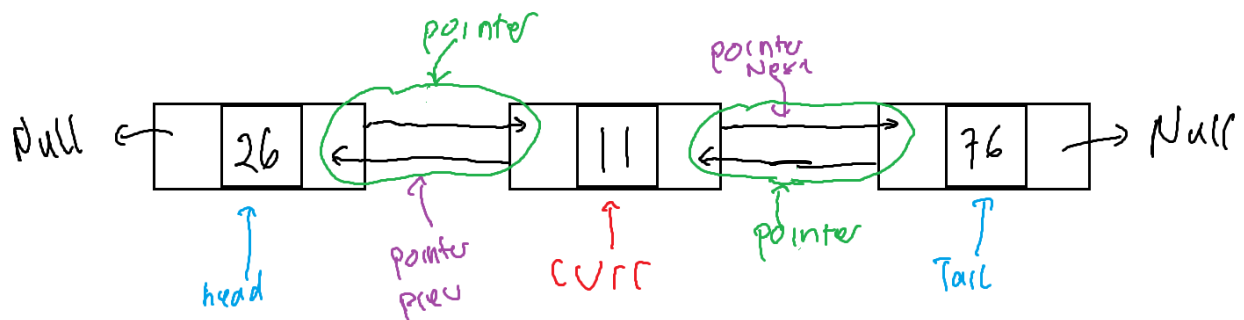
→ First Node called head

→ Last node called tail

→ A node contain



b.



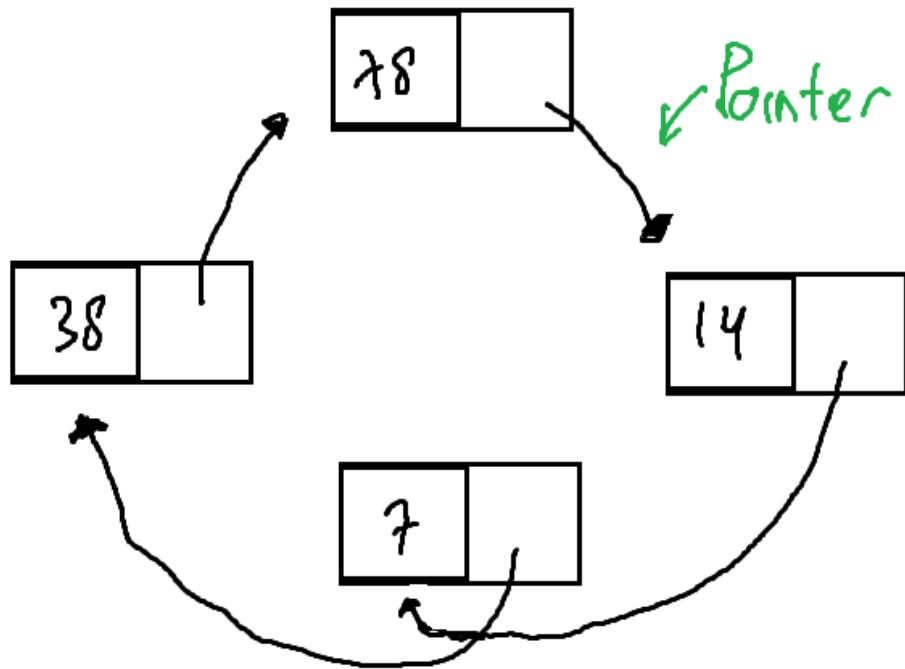
Double linked list → per node have 2 pointer, can called prev and next.

→ first node can called head

→ Last Node can called tail

→ like single link list, double linked list is, memory connected with pointer but per memory have 2 direction/pointer

c.



Circular linked list :

- No Null
- any node can be start or tail
- Limited Node (Seems like array)

2.

The differences is

- linked list doesn't have any index(just head and tail)
- you can add many Node dinamicly in linked list rather than array that have conts index

3.

Stack and queue

1.the differences is

in stack:

-first in last out

-using push head and pophead

In queue

-first in first out

-using push head and pop tail

2.

Prefix	Infix	Postfix
* 4 10	4 * 10	4 10 *
+ 5 * 3 4	5 + 3 * 4	5 3 4 * +
+ 4 / * 6 - 5 2 3	4 + 6 * (5 - 2) / 3	4 6 5 2 - * 3 / +

Prefix : operator before operand

Infix: operator between operand

Postfix: operator after operand

Implementation with stack

POSTFIX implementation

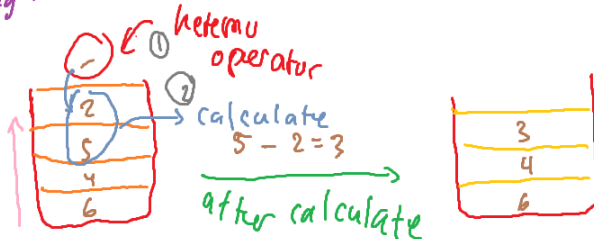
Postfix implement

- ① tentukan kedudukan dari operator operator yang ada
- ② transkripsi dari head → operator jika ketemu operand & stack operator
- ③ program akan selesai jika tidak ada yang bisa di kalkulasi lagi

example

6 4 5 2 - * 3 / +

- ① Masukan semua angka sampai bertemu operator di stack



- ② kepelikan ini terjadi sampai tidak ada yang bisa di calculate lagi

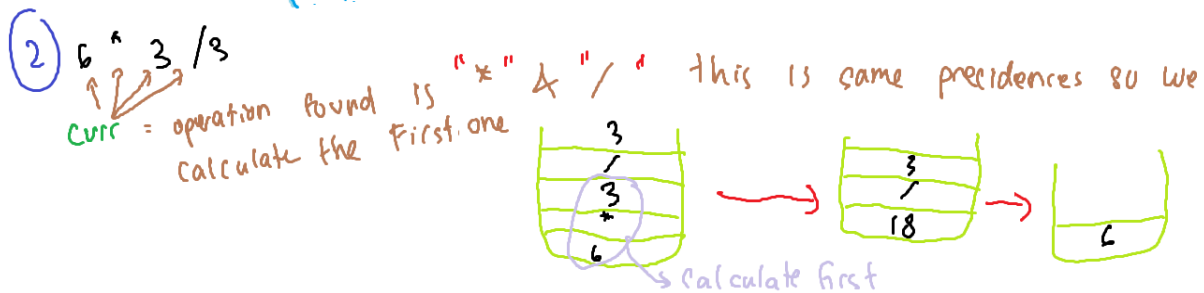
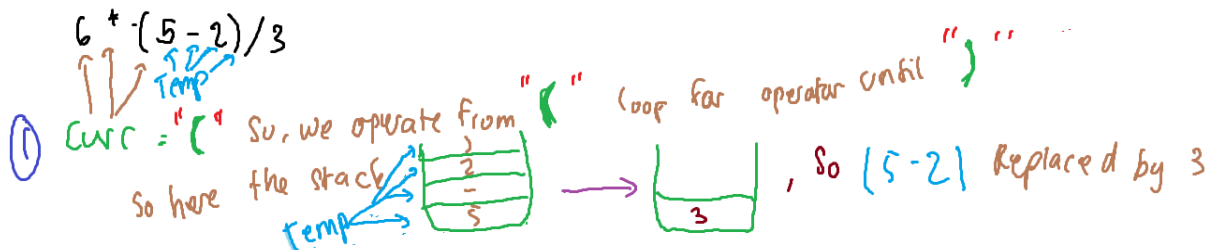
INFIX implementation

Infix Notation

Precedences:
 1 → ()
 2 → "*", "/"
 3 → "+", "-"

ex: $6 * (5 - 2) / 3$

- ① Search for highest precedence, if () operate instead



PREFIX implementation

Prefix implement \rightarrow Basically Prefix implementation is same like postfix but the loop start from tail/end

ex $\rightarrow + 5 * 8 4$

① So the stack will look like this

HASHING AND HASH TABLE

a.

- hash table is the place to get the original string
- hash function is the function to translate the index of the key in hash
- collision is the problem that the index has one more key value in it

b.

linier probing

Linier probing

- the hash function determine the first char in string in ASCII

hash	Value
1	Ana
2	Budi
3	Citra
4	
5	
...	

hash++
hash++
✓

input ① Ana

↓

A have ASCII 1 thus the value of hash 1

User input Abraham

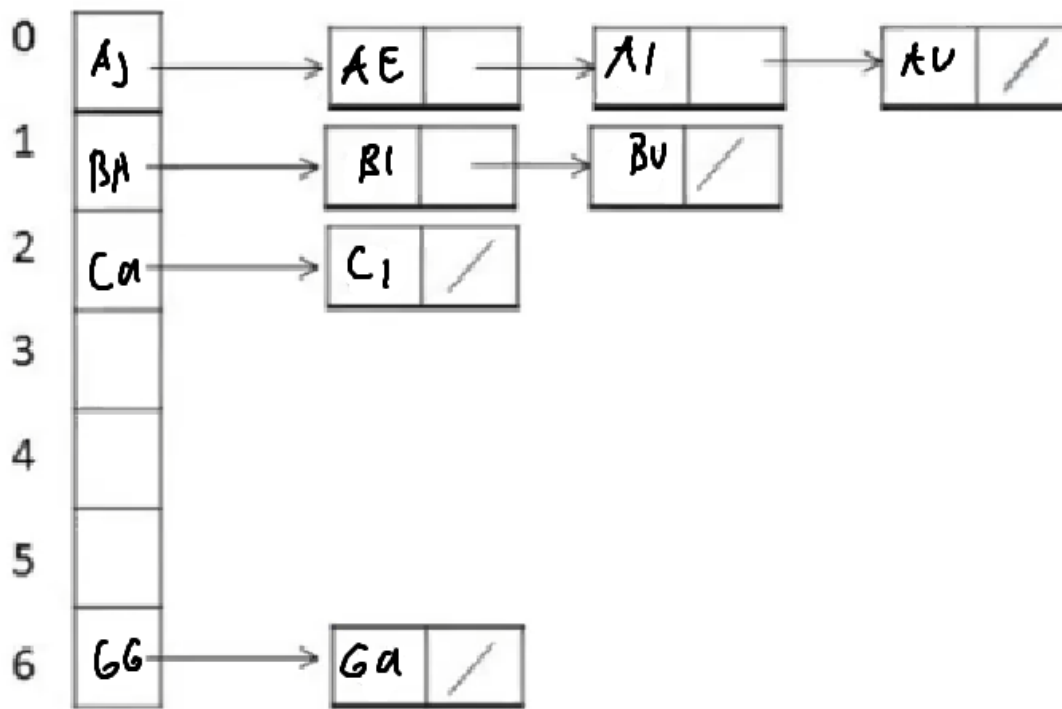
ASCII=1, thus key Abraham have hash = 1

if hash 1 already filled, hash++ and check if that hash already filled or not if not filled you can filled at there but if already filled (Hash++)

but hash=1 already Filled, so this is the collision problem

Chaining

- the hash table determine the ascii of first char in string
- Put the string as chained link

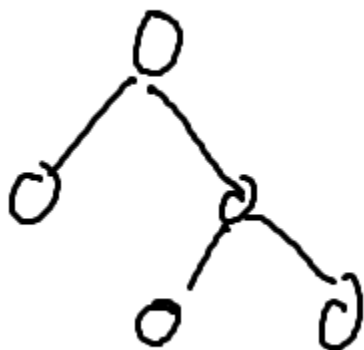


BINARY SEARCH TREE

1.

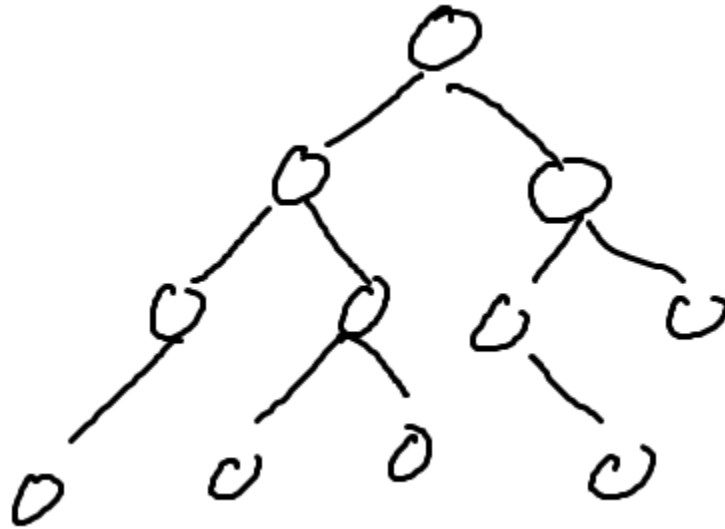
A. full binary tree

Binary tree yang mempunyai 0 anak atau 2 anak tapi tidak bisa 1



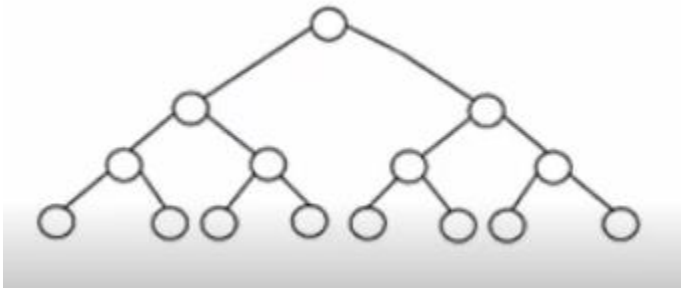
B. complete binary tree

Setiap level tree diisi dengan binary yang sama kecuali level paling rendah / paling akhir



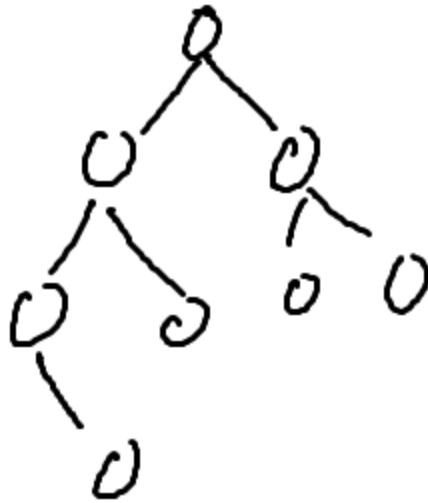
c. perfect binary tree

semua kemungkinan leaf di setiap level terisi



d. balanced binary tree

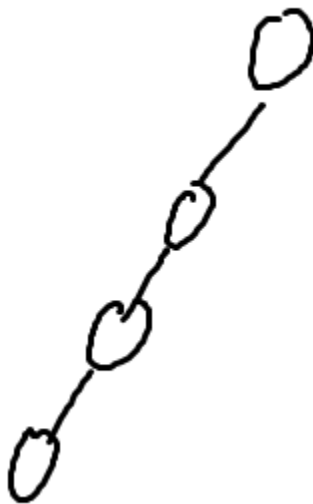
perbedaan kedalaman level dari root ke kanan dan root ke kiri adalah 1



e.degenerate binary tree

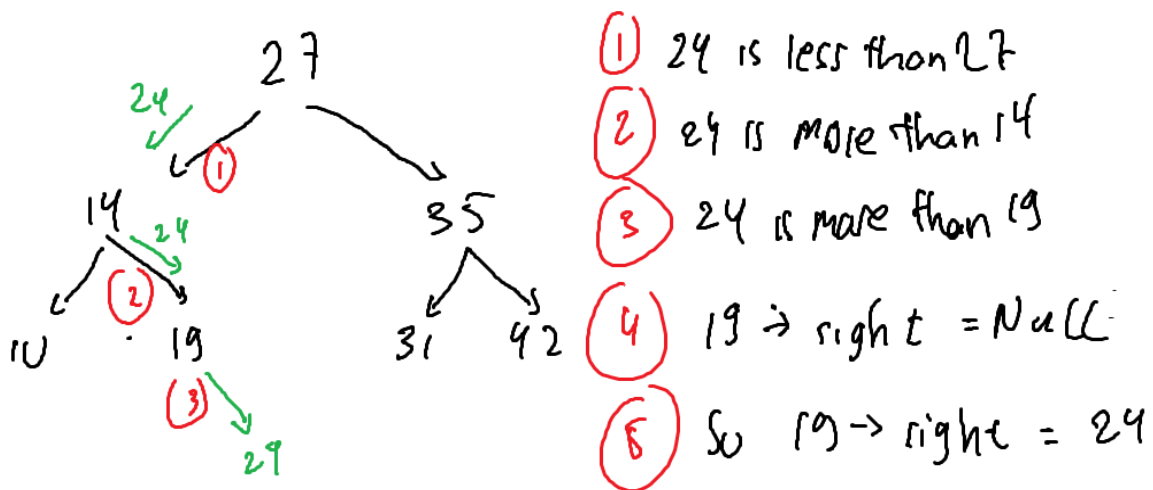
-looks like linked list

-per initial node only have 1 leaf

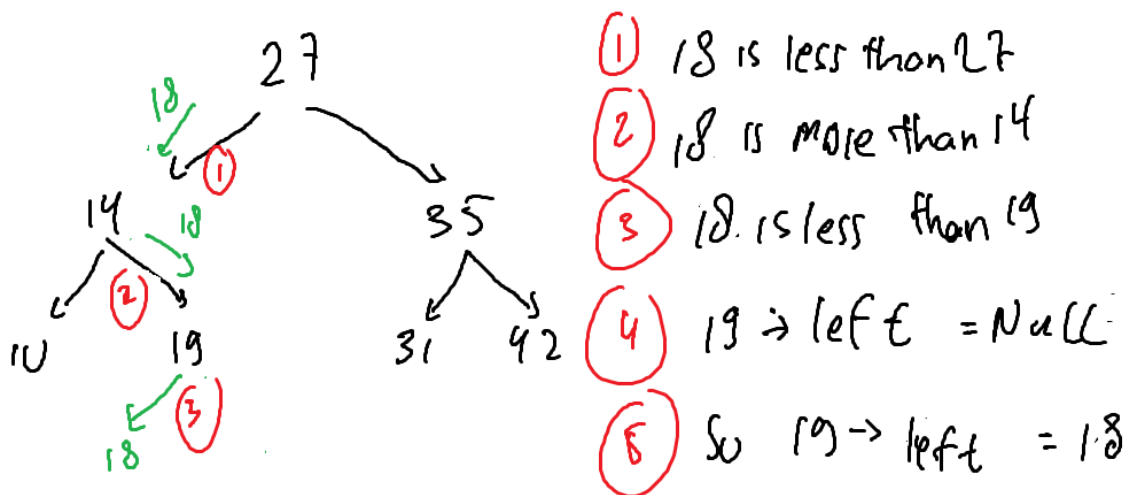


2.

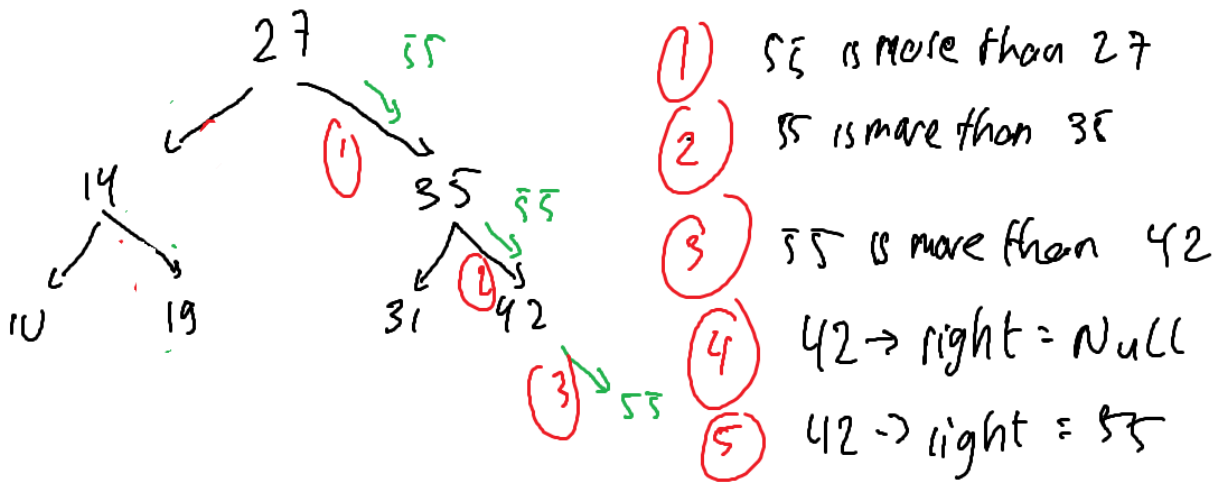
a.



b.



c.



3.

a.

b.

c.

