

25/Dec/22

Data structures (Python)

Data structure is a way to store and organize the data so that it can be accessed effectively.

Built-in data structure

list
Tuple
set
Dictionary

User defined data structure

Stack
Queue
Linked list
Tree
graph

① list : [] → Mutable

Negative
Indexing in list

10	20	30	40
-4	-3	-2	-1

Square braces technique : list_name = [group of values]

list constructor : list_name = list (range() / str / sequence)

1. Duplicates are allowed

2. guarantee the order in o/p.

3. Can store data of different data type

4. List can be Nested

② Tuple : () → Immutable

Round braces technique : tuple_name = (group of values)

Tuple constructor : tuple_name = tuple (range() / str / sequence)

1. Duplicates are allowed

2. guarantee the order in o/p

3. Can store data of different type

4. Tuples can be Nested

③ Set : { } → Mutable

Flower braces technique : set_name = {group of values}

set constructor : set_name = set (range() / str / sequence)

① Duplicates are not allowed

② Order is not guaranteed

③ Set can't be Nested

④ Set can store diff. datatype

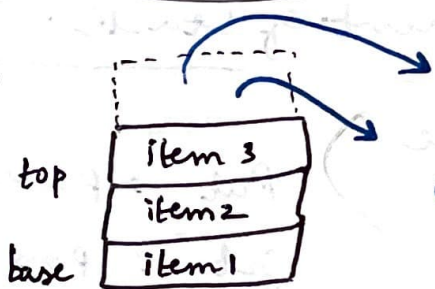
④ Dictionaries : $\{ \}$ → Mutable

Flower braces technique : $\text{dict_name} = \{ k_1 : v_1, k_2 : v_2, k_3 : v_3, \dots \}$

Dictionaries constructor : $\text{dict_name} = \text{dict}(\text{sequence})$

① Key - Duplicates are not allowed (unique) ② Dictionaries can be nested.
Values - Can be duplicated

② Order is Not Guaranteed

Stack :  Last In First out (LIFO)

Operations : Push ----> append

Pop ----> Pop

top

is Empty

* Stack is used to reverse a string.

① Implement stack using List :

$\text{stack} = []$

$\text{stack.append}(10)$ // insert element in list

$\text{stack.pop}()$ // remove last element from stack

$\text{len}(\text{stack}) == 0$ // check stack is Empty (or) Not

$\text{stack}[-1]$ // Top of stack (last element in list)

$n = \text{int}(\text{Input}(\text{"Limit of stack"}))$

$\text{len}(\text{stack}) == n$ // Then the list is full (overflow)

② Implement Stack using Modules :

① Collections module (Deque) → Double ended queue class

```
import collections
```

```
stack = collections.deque()
```

```
stack.append(10)
```

```
stack.append(20) // deque([10, 20])
```

```
stack.pop() // remove 20 from list
```

```
not stack // True, if the stack is Empty
```

```
stack[-1] // check Top element of stack.
```

② Queue module (LifoQueue class)

Put → push
get → pop

```
import queue
```

```
stack = queue.LifoQueue()
```

```
stack.put(10)
```

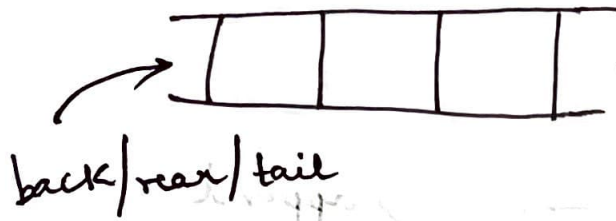
```
stack.put(20)
```

```
stack.get() // remove 20
```

→ stack.put(20, timeout=1)
Timeout parameter is used, so that the program won't stop when stack is empty (or) when stack is full

↓
Timeout will display message like "stack is empty" (or) "stack is full" after 1 sec

Queue: FIFO \rightarrow First In First out



front/head

* adding element (enqueue) \rightarrow rear++
* remove element (dequeue) \rightarrow front--

* is Full

* is Empty (Not queue \rightarrow True \rightarrow Then queue is empty)
Pop method
queue.pop(0)

① Implement Queue using List:

queue = []

queue.append(10)

queue.append(20)

queue.append(30) // [10, 20, 30]

queue.pop(0) // Pop will take place from front (10 will be removed).

queue.pop(0) // 20 will be removed

queue.pop(0) // 30 will be removed.

queue = []

queue.insert(0, 10)

queue.insert(0, 20)

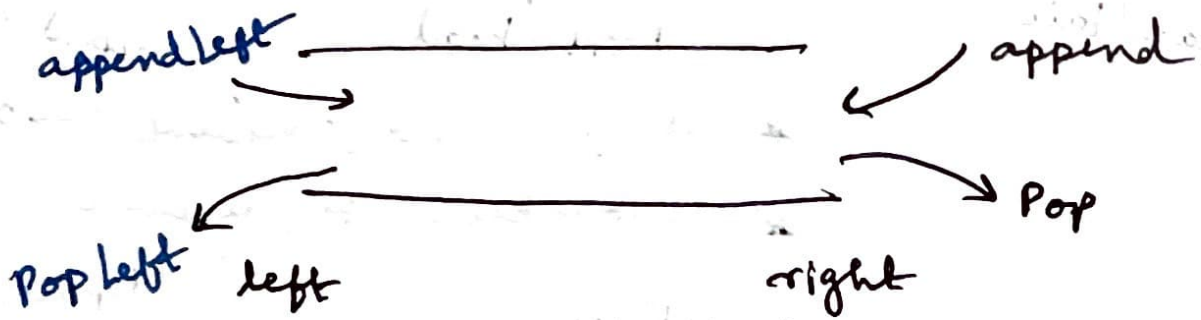
queue.insert(0, 30) // [30, 20, 10]

queue.pop() // remove 10

queue.pop() // remove 20

Queue Implementation using Classes

① deque → collections



import collections

q = collections.deque() // deque([]) empty queue

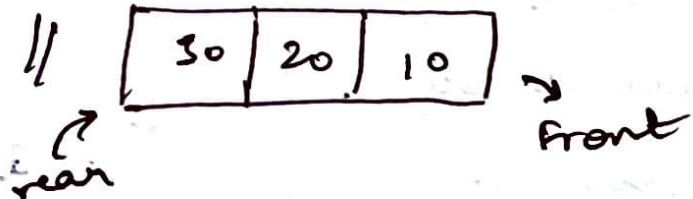
q.appendleft(10)

q.appendleft(20)

q.appendleft(30)

q.pop() // remove 10

q.pop() // remove 20



import collections

q = collections.deque()

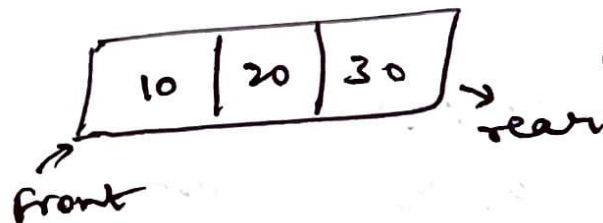
q.append(10)

q.append(20)

q.append(30)

q.popleft() // remove 10

q.popleft() // remove 20



deque([10, 20, 30])

② Queue module \rightarrow we have queue class

(i) Put (item, block=True, timeout) \rightarrow To insert a element in queue

Put_nowait (item)

(ii) get (block=True, timeout=None) \rightarrow Remove element from queue.

get_nowait ()

Import queue

q = queue.Queue ()

q.put (10)

q.put (50)

q.put (30) // < queue.Queue object at 0x000001E7CD388430

q.get () // 10 will be removed

q.get () // 50 will be removed next

Priority Queue \rightarrow Implemented by using

① List!

q = []
q.append (10)
q.append (40) // [10, 40]
q.sort ()

② Priority Queue from

Queue Module!

Import queue

q = queue.PriorityQueue ()

q.put (10)

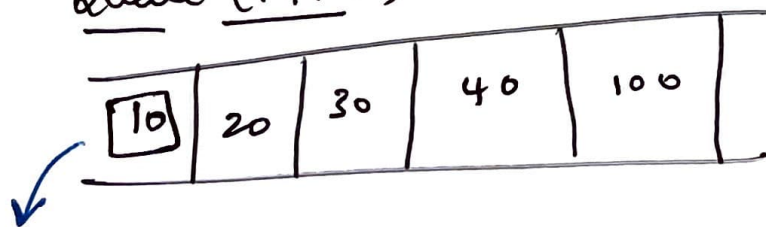
q.put (60)

q.put (20)

q.get () // 10 removed

q.get () // 20 removed

Queue (FIFO)



Priority Queue

The elements are removed, based on priority

① Lowest element \rightarrow high priority \rightarrow [10, 20, 30, 40, 100]

② highest element \rightarrow high priority \rightarrow [100, 40, 30, 20, 10]
(use q.sort(reverse=True))