



# **CIS 263 Introduction to Data Structures and Algorithms**

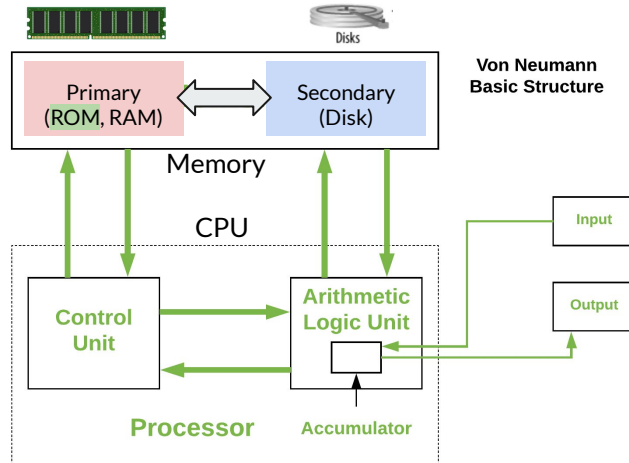
Basic Data Structures: Array, Linked List, Stack, and Queue



# Outline

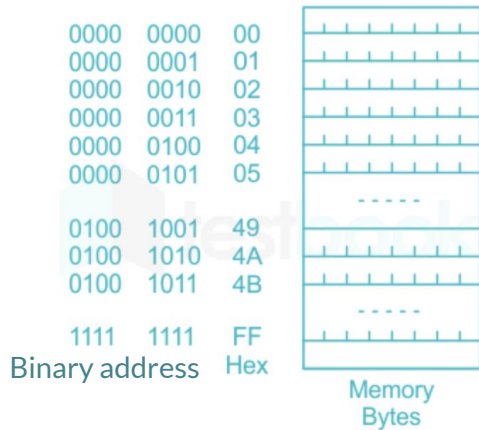
- Brief introduction on **how a computer works** (architecture)
- **Computer memory**, the concept of our first data structure: **Array**

# Computer Architecture basics



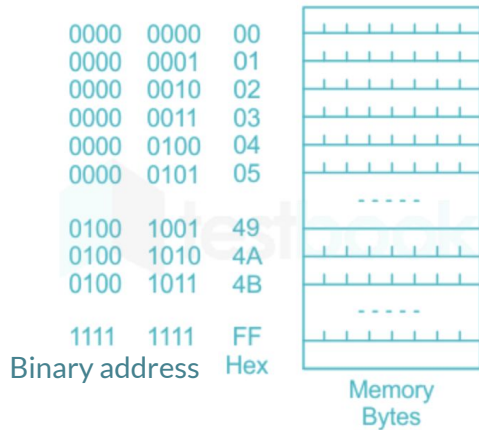
- In this course, our main focus will be mainly focused on the **memory management** part; more importantly the **primary memory**
- And **number of disk accesses** (latency delay)
- Through
  - Using appropriate data structures, and
  - Algorithms
- We are not doing any improvements over architecture etc.

# Memory, the concept of Array



- 8 bit memory (a simple case)

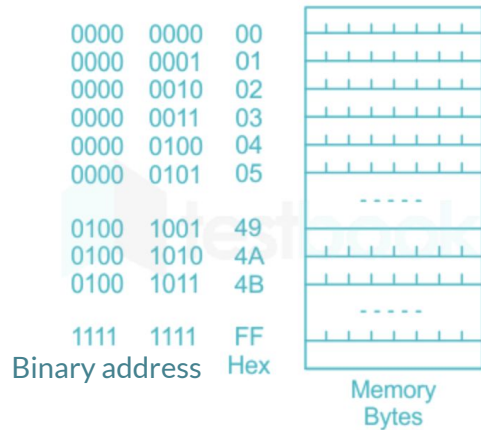
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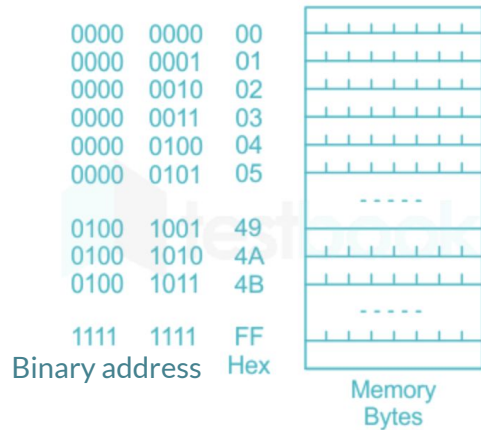
*Why 1 KB = 1024B not 1000B?*

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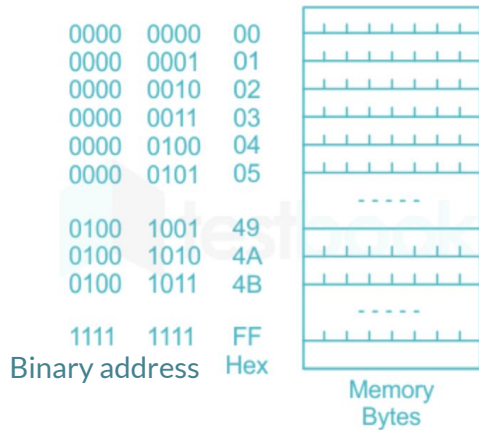
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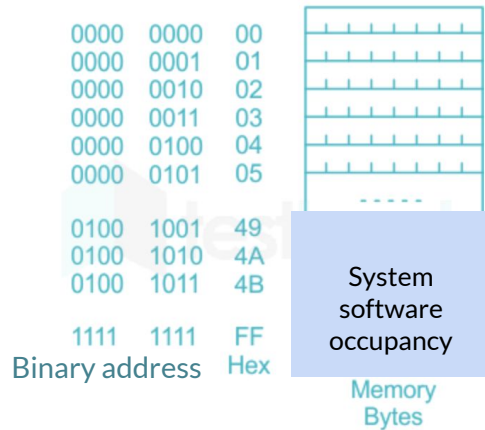


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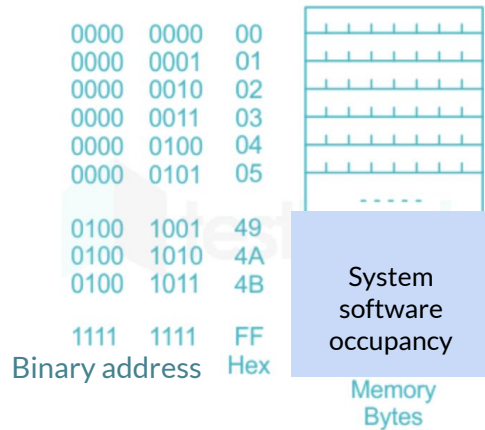


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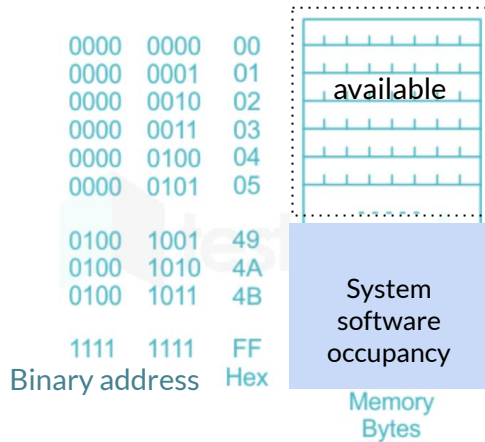
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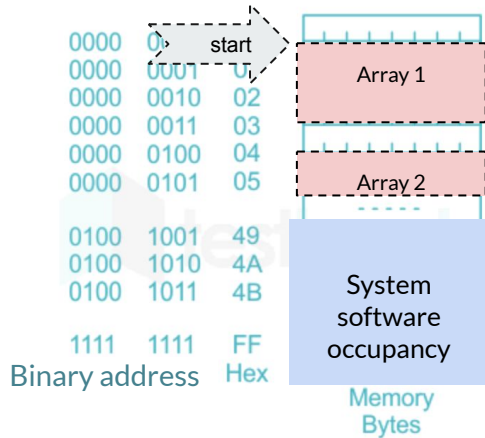
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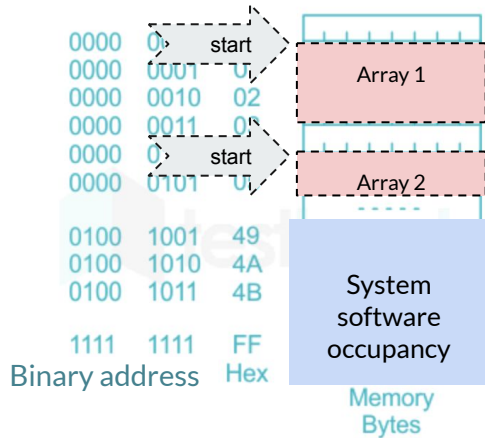
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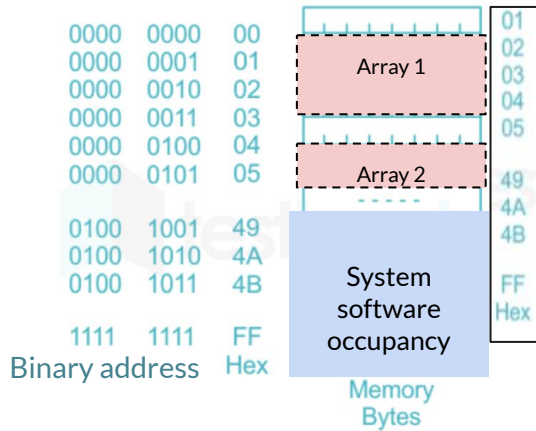
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- **Array** (our first data structure) meaning holding a fixed block whether you use it or not.

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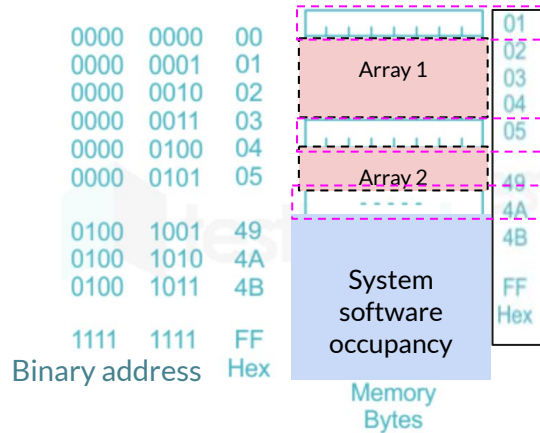
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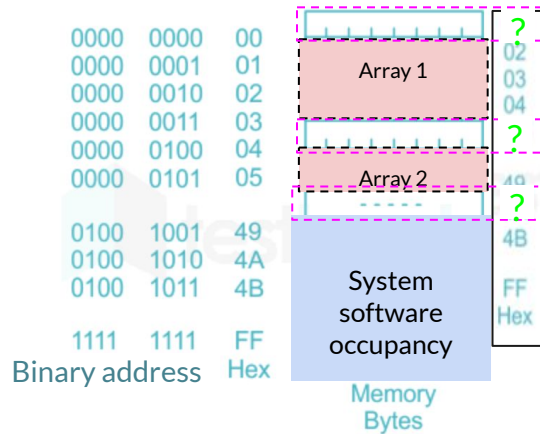
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# Memory, the concept of Array



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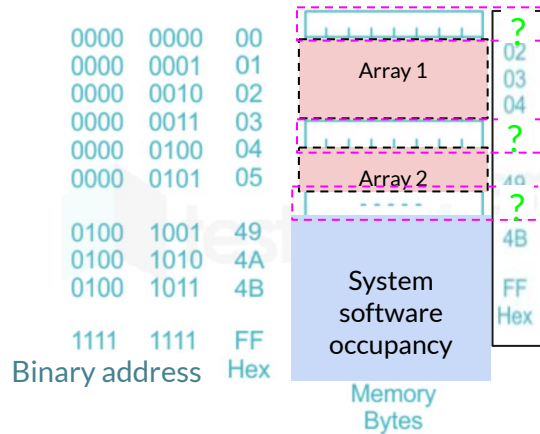
# Memory, the concept of Array



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- **Let's try, another data structure, linked list**

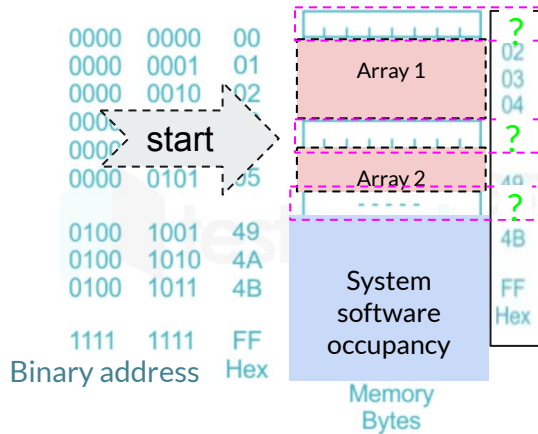


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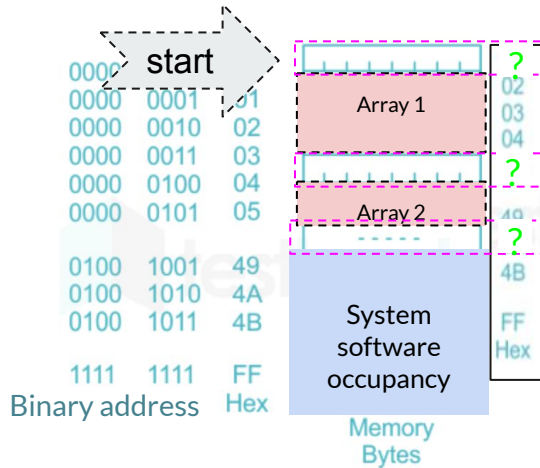
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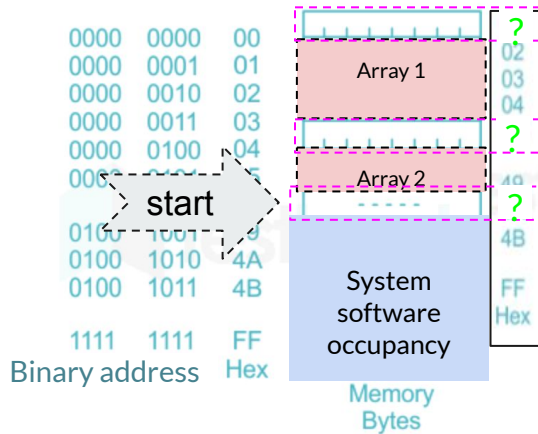
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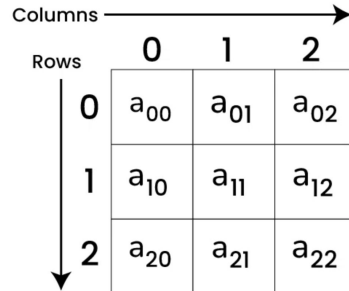


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# Array

(2D) Array



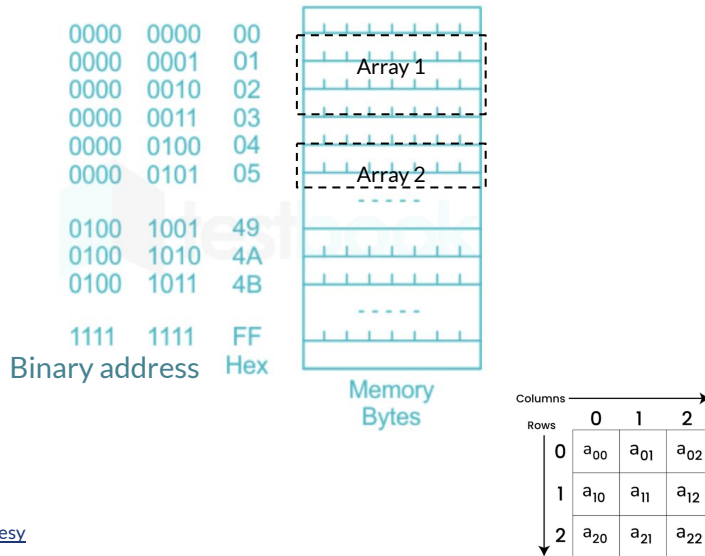
A diagram of a 2D array represented as a 3x3 grid. Above the grid, a horizontal arrow points to the right, labeled 'Columns'. To the left of the grid, a vertical arrow points downwards, labeled 'Rows'. The columns are indexed 0, 1, and 2 from left to right. The rows are indexed 0, 1, and 2 from top to bottom. The elements in the grid are labeled as follows:

	0	1	2
0	$a_{00}$	$a_{01}$	$a_{02}$
1	$a_{10}$	$a_{11}$	$a_{12}$
2	$a_{20}$	$a_{21}$	$a_{22}$

[Img src](#)

- **Array** (our first data structure) meaning holding a fixed block whether you use it or not.
- Addressing is inherent (consecutive, a sequence)
- Operations:
  - Accessing an item
  - Query (if an item exists)
  - Insertion
  - Deletion
- Accessing an item is time independent; why?

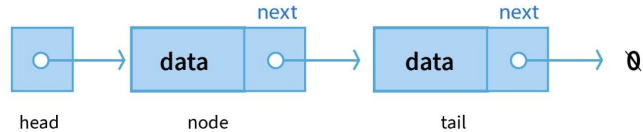
# Array



[Image courtesy](#)

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# Linked List



[img src](#)

- Fragmented block as available
- Addressing is implicit within the data structure itself
- Operations:
  - Accessing an item
  - Query (if an item exists)
  - Insertion
  - Deletion
- Accessing an item is time dependent



# Stack

*Fill in the blank*



A kid is reading on  
a  of books.

# Stack

*Fill in the blank*



A kid is reading on  
a pile of books.

# Stack

Fill in the blank.



A kid is reading on  
a pile of books.



I found a stack of books.

# Stack

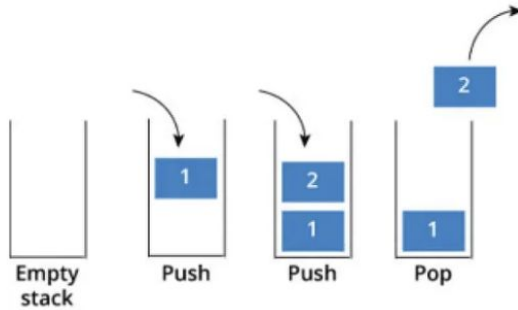


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# Stack



[Img src](#)

- An abstract Data Type (you can use an Array or LL to define a queue)
- Operations:
  - Accessing an item
  - Query (if an item exists)
  - Insertion (**push**)
  - Deletion (**pop**)

# Queue

*Fill in the blank*



A  of people.

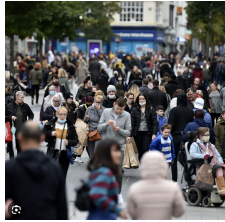
# Queue

*Fill in the blank*



A group of people.

# Queue



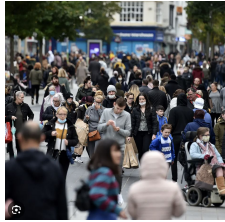
A group of people.



A queue of people.



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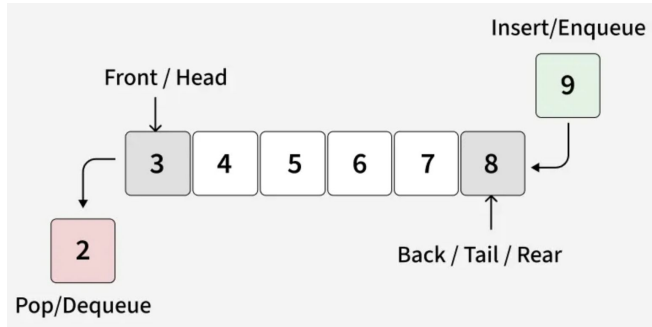


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