

# Data Structures and Algorithms

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- Title: Data Structures and Algorithms
- Subtitle: Stacks, FIFO Queues, Sorting Algorithms, and Shortest Path Algorithms
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# Table of Contents

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- Stack Abstract Data Type (ADT)
- FIFO Queue Concrete Data Structure
- Sorting Algorithms
- Shortest Path Algorithms

# What is a Stack?

- Definition:
  - A stack is a linear data structure that follows the Last In First Out (LIFO) principle.
  - The last element added is the first to be removed.
- Common Use Cases:
  - Undo functionality
  - Call stack in programming
  - Expression evaluation.



# Specifying Input Parameters

## Content:

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- How input parameters are used in operations (e.g., values to push onto a stack, elements to search).

## Example:

- For stack operations, the input could be an integer or string.
- Visuals:
- Diagram showing function inputs and outputs.

# Stack ADT Operations

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- **Push:** Adds an element to the top of the stack.
- **Pop:** Removes the element from the top of the stack.
- **Peek/Top:** Views the element at the top without removing it.
- **IsEmpty:** Checks if the stack is empty.

# Stack ADT - Example

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- Python Code:

```
class Stack:
    def __init__(self):
        self.items = []

    def push(self, item):
        self.items.append(item)

    def pop(self):
        return self.items.pop() if not self.is_empty() else None

    def peek(self):
        return self.items[-1] if not self.is_empty() else None

    def is_empty(self):
        return len(self.items) == 0
```



# Stack ADT Implementation

- Linked List vs. Array Implementation:
- Linked List:
  - Dynamic size
  - No memory wastage
- Array:
  - Fixed size
  - Faster access time
- Pros & Cons:
  - Linked List consumes more memory but is more flexible.
  - Array is simpler but has a fixed size.

# Use Cases of Stacks

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- Programming Call Stack: Handles function calls.
- Undo/Redo Functionality: Tracks user actions.
- Expression Parsing: Evaluates mathematical expressions.



# What is a FIFO Queue?

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- Definition:
  - A queue is a linear data structure that follows the First In First Out (FIFO) principle.
  - The first element added is the first to be removed.
- Common Use Cases:
  - CPU scheduling
  - Print queue management
  - Network data packet handling

# Queue Operations

Enqueue: Adds an element to the back of the queue.

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- Dequeue: Removes the element from the front of the queue.
- Peek/Front: Views the element at the front without removing it.

IsEmpty: Checks if the queue is empty..

# Queue Implementation Using Arrays or Linked Lists:

Array: Simple but has a fixed size.

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- Linked List: Dynamic size, more flexible.
- Circular Queues: Efficient use of space in arrays.



# Queue Implementation Example

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- Code example (in Python, C++, or Java)

# Applications of Queues

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- CPU Scheduling
- Print Queue Management
- BFS in Graphs

# Introduction to Sorting Algorithms

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- Importance of Sorting
- Categories: Comparison-based & Non-comparison-based.



# Selection Sort

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- Overview of Selection Sort
- Step-by-step Example

# Selection Sort - Time Complexity

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- Best, Average, and Worst Case Analysis
- Space Complexity

# Merge Sort

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- Overview of Merge Sort
- Divide and Conquer Approach



# Merge Sort - Time Complexity

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- Best, Average, and Worst Case Analysis
- Space Complexity

# comparison of Sorting Algorithms

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- Comparison Table: Selection Sort vs. Merge Sort

# Introduction to Shortest Path Algorithms

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- Importance in Graph Theory
- Use Cases: GPS, Network Routing



# Dijkstra's Algorithm

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- Overview of Dijkstra's Algorithm
- Example with Step-by-step Explanation

# Dijkstra's Algorithm - Time Complexity

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- Best, Average, and Worst Case Analysis

# Bellman-Ford Algorithm

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- Overview of Bellman-Ford Algorithm
- Step-by-step Example



# Bellman-Ford Algorithm - Time Complexity

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- Best, Average, and Worst Case Analysis

# Comparison of Shortest Path Algorithms

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- Dijkstra vs. Bellman-Ford

# Applications of Shortest Path Algorithms

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- Network Routing
- Road Navigation Systems
- Packet Switching in Networks



# Use Cases in Real-World Systems

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- Examples of how these data structures and algorithms are used in software systems

# Conclusion

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- Summary of Key Points

# Quiz/Discussion

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- Questions to engage the audience
- Example: "What is the time complexity of Dijkstra's Algorithm?"



# References

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- Books, Articles, Online Resources