

Data Structures and Algorithms Basics

Week#2

Study Material

Video References

- [Data Structures](#)
- [Data Structures and Algorithms](#)
- [Hash Table](#)
- [Priority Queue](#)
- [Generic Tree](#)
- [Introduction to Algorithms](#)
- [Algorithm Analysis](#)

Assignment



Assignment # 2

Problem Statement



Implement your own version of the following data structures with mentioned functionalities:

- Linked List
 - Insert
 - Insert at position
 - Delete
 - Delete at position
 - Center
 - Reverse
 - Size
 - Iterator
 - Traverse/Print

Problem Statement



Implement your own version of the following data structures with mentioned functionalities:

- Stack
 - Push
 - Pop
 - Peek
 - Contains
 - Size
 - Reverse
 - Iterator
 - Traverse/Print

Problem Statement



Implement your own version of the following data structures with mentioned functionalities:

- Queue
 - Enqueue
 - Dequeue
 - Peek
 - Contains
 - Size
 - Reverse
 - Iterator
 - Traverse/Print

Problem Statement



Implement your own version of the following data structures with mentioned functionalities:

- Priority Queue
 - Enqueue
 - Dequeue (Highest Priority)
 - Peek (Highest Priority)
 - Contains
 - Size
 - Reverse
 - Iterator
 - Traverse/Print

Problem Statement



Implement your own version of the following data structures with mentioned functionalities:

- N-Child Tree
 - Insert
 - Delete
 - Contains
 - Get Elements by value
 - Get Elements by level
 - Iterator Breadth First
 - Iterator Depth First
 - Traverse/Print Breadth First
 - Traverse/Print Depth First

Problem Statement



Implement your own version of the following data structures with mentioned functionalities:

- Hash Table
 - Insert
 - Delete
 - Contains
 - Get Value by key
 - Size
 - Iterator
 - Traverse/Print

Expected Behaviour And Output



- Use of similar data structures already present in the language/framework is not allowed
- Make use of java's object oriented capabilities for implementing the data structures
- Exception handling is expected in the program
- Jdk8 should be used for development



Evaluation Criteria



- Code Completeness and Correctness
- Usage of OO Principles, package/class structure, class/function/variable names
- Complexity of the operations
- Code should be in running condition
- Presentation Skills