

# CSCI 232:

# Data Structures and Algorithms

Java Review

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Spring 2025

# Announcements

- **No lab tomorrow**
- **Quizzes-** You **must** attend the lab that you are registered for  
→ If you can't make it to your lab section, talk to reese beforehand
- Fill out the course questionnaire

We are going to write a program where a user can keep track of their online shopping cart.

Users can add items, remove items, search for items, get the total price of cart, and apply coupons to items



```

public class Item {

    private String name;
    private double price;
    private int quantity;

    public Item(String n, double p, int q) {
        this.name = n;
        this.price = p;
        this.quantity = q;
    }

    public String getName() {
        return this.name;
    }

    public double getPrice() {
        return this.price;
    }

    public int getQuantity() {
        return this.quantity;
    }
}

```

Java Class: Blueprint for an object (i.e. a “thing”)

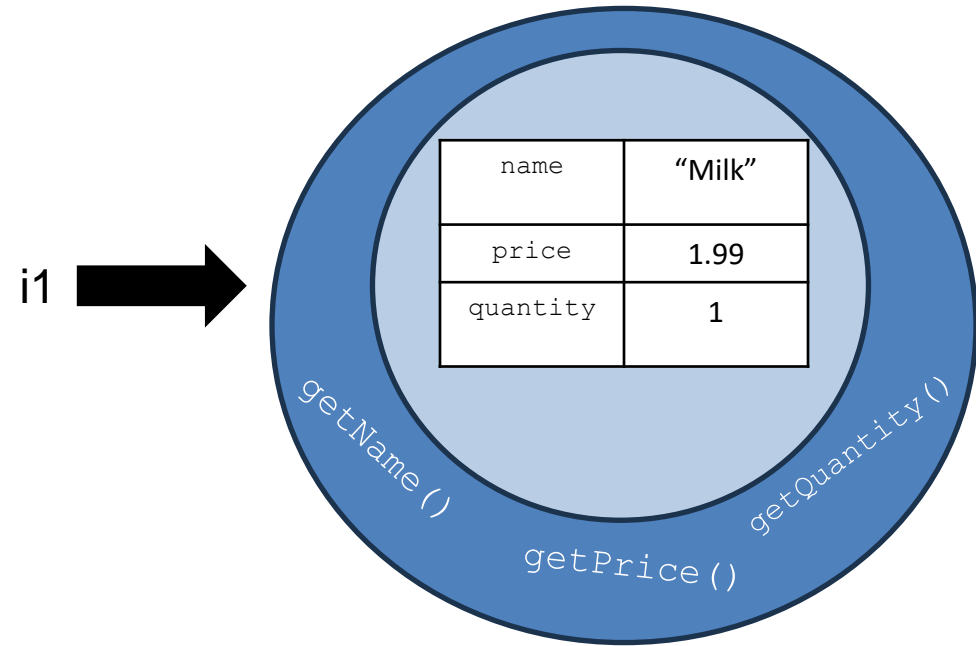
- Instance Field/Attributes
- Methods

```

Item i1 = new Item("Milk", 1.99, 1);
Item i2 = new Item("Eggs", 3.99, 2);

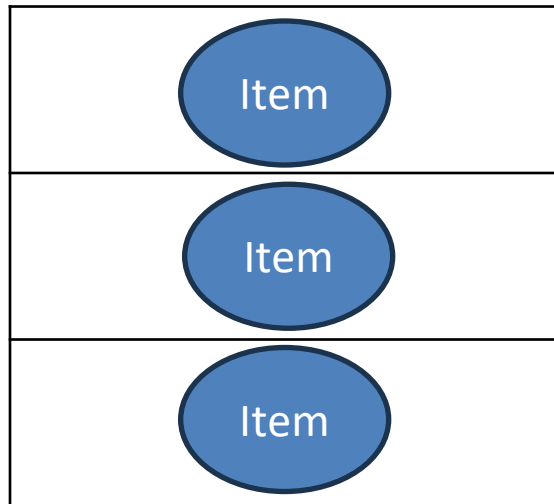
System.out.println(i1.getName());
System.out.println(i2.getQuantity());

```

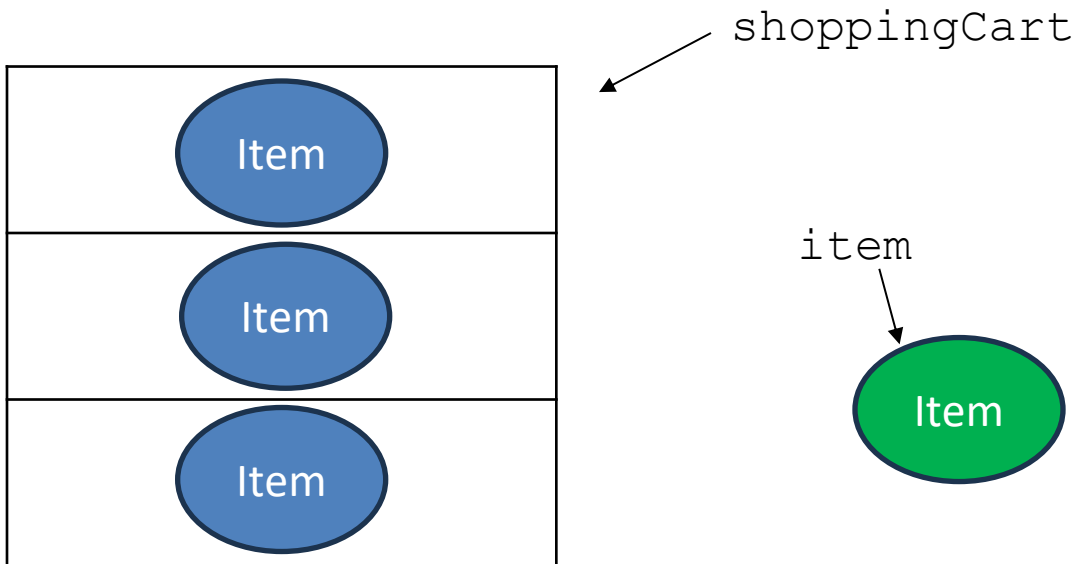


Java Objects: **Instances** of classes.  
Program entities

```
public void addItem(String name, double price, int quantity) {  
    Item item = new Item(name, price, quantity);  
    Item[] tempArray = new Item[this.shoppingCart.length + 1];  
    for(int i = 0; i < this.shoppingCart.length; i++) {  
        tempArray[i] = shoppingCart[i];  
    }  
    tempArray[shoppingCart.length] = item;  
    shoppingCart = tempArray;  
    this.num_of_items++;  
}
```



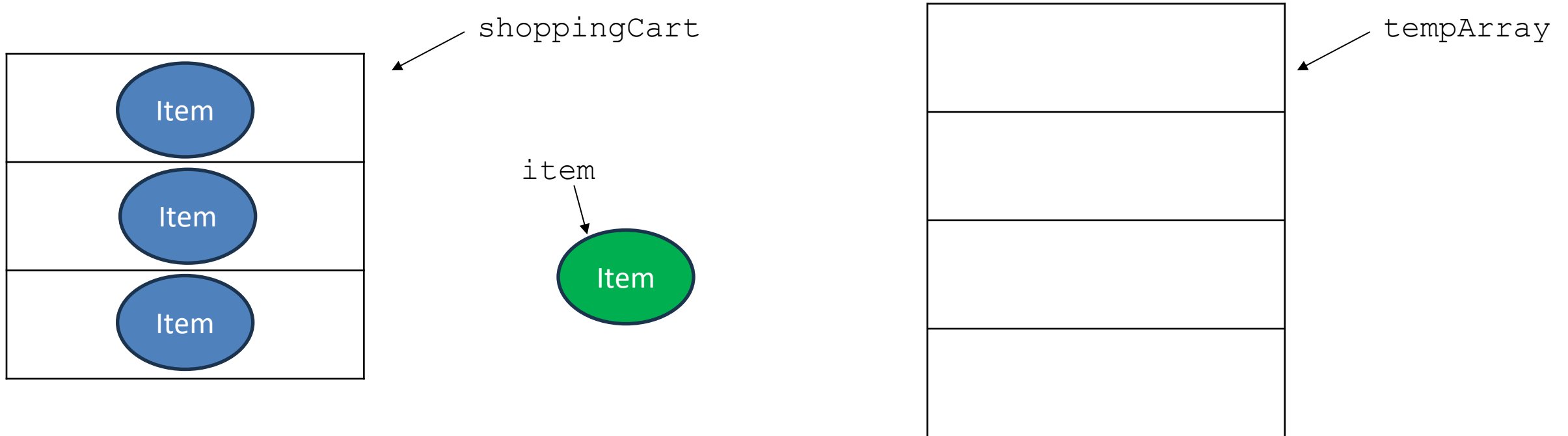
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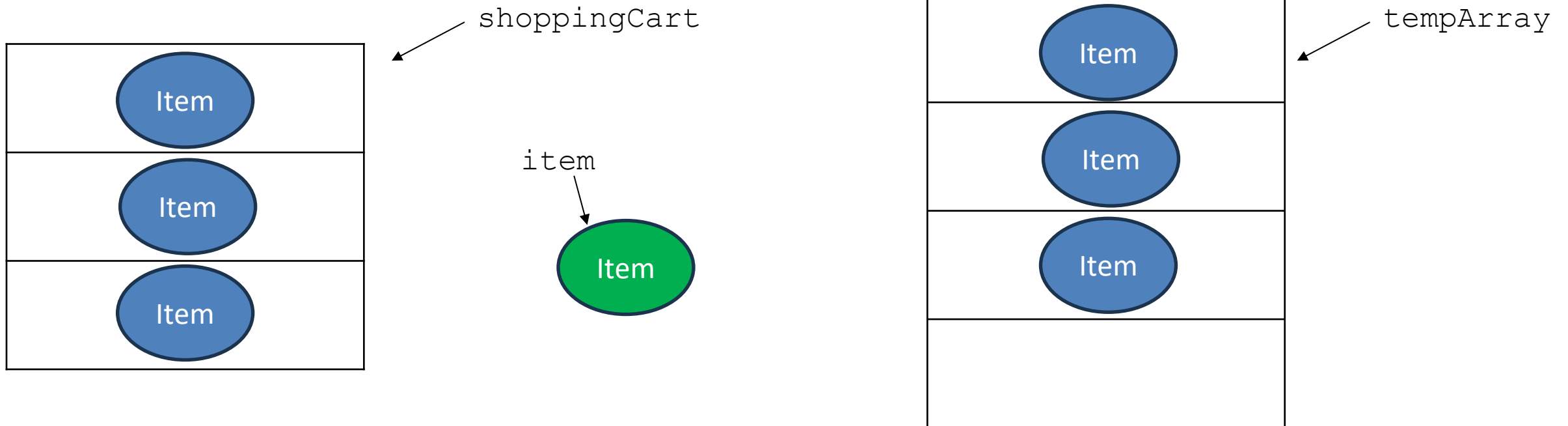
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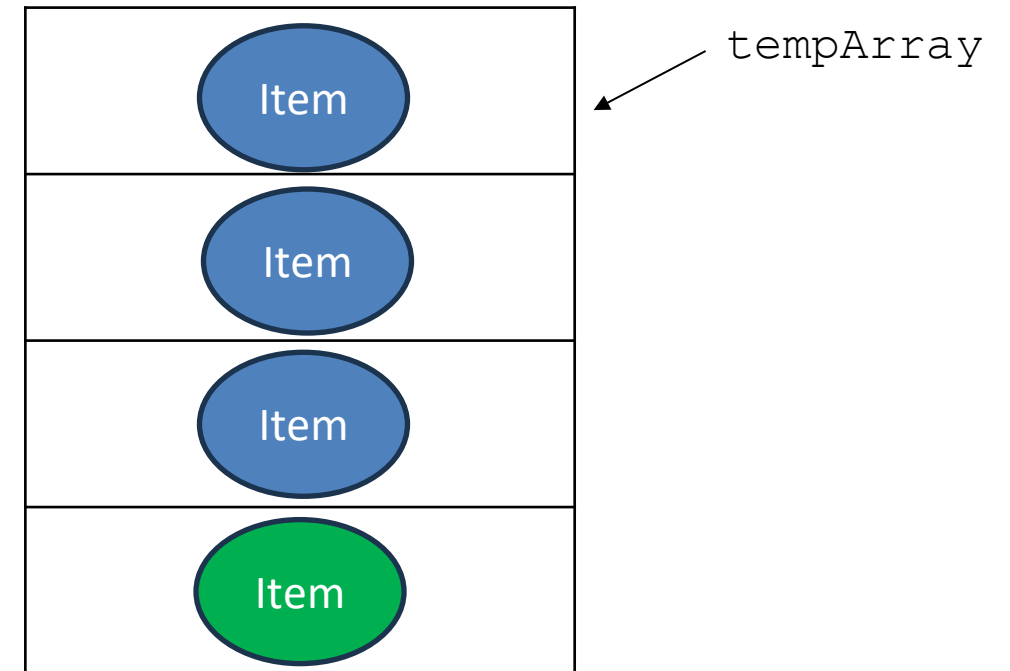
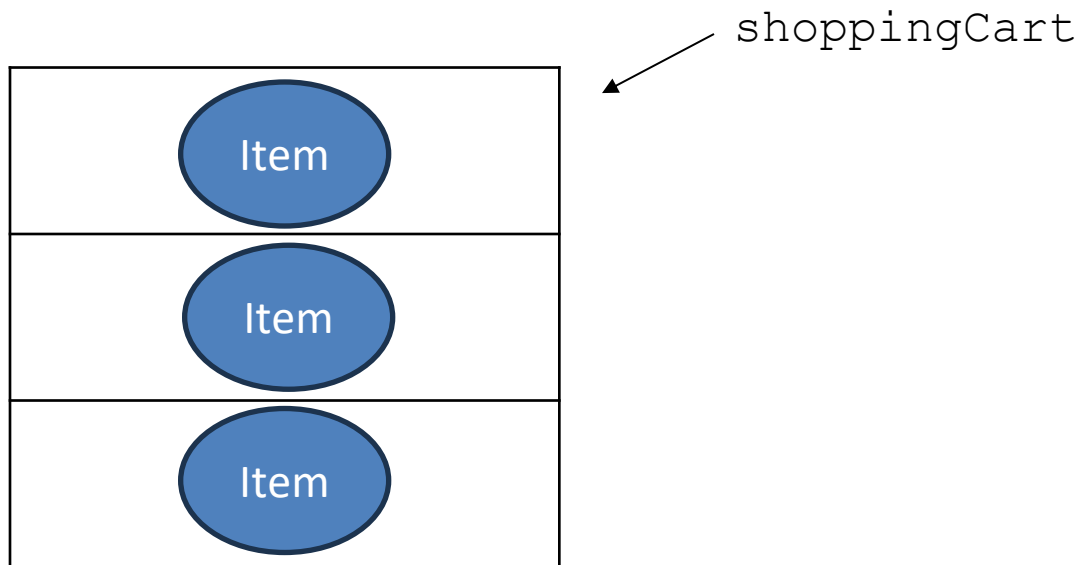




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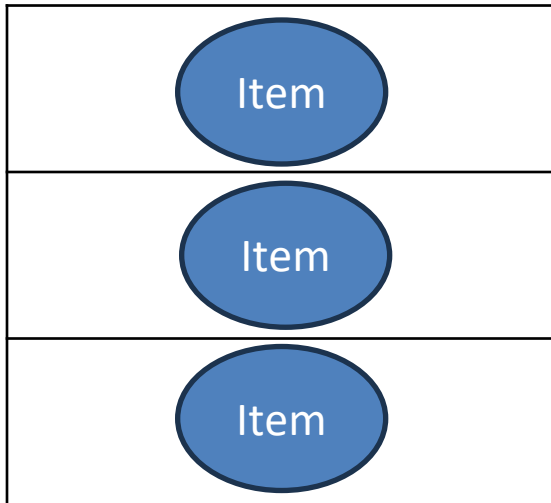
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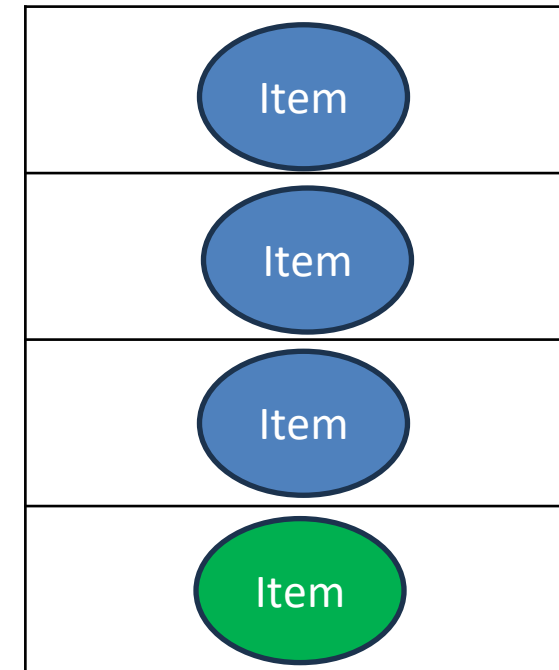
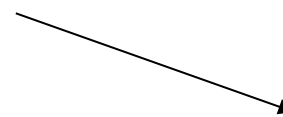
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```



shoppingCart



tempArray



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Running time?

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Running time: Number of operations required to complete algorithm

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Big O Notation: Upper bound on asymptotic growth. I.e. Worst case upper bound of a function

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Running time: Number of operations required to complete algorithm

Big O Notation: Upper bound on asymptotic growth. I.e. Worst case upper bound of a function

Big O Notation measures the number of steps needed to complete an algorithm under the worst-case scenario

```
public int linearSearch(int[] array, int target) {  
    for(int i = 0; i < array.length; i++) {  
        if(array[i] == target){  
            return i;  
        }  
    }  
    return -1;  
}
```

To calculate the running time, we add up the running time of each operation

```
public int linearSearch(int[] array, int target) {  
    ??? → for(int i = 0; i < array.length; i++) {  
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Worst case scenario, this for loop will need run **n** times

**O(n)**      Let **n = array.length**



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Primitive operation – operation that takes constant time (independent of size of the input)

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**Total running time:  $O(n * 1 + 1)$**

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In Big O notation:

- We can drop non dominant factors
- We can drop multiplicative constants (coefficients)

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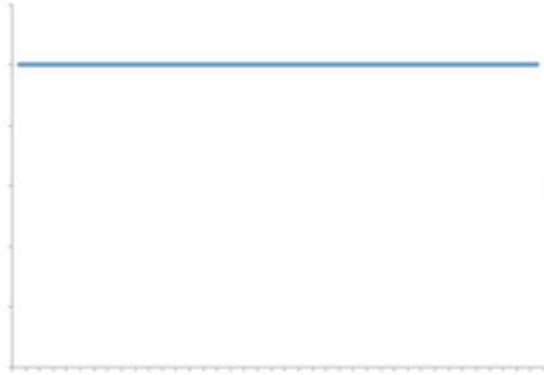
Primitive operation – operation that takes constant time (independent of size of the input)

**Total running time:  $O(n)$  where  $n = | \text{array} |$**

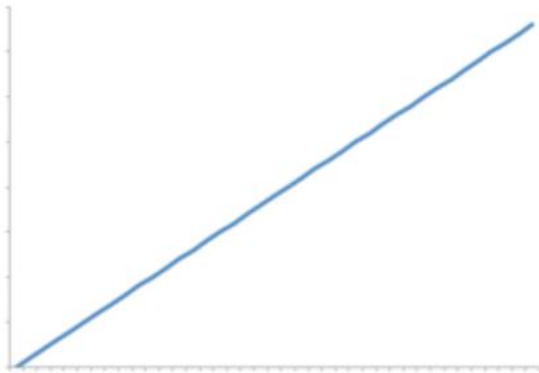
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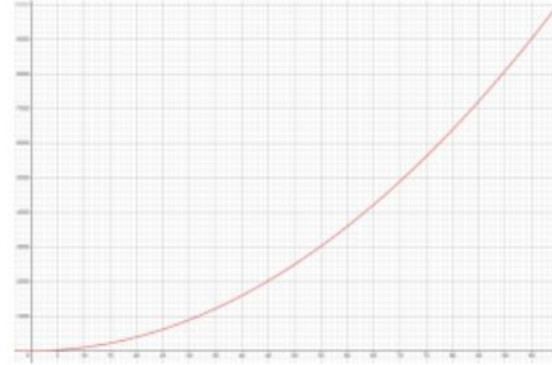
**Constant**



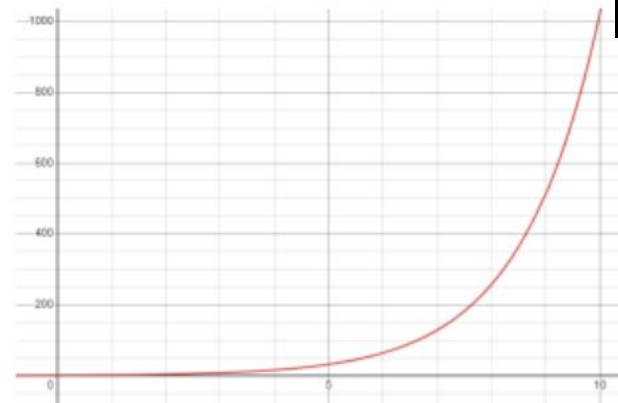
**Linear**



**Quadratic**

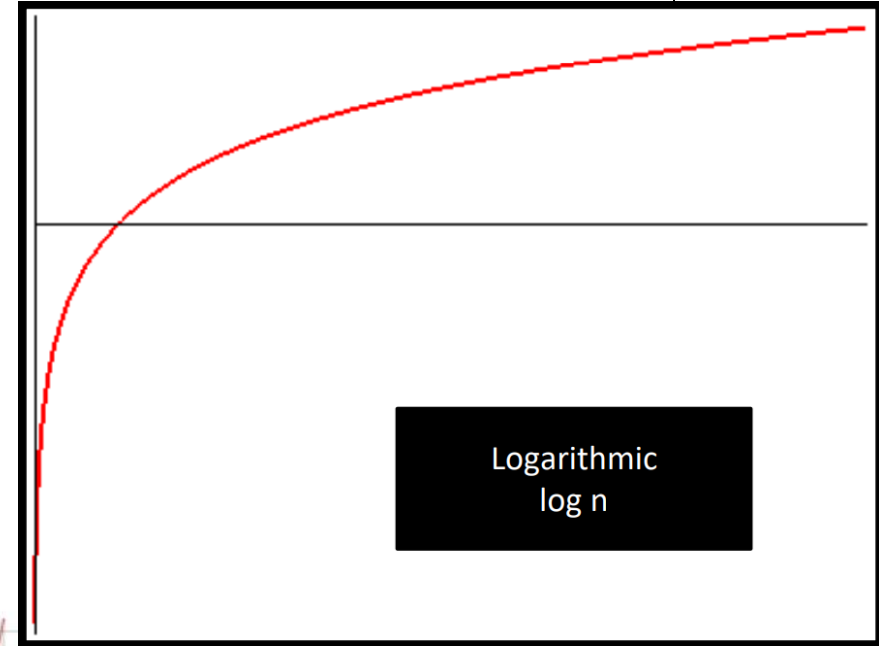


**Exponential**



{  
+ 1];

Logarithmic  
 $\log n$





```
function computeDistanceBetweenCaves():  
    for each cave in all_caves i;  
        for each cave in all_caves j;  
            compute_distance(i, j)
```

	C1	C2	C3	...	C9
C1	/	D(1,2)	D(1,3)	...	D(1,9)
C2	D(2,1)	/	D(2,3)	...	D(2,9)
C3	D(3,1)	D(3,2)	/	...	D(3,9)
...	...	...	...	...	....
C9	D(9,1)	D(9,2)	D(9,3)	...	/

```
function computeDistanceBetweenCaves():
```

```
     $O(n)$  for each cave in all_caves i;
```

```
         $O(n-1)$  for each cave in all_caves j;
```

```
             $O(1)$  compute_distance(i, j)
```

	C1	C2	C3	...	C9
C1	/	D(1,2)	D(1,3)	...	D(1,9)
C2	D(2,1)	/	D(2,3)	...	D(2,9)
C3	D(3,1)	D(3,2)	/	...	D(3,9)
...	...	...	...	...	....
C9	D(9,1)	D(9,2)	D(9,3)	...	/

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Total running time =  $O(n) * ( O(n) * O(1) )$

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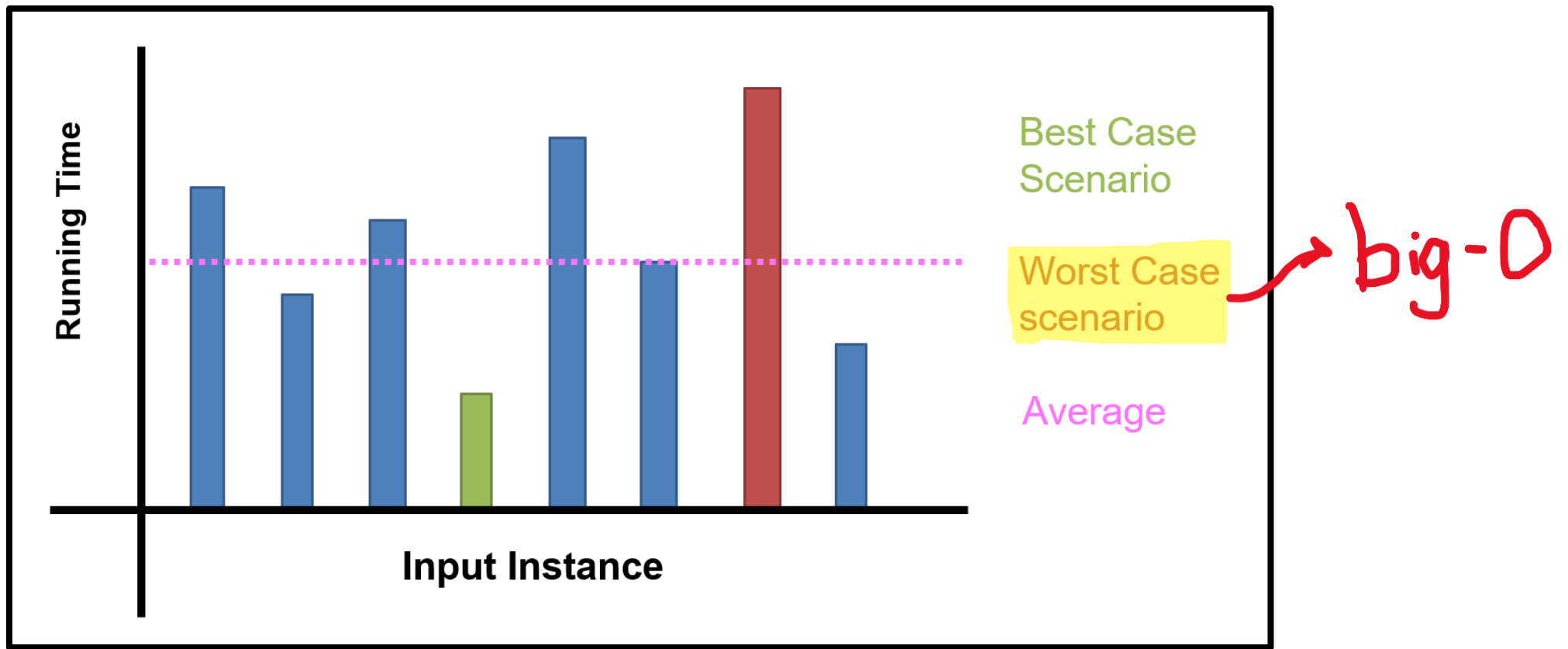
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Total running time =  $O(n) * ( O(n) * O(1) )$

$O(n^2)$  Where  $n = \#$  of caves



In computer science (and this class in particular), we will be focusing on stating running time in terms of **worst-case scenario**

# Big O Formal Definition

Let  $f(n)$  and  $g(n)$  be functions mapping positive integers to positive real numbers  
 $f(n)$  is  $O(g(n))$  if there is a real constant  $c > 0$  and an integer constant  $n_0 \geq 1$  such that

$$f(n) \leq c \cdot g(n), \text{ for all } n \geq n_0$$

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Past a certain spot,  $g(n)$  dominates  $f(n)$  within a multiplicative constant

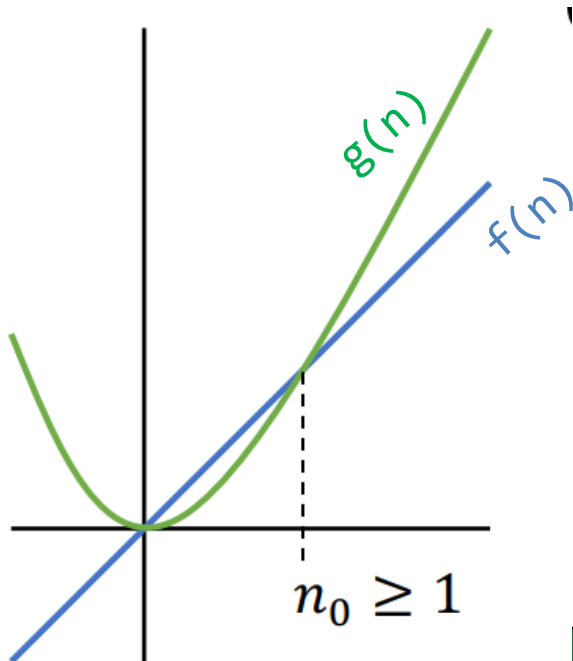


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$$\begin{aligned} \forall n \geq 1, n^2 \geq n \\ \Rightarrow n \in O(n^2) \end{aligned}$$

$O$  -notation provides an upper bound on some function  $f(n)$

# Which would you rather have?

Given a problem of size  $n$

Algorithm A runs in  
 $O(n^2)$  time.

Algorithm B runs in  
 $O(n)$  time.

# Which would you rather have?

Given a problem of size  $n$

Algorithm A runs in  
 $n^2 \in O(n^2)$  time.

Algorithm B runs in  
 $n + 10^{25} \in O(n)$  time.

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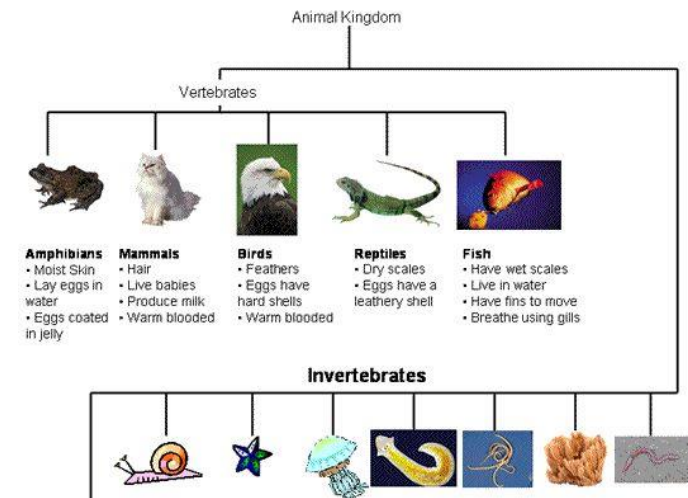
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Big-O is a helpful way to broadly describe the running time of different programs, but it isn't perfect



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}

```

Total running time:  $O(n) + O(n)$

$O(2n)$

**$O(n)$  where  $n = \text{shoppingCart.length}$**

```

public void addItem(String name, double price, int quantity) {
    O(1) → Item item = new Item(name, price, quantity);
    O(n) → Item[] tempArray = new Item[this.shoppingCart.length + 1];
    O(n) → for(int i = 0; i < this.shoppingCart.length; i++) {
        O(1) → tempArray[i] = shoppingCart[i];
    }
    O(1) → tempArray[shoppingCart.length] = item;
    O(1) → shoppingCart = tempArray;
    O(1) → this.num_of_items++;
}

```

Total running time:  $O(n) + O(n)$

$O(2n)$

**$O(n)$  where  $n = \text{shoppingCart.length}$**

Takeaway: Adding to a full array takes  $O(n)$  time