

Q1 → A data structure is a particular way of organizing data in a computer so that it can be used effectively.

Linear Data structure Non-linear Data structure

- 1) In this Data elements → In this data elements are arranged in a linear order where each & every element are attached to its previous & next adjacent.

- 2) In this single level. → In this multiple levels is involved.

- 3) Its implementation is easy in comparison to EDS.

- 4) In this data elements. → In this data element can be traversed. In a single run only a single run.

- 5) In this memory is not used in efficient way.

- 6) Eg :- stack, queue

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2) In this single level. ↗ In this multiple levels is involved.

3) Its implementation is easy in comparison to N-L-D-S.

4) In this data elements can be traversed in a single run only.

5) In this memory is not used in efficient way.

6) Eg :- stack, queue

6) Eg Graphs & trees.

Q4 → Linear Search (Array A, value x)

Step 1 :- Set i to 1

Step 2 :- If $i > 1$ then goto Step 7

Step 3 :- If $A[i] = x$ then goto step # 6

Step 4 :- Set i to $i + 1$

Step 5 :- Go to step 2

Step 6 :- Point element x found at index i
4 goto step 8.

Step 7 :- Point element not found.

Step 8 :- Exit.

Q5 → Asymptotic notations are the mathematical notation used to describe the running time of an algorithm when the input tends toward a particular value or a limiting value.

Big O :- It represents the upper bound of the running time of an algorithm.

Thus it gives the worst-case complexity of an algorithm.

Omega (Ω) :- It represents the lower bound of the running time of an algorithm. Thus it provides the best-case complexity of an algo.

Theta (Θ) :- It encloses the function from above & below. It represents

upper & lower bound of running time of an algo.

Analyzing average-case complexity of an algo.

Q9 → Characteristics of Algo are as follows.

1) finiteness & An algo should have finite number of steps. & it should end after a finite time.

2) Input :- It may have many input or no inputs at all.

3) output & It should result at least one output.

4) Definiteness & Each step must be clear, well defined & precise.

There should be no any ambiguity.

5) Effectiveness - Each step should be finite amount of time & must be simple.

Q10 → ① The complexity of an algorithm - computes the amount of time & spaces required by an algorithm. for an input size. (n) .

② Complexity of an Algo can be divided into two type:-

i) Time complexity :-

It is a process of determining a formula for total time required towards the execution of that algo

ii) Space complexity :-

It is a process of defining a formula for prediction of how much memory space is required for successful execution of algo.

- Q11.1. ① The Data type is basically a type of data ~~typ~~ that can be used. In diff computer programs.
- ② Eg:- int, float etc
- ③ ADT is a special kind of datatype whose behaviour is defined by a set of values & set of instruction.
- ④ The keyword 'Abstract' is used as we use this datatypes.
- ⑤ The ADT is Made up of Primitive Datatypes, but operation logic is hidden.
(Eg) stack, Queue.

- Q11.3 → ① Recursion is a process where function calls itself indirectly or directly to solve the problem.
- ② The function that performs the process of recursion is called a recursive function.
- ③ There are certain problems than can be solved easily with the help of recursive algo.

- Q11.4 → ① Stack is a data structure that follows the principle of Last In first Out (LIFO).
- ② This means last element inserted inside the stack is removed first.
- ③ Eg:- A pile of plates on one on top of another.

- Q11.5 → ① It is a linear data structure that includes series of connected nodes.
- ② Here each node stores data & address of next node.

Q16 → Sequential search :-

- ① In this each element of an array is retrieved one by one in a logical order & check whether it is desired element or not.
- ② A search will be unsuccessful if all the elements are accessed, & the desired element is not found. It's the worst case.
- ③ In the average case we may have to scan half of the size of the array ($n/2$).

Binary Search :-

- ① It is a extremely efficient algorithm.
- ② This search technique consumes less time in searching. the given item in minimum possible comparison.
- ③ In this we have to find the middle element of the array first.
- ④ Then, middle element of the array is compared to the element to be searched.
- ⑤ If the desired item is less than middle it will search first half.
- ⑥ Else 2nd half.

Time complexity of sequential search is $O(N)$ while binary search has $O(\log_2 N)$.

The best time of both is $O(1)$.

Worst case for sequential = N .

Worst case for binary = $\log_2 N$.

Q17-① The 2-dimensional array can be defined as that an array of arrays.

② The 2-dimensional array are organized as matrices which can be represented as the collection of rows & columns. as array $[M][N]$, where M is Number of rows & N is No. of columns.

Eg

2D array		0	1	2
0	a(0,0)	a(0,1)	a(0,2)	
1	a(1,0)	a(1,1)	a(1,2)	
2	a(2,0)	a(2,1)	a(2,2)	

Row Major order :- It assigns

$$\text{Address of } A[i][j] = B + w * (i - LR) * N + (j - LC)$$

Column Major order

$$\text{Address of } A[i][j] = B + w * (C - LC) * M + (i - LR)$$

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→ Algorithm

- 1) Add ')' to postfix expression.
- 2) Read postfix expression from left to right until) encountered.
- 3) If operand is encountered push it onto stack. [End if]
- 4) If operator is encountered pop two elements.
 - i) A → top element
 - ii) B → Next to top element
 - iii) Evaluate B operator A, Push B operator A onto stack.
- 5) Set result = pop
- 6) END.

Q2. Prefix to Postfix.

* + a - bc / - def g h . { scan from Right to left }

that	*	f	g	-	def	fg-hat
			g	-		
			h	-	def	
				hat		

d					
e		de-			de-fg-h+ /
fg-h+		fg-h+			

i	b	a	abc - +
c		bc -	
de-fg-h+ /		de-fg-h+ /	

abc - + de - fg - h + / * .

Q3 → Algo

- 1) Create a stack
- 2) for each character 't' in the input stream
 - i) if (t is an operand)
 Output t
 - ii) else if (t is a right parenthesis)
 { Pop & output tokens until a left parentheses is popped }.
 - iii) else,

iii) else {

 pop & output tokens until one of,
 lower priority than + is encountered.
 or a left parentheses is encountered.
 or the stack is empty.

PUSH +.
 3

3) Pop & output tokens until stack is
empty.

Q4-1) Circular queue is just a variation of the linear queue in which front & rear end are connected to each other. To optimize the space wastage of the linear queue & makes it efficient.

Advantages of circular queue over linear queue are:-

1) Easier for insertion & deletion:-

In circular queue, elements can be inserted easily if there are vacant location until its not fully occupied where-as in the case of a linear queue insertion is not possible once the rear reaches the last index even if there empty location present in the queue.

2) Efficient utilization of Memory:-

In the circular queue there is no wastage of memory as it uses the unoccupied space, & memory is used properly in a valuable & efficient manner as compared to a linear queue.

3) Ease of performing operations:-

In the linear queue, FIFO is followed, so the element inserted first is the element to be deleted first. But this is not the scenario in the case of the circular queue, as the rear & front are not fixed. So the order of insertion-deletion can be changed, which is very useful.

- Q5 ->
- (i) Priority Queue: Is an extension of the Queue data structure, where each element has a particular priority associated with it.
 - (ii) Based on the priority value, the elements from the queue are deleted.
 - (iii) Array implementation of priority queue.
Is the idea to create a structure to store the value & priority of the element & then create an array of that structure, to store elements.
- Its basic operations are as follows:

1) enqueue :- used to insert element at

the end of the queue

2) Peek () :- traverse across the priority queue & find the element with highest priority & return its index.

(ii) In the case of multiple elements with same priority, find the element with highest value & highest priority.

dequeue = Decrease the size by one
 ↪ calls the peek.

Q1) → Deque / Double ended queue is a type of queue in which insertion & removal of elements can either be performed from the front or rear. thus it does not follow FIFO rule.

Operation on Deque

1) Insert at the front.

This operation add an element at the front.

1) check the position of front.

2) If front < 1, reinitialize front=n-1

+ 3) Else, decrease front by 1.

4) Add a new key into array [front].

2) Insertion at Rear.

This operation add an element to the rear.

1) Check if array is full.

2) If the deque is full, reinitialize rear=0

+ 3) Else rear by 1

4) add a new key into array [rear]

3) Delete from front.

Operation deletes an element from the front.

1) check if deque is empty

2) if deque is empty the deletion cannot be performed.