Programming Technical Review Notes

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August 18, 2016

Contents

1 Data Structures

Comparison of common data structures:

	Linked List	Array	Dynamic Array	Balanced Tree	Hashed Array Table
Indexing					
Insert/Delete at Beginning					
Insert/Delete at End					
Insert/Delete at Middle					
Wasted Space (average)					

1.1 Linked Lists

1.1.1 Description

A linear collection of data elements (nodes) that contain contain a pointer to the next node. There are several sub-types of linked lists; singly-linked list, doubly-linked list, mulitiply-linked list, and circular-linked list among others.

1.1.2 Pros

- Dynamic, can be grown and pruned during run-time. Easy memory allocation/deallocation
- Node insertion and deletion are easily implemented
- Linear data structures are easily created using linked-lists

1.1.3 Cons

- Use more memory than arrays because of pointers needing to be stored
- Nodes must be read in order so are sequentially accessed
- Nodes are stored incontiguously so have longer access times
- Difficult to navigate backwards (doubly-linked lists are better but require an additional pointer)

1.1.4 Implementation in C++

Listing 1: C++ code using listings

```
struct Node
{
        Node* next;
        int data;
}

void insert_after(Node* cur_node, Node* new_node)
{
        new_node->next = cur_node->next;
        cur_node->next = new_node;
}
```

1.2 Binary Trees

1.3 Tries

1.4 Stacks

1.5 Queues

1.6 Vectors and Array Lists

1.7 Hash Tables

2 Algorithms

3 Concepts