

"How much time it takes to run a function as "
the size of the input grows."

Const array1 = [0, 8, 6, 3, p]

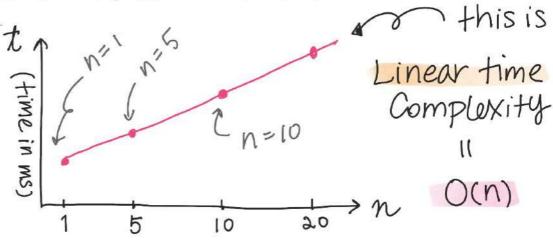
Let's see if there is a needle in the haystack!

(s) Const num Needles = (haystack, needle) > { let count=0 for (let i=0; haystack.length; i++) { if (haystack[i] = needle) Count +=1; return count;



How long does it take to execute when the number of elements (n) is:

* execution time grows linearlyas array size increases:



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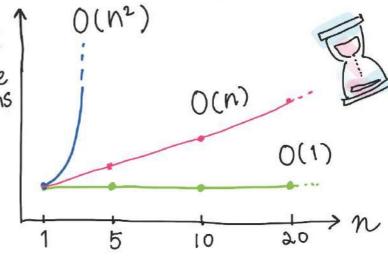




Let's see if we have some function that doesn't actually loop the array:

const always True No Matter What = (haystack) > { return true;

n=5 ~ Array size N=10 has no effect time on the runtime in ms Es Constant time 0(1)



Quadratic time = O(n2)

the runtime proportional

Const

array 2 = [\(\omega, \omega,

Const has Duplicates = (our) → { for (let i=0; i < arr. length; i++) Loop thru the array let item = arr [1];

if (arr. slice (i+1). index of (item)!==-1) {

, return true;

return false;

(2) Another arraylookup wl index of method

Data Structures

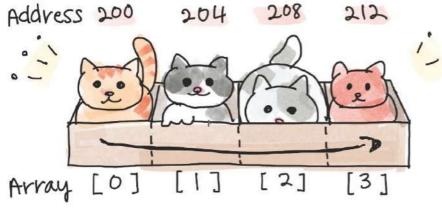
Array & Linked List

Grray

a linear data structure, stored in contiguous memory locations.



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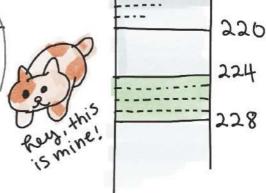
200 a[0] a[1] a[2] a[3] 208 212 212

✓ Assume each is an integer

= requires 4 bytes space

The array of ♂ must be allocated contiguously!

→ address 200 - 216



meh!

Byay!

 \sim can randomly access w/ index $a[2] \rightarrow (3)$

memory allocated = no memory overflow

of fixed size. Large space may not be avail for big array

= took the space! =

are costly.

> may need to create a new copy of the array + allocate at a new advess.

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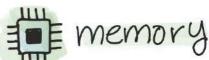
Data Structures

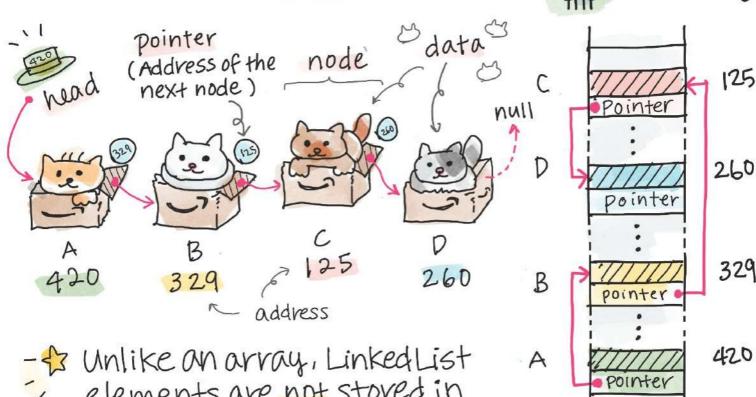
Linked list Art

Array & Linked List

: ★ a linear data structure

* each element is a separated object 4 elements are linked w/ pointers





elements are not stoved in Contiguous locations.

meh!

Dynamic data

= Size can grow or shrink

D'Insert & delete element ave flexible.

→ no need to shift nodes like array insertion

memory is allocated at runtime

- @ No vandom access memory.
 - → Need to traverse n times
 - → time complexity is O(1)

@ Reverse traverse is hard

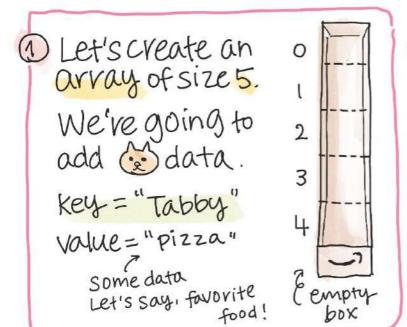




Data Structures Hash Table

- 20 A hash table is used to index large amount of data = D Quick Key-value look up. O(1) on average
 - La Faster than brute-force linear search

[07

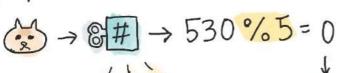


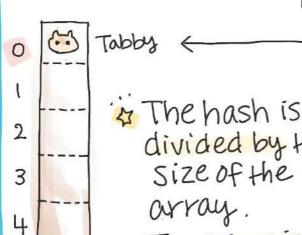
Calculate the hash value by using the Key, "Tabby", e.g. ASCII code, MD5, SHA1



1 Let's add move data.

3 Use modulo to pick a position in the array!





divided by the Size of the The remainder is the Position!

8# → 353%5=3~ Tux Ø# → 307%5=2 Bob (E) Tabby use the same method Bob to add Tux more (3)

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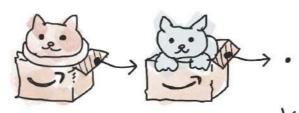
3 Collision!



Now we want to add move data. Let's add "Bengal"



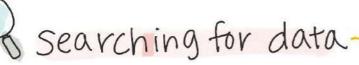
But [2] slot has been taken by "Bob" already! = collision! so let's chain Bengal next to Bob! = chaining



key: "Bengal" Value: "Dosa"

Keep "Sphinx" "Fish + Chips"

adding data



Let's look up the value for Bob"

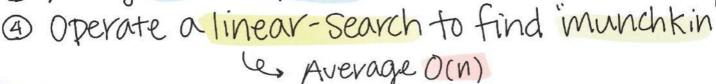
1) Get the hash → 307

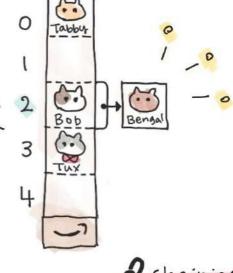
2) Get the index → 307 % 5 = 2

3 Look up Array [2] - found!

& Let's look up "munchkin"

- O Hash 861
- ② Index → 861%5=1
- 3 Array[1] "manx"





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