**Data Structures**

Data structures are arrangements of data in computer memory that allow for efficient storage, organization, and access. They enable various operations to be performed easily.

**1. Primitive Data Structures (PDS)**

These are the basic data types provided by programming languages. They are not composed of other data types.

* **Integer (int)**: Represents whole numbers.
* **Floating-point (float)**: Represents numbers with decimal points.
* **Character (char)**: Represents single characters.
* **Double (double)**: Represents double-precision floating-point numbers.
* **Boolean (bool)**: Represents true or false values.

**2. Non-Primitive Data Structures (NPDS)**

These are more complex data structures that are derived from primitive data structures. They can be categorized as linear or non-linear.

* **Linear Data Structures**: Elements are arranged sequentially.
  + **Array**: A collection of elements identified by index or key.
  + **Stack**: A collection of elements that follows the Last In First Out (LIFO) principle.
  + **Queue**: A collection of elements that follows the First In First Out (FIFO) principle.
  + **Linked List**: A collection of nodes where each node contains data and a reference to the next node.
* **Non-Linear Data Structures**: Elements are not arranged in a sequential manner.
  + **Graph**: A collection of nodes (vertices) connected by edges, which can represent relationships.
  + **Tree**: A hierarchical structure with a root value and subtrees of children, representing parent-child relationships.

**Summary Table**

| **Type** | **Example** |
| --- | --- |
| **Primitive Data Structures** | int, float, char, double, bool |
| **Non-Primitive Data Structures** |  |
| - **Linear** | Array, Stack, Queue, Linked List |
| - **Non-Linear** | Graph, Tree |

These data structures help in efficiently organizing data and performing various operations, making them essential for programming and software development. If you have any specific questions about any of these structures, feel free to ask!

Second class

Only 5 is important

### Sorting Techniques

Sorting techniques depend on the situation and are influenced by two main parameters:

1. **Time Complexity**: This refers to the execution time of a sorting algorithm, indicating how the time taken to sort data grows with the size of the input.
2. **Space Complexity**: This refers to the amount of memory space required by the algorithm to perform the sorting.

Sorting can be performed using several techniques or methods. Some common sorting algorithms include:

**Sorting Techniques**

1. **Bubble Sort**
   * **Time Complexity**: O(n²) (average and worst case)
   * **Space Complexity**: O(1) (in-place)
   * **Description**: Repeatedly steps through the list, compares adjacent elements, and swaps them if they are in the wrong order.
2. **Selection Sort**
   * **Time Complexity**: O(n²)
   * **Space Complexity**: O(1) (in-place)
   * **Description**: Divides the list into a sorted and an unsorted region. Repeatedly selects the smallest (or largest) element from the unsorted region and moves it to the sorted region.
3. **Insertion Sort**
   * **Time Complexity**: O(n²) (average and worst case)
   * **Space Complexity**: O(1) (in-place)
   * **Description**: Builds the sorted array one element at a time by repeatedly picking the next element and inserting it into the correct position.
4. **Merge Sort**
   * **Time Complexity**: O(n log n)
   * **Space Complexity**: O(n) (not in-place)
   * **Description**: Divides the array into two halves, sorts each half, and then merges the sorted halves back together.
5. **Quick Sort**
   * **Time Complexity**: O(n log n) (average), O(n²) (worst case)
   * **Space Complexity**: O(log n) (in-place)
   * **Description**: Selects a "pivot" element and partitions the array into elements less than and greater than the pivot, recursively sorting the sub-arrays.
6. **Heap Sort**
   * **Time Complexity**: O(n log n)
   * **Space Complexity**: O(1) (in-place)
   * **Description**: Builds a binary heap from the input data and repeatedly extracts the maximum (or minimum) element from the heap to build a sorted array.
7. **Counting Sort**
   * **Time Complexity**: O(n + k) (where k is the range of the input)
   * **Space Complexity**: O(k)
   * **Description**: Counts the number of occurrences of each unique value in the input and calculates the positions of each element in the sorted output.
8. **Radix Sort**
   * **Time Complexity**: O(nk) (where k is the number of digits in the largest number)
   * **Space Complexity**: O(n + k)
   * **Description**: Sorts numbers by processing individual digits. It performs counting sort on each digit.

**Summary**

* **Bubble Sort Techniques**
* **Data Size**: For small datasets, simpler algorithms like insertion sort may be effective.
* **Data Characteristics**: If the data is nearly sorted, insertion sort performs well.
* **Memory Constraints**: In-place algorithms like quick sort or heap sort may be preferred when memory usage is a concern.
* **Stability Requirements**: Some algorithms (like merge sort) maintain the relative order of equal elements, which may be important in certain applications.

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| **Bubble Sort Techniques** |
| No. of passing(n-1) ,total swaping (depend on data) |
| Dictionary order is follow bubble sort |
| It is depend on value and structure |
| Asked by company   |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | | Best Case  **Omega Notation (Ω)**: | Worst Case  **Big O Notation (O)** | Average Case  **Theta Notation (Θ)** | Space complexity | Is it stable or not | approach | In place or not | |  |  |  |  |  |  |  |   O bigo, omega,theta |
| Here's the table rewritten with symbols:   | **Characteristic** | **Best Case** | **Worst Case** | **Average Case** | **Space Complexity** | **Stability** | **Approach** | **In-Place** | | --- | --- | --- | --- | --- | --- | --- | --- | | **Bubble Sort** | O(𝑛) | O(𝑛²) | O(𝑛²) | O(1) | ✔ (Stable) | Comparison-based | ✔ (Yes) | | **Selection Sort** | O(𝑛²) | O(𝑛²) | O(𝑛²) | O(1) | ✘ (Unstable) | Comparison-based | ✔ (Yes) | | **Insertion Sort** | O(𝑛) | O(𝑛²) | O(𝑛²) | O(1) | ✔ (Stable) | Comparison-based | ✔ (Yes) | | **Merge Sort** | O(𝑛 log 𝑛) | O(𝑛 log 𝑛) | O(𝑛 log 𝑛) | O(𝑛) | ✔ (Stable) | Divide and conquer | ✘ (No) | | **Quick Sort** | O(𝑛 log 𝑛) | O(𝑛²) | O(𝑛 log 𝑛) | O(log 𝑛) | ✘ (Unstable) | Divide and conquer | ✔ (Yes) | | **Heap Sort** | O(𝑛 log 𝑛) | O(𝑛 log 𝑛) | O(𝑛 log 𝑛) | O(1) | ✘ (Unstable) | Comparison-based | ✔ (Yes) | | **Counting Sort** | O(𝑛 + 𝑘) | O(𝑛 + 𝑘) | O(𝑛 + 𝑘) | O(𝑘) | ✔ (Stable) | Non-comparison | ✘ (No) | | **Radix Sort** | O(𝑛𝑘) | O(𝑛𝑘) | O(𝑛𝑘) | O(𝑛 + 𝑘) | ✔ (Stable) | Non-comparison | ✘ (No) | | **Bucket Sort** | O(𝑛 + 𝑘) | O(𝑛²) | O(𝑛 + 𝑘) | O(𝑛) | ✔ (Stable) | Non-comparison | ✘ (No) |   **Symbols:**   * **O(𝑛)**: Linear time complexity * **O(𝑛²)**: Quadratic time complexity * **O(𝑛 log 𝑛)**: Linearithmic time complexity * **O(1)**: Constant space complexity * **O(log 𝑛)**: Logarithmic space complexity * **O(𝑘)**: Linear space complexity related to input range * **✔**: Yes/True * **✘**: No/False |

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| Buble sort |
| Instance swaping , it is not going to last for check value  In, swaping is going adjacent node |
| Asymptotic notaion |