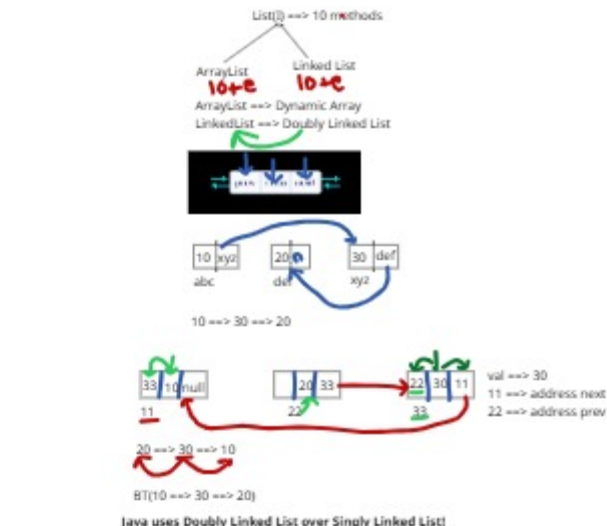
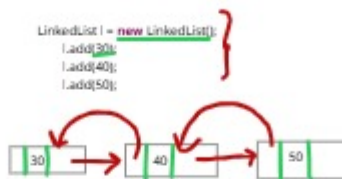
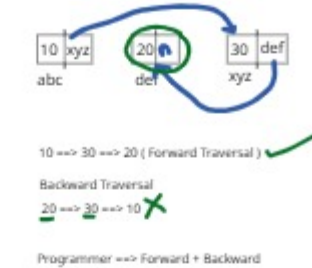


Singly Linked List



Advantage of DLL over SLL?



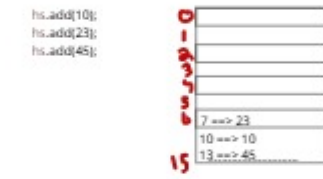
List() ==> 10+ methods ==> add()  
ensureCapacity() ==> belongs to only ArrayList class

A reference variable can be of the type class OR it can also be of the type interface which is implementing that class

Set Interface (methods)

HashSet  
==> It implements Set interface  
==> Insertion order is not maintained  
==> Output gets displayed based on the bucket order  
==> HashSet uses Hash Table datastructure

ArrayList ==> stores data inside a dynamic array  
LinkedList ==> stores data inside a DLL  
HashSet ==> stores data inside a Hash Table



bucketNo ==> element && (bucketLength - 1)  
bucketNo = 10 && (16 - 1)  
bucketNo = 10 && 15  
10 && 15  
1010 && 1111  
1010 ==> 10  
23 && 15  
10111 && 01111  
00111 ==> 7  
45 && 15  
101101 && 001111  
001101 ==> 13

HashSet ==> HashTable  
LinkedHashSet ==> HashTable + Doubly Linked List



String is balanced ==> return true  
else  
return false(string is not balanced)

"{ }"

If a string is balanced ==> return true  
else  
return false(string is not balanced)

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"

"{ }"