

# **Abstract Data Types**

CS 272 Software Development

### **Abstract Data Types**

**Array** Fixed-size sequence of elements

**List** Sequence of elements

**Set** Unique collection of elements

Map Unique keys paired to values

# **Basic Properties**

- All sequences have an index (or position, offset)
- All of these are finite and have a size (or length)
- All of these store elements of the same type\*
- All are abstract data types (speed of operations depend on the specific implementation)

#### **Arrays**

- Stores a sequence of elements
  - Each element has an associated index
- Allows duplicate elements of same type
- Size is fixed and may NOT change after initialization
- Often implies sequential memory allocation

#### Lists

- Stores a sequence of elements
  - Each element has an associated index
- Allows **duplicate** elements of same type
- Size **flexible** and MAY grow or shrink after initialization
- Usually slower than arrays

#### Sets

- Stores a collection of elements
  - No indices, but still has a size
- Stores **unique** elements of same type
- Size flexible and MAY grow or shrink after initialization
- Usually faster at finding or searching than lists

#### Maps

- Stores a collection of key, value pairs
  - No indices, but still has a size
- Stores **unique** key elements
- Allows duplicate value elements
- Size **flexible** and MAY grow or shrink after initialization

#### Size and the Three Fs

- **Fixed** means its size cannot change after initialized
- Flexible means it size can change (shrink or grow)
- **Finite** means it has a size or length (not infinite size)

## **Summary**

**Type Index Size Unique Other** 

## **Summary**

Туре	Index	Size	Unique	Other
Array	Yes	Fixed	No	Lower-level type
List	Yes	Flexible	No	Searching is slow
Set	No	Flexible	Yes	Searching is fast
Мар	No	Flexible	Keys	Maps (key, value) pairs

# **Questions?**