

## DSA

Linear Array :

$$\text{LOC}(\text{LA}[k]) = \text{Base(LA)} + w(k - \text{lower bound})$$

w = word size of 1 element in memory

LA = Linearly Array

k = value.

Two dimensional Array :

$$\text{Column} \Rightarrow \text{Address}(A[i][j]) = \text{Base-Address} + \\ \text{major w} \{ M(j-1) + i-1 \}$$

$$\text{Row} \Rightarrow \text{Address}(A[i][j]) = \text{Base-Address} + \\ \text{major w} \{ N(i-1) + (j-1) \}$$

w = no. of word stored in memory

m = no. of columns

n = no. of rows

i, j = subscript of the array element,

$m \times n$ .

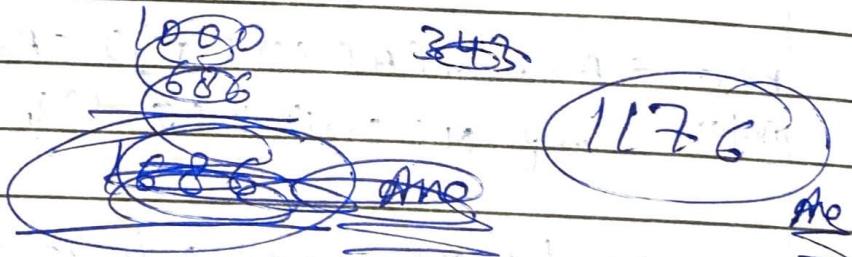
ques 2 consider  $20 \times 5$  2dimensional array marks  
which has its base address 1000 and the no.  
of words per memory location of the array is  
2. Now compute the address of the element  
marks [18, 4] assuming that the elements  
are stored in row major order.

Row major  $\Rightarrow$

$$A[i][j] \leftarrow \text{Base\_Add} + w \{ n(i-1) + (j-1) \}$$

$$= 1000 + 2 \{ 5 \} (18-1) + (4-1) \\ = 1000 + 2 \{ 5 \} (17) + 3 \\ = 1000 + 340 + 3 \\ = 1343$$

$$2(20 \times 17 + 3)$$



Two Dimensional Address

column Major  $\Rightarrow$  Address ( $A[i][j]$ ) =  $B + w \{ n(j-1) + (i-1) \}$

Row major  $\Rightarrow$  Address ( $A[i][j]$ ) =  $B + w \{ n[i-1] + [j-1] \}$

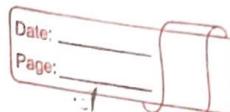
No. done

$$U_1 - L_1 + 1$$

$$q_2 \cdot q_2 + 1$$

$$20 + 20 + 1$$

$$40 + 1$$



Date: \_\_\_\_\_

Page: \_\_\_\_\_

Ques 2) Each element of an array  $a [-20..20, 10..35]$  requires 1 byte of storage if an array is column major implemented and the beginning of the array is at location 500. Determine the address of element  $a[0, 30]$ .

i j

column major

$$\text{Address}[a[i][j]] = B + w(m(j - L_2) + (i - L_1))$$

$$500 + 1(41(30 - 10) + (0 + 20))$$

$$\Rightarrow 500 (820 + 20)$$

$$\Rightarrow 500 + 840$$

$$\Rightarrow 1340$$

20840  
3700

$$\begin{array}{r} 840 \\ 120 \\ \hline 1440 \end{array}$$

$$1440$$

$$B = 500$$

$$W = 1$$

Lowerbound of Row  $L_1 \leq -20$

" " of column  $L_2 \leq 10$

Upperbound of Row  $U_1 \geq 20$

" " Column  $U_2 \geq 35$

$$i = 0, j = 30$$

$$m = U_1 - L_1 + 1$$

$$= 20 - (-20) + 1$$

$$= 41$$

Putting values in formula

$$\text{Address}[0][30] = 500 + 1(41(30-10) + 0 - 1_{20}) \\ = 1340$$

\* Calculate the address of  $x[4, 3]$  in a 2 dimensional array  $x[1..5, 1..4]$  stored in row major order in the main memory. Assume the base address to be 1000 and that element requires 4 words of storage.

row major  $\Rightarrow$  Address ( $A[i][j]$ ) =  $B + w \{ n[i-1] \}$   
 $+ [j - L_2] \}$

$$B = 1000$$

$$w = 4$$

$$n = U_2 - L_2 + 1$$

$$= 4 - 1 + 1$$

$$n = 4$$

$$i = 4$$

$$j = 3$$

~~Ans~~ ~~Ans~~

$$A[4][3] = 1000 + 4 \{ 4[4-1] + [3-1] \}$$

$$= 1000 + 456$$

$$= 1056$$

Ans

$$4 \times 3$$

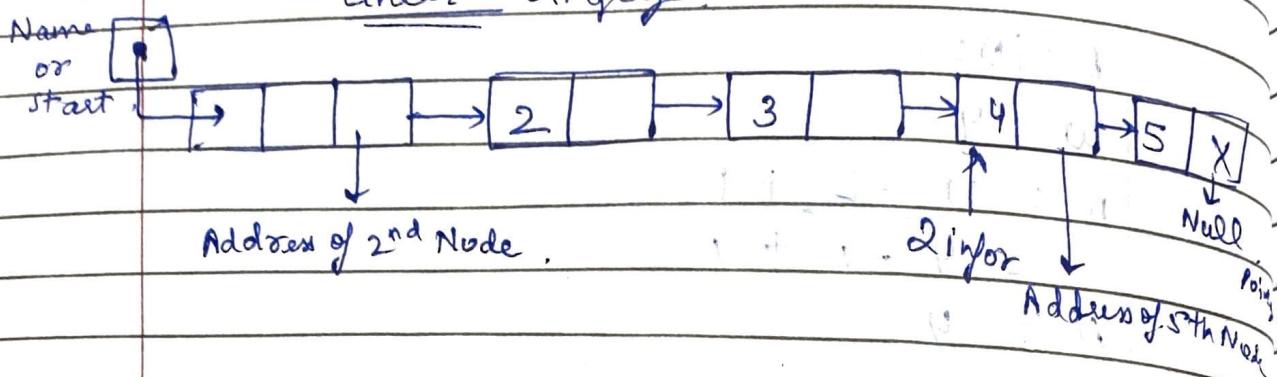
$$\begin{array}{r} 1 \\ 2 \\ + 3 \\ \hline \end{array}$$

$$14$$

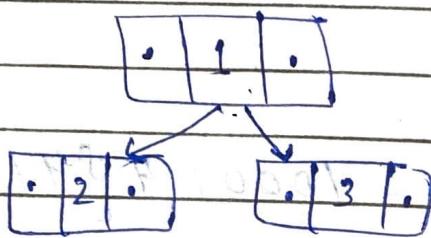
$$\begin{array}{r} 1 \\ 4 \\ + 5 \\ \hline 56 \end{array}$$

## Linked List

Linear  $\rightarrow$  singly



Non linear

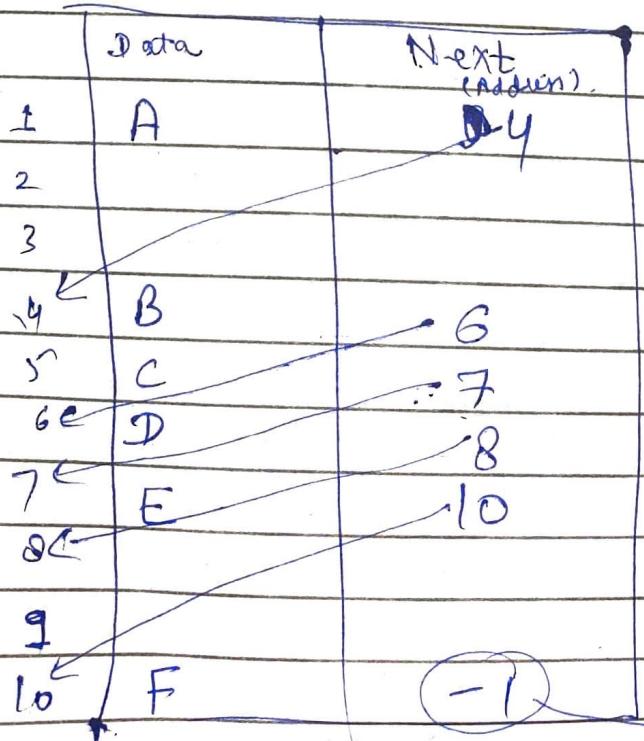


Representation of Linked List In Memory

~~Address~~

start

[ 1 ]



# ALGORITHM

Date: \_\_\_\_\_  
Page: \_\_\_\_\_

~~QUESTION~~ Traversing of Linked List

TRAVSE (INFO, PIR, NEXT)

step 1: set PTR = START (Initialize pointer)

step 2: Repeat steps 3 and 4 while  
 $PTR \neq \text{NULL}$

step 3: Apply process to INFO[PTR]

step 4: set PTR = PTR  $\rightarrow$  NEXT

TX → End of loop

step 5: EXIT

\* Algorithm to print each node of LINKED LIST

PRINT (INFO, NEXT, START)

step 1: Set PTR = START

step 2: Repeat steps 3 and 4 while  
 $PTR \neq \text{NULL}$

step 3: Write: PTR  $\rightarrow$  INFO or INFO[PTR]

step 4: Set PTR = PTR  $\rightarrow$  NEXT

end of loop

step 5: exit

\*

Algorithm to print the no. of nodes in  
the linked list.

COUNT(INFO, PTR, N, START)

Step 1: set  $N = 0$

Step 2: set  $PTR = START$

Step 3: Repeat step 4 and 5 while

$PTR \neq NULL$

Step 4: Print;  $N = N + 1$

Step 5: set  $PTR = PTR \rightarrow NEXT$

End of loop

Step 6: exit

# DSA

## Deleting a Node from LL.

1. The first Node is deleted
  2. The last Node is deleted
  3. The node after a given node is deleted
  4. The node is deleted from a sorted LL
- (1) The first Node is deleted
- Algo :

Step 1: If  $START = \text{NULL}$ , then  
Write UNDERFLOW

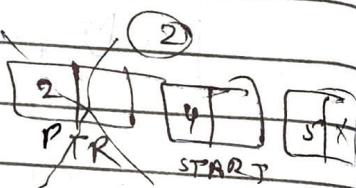
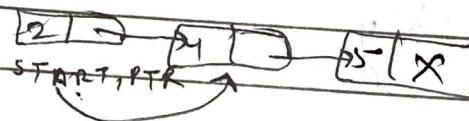
Go to step 5 [End of if]

Step 2: Set  $PTR = START$

Step 3: Set  $START = START \rightarrow NEXT$

Step 4: FREE PTR

Step 5: EXIT



(2) The last Node is deleted

Step 1: If  $START = \text{NULL}$ , then write UNDERFLOW  
Go to step 8 [End of if]

Step 2: Set  $PTR = START$

Step 3: Repeat step 4 and 5 while  
 $PTR \rightarrow NEXT \neq \text{NULL}$

Step 4: Set  $PREPTR = PTR$

Step 5: Set  $PTR = PTR \rightarrow NEXT$   
(End of loop)

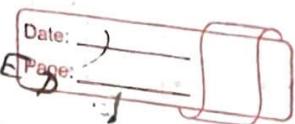
Step 6: Set  $PREPTR \rightarrow NEXT = \text{NULL}$

Step 7: FREE PTR

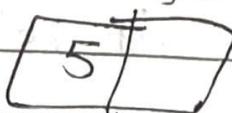
Step 8: EXIT



NULL ASSIGNMENT



START  
PTR  
PRE!



START, PTR,  
PREPTR

PTR

PTR

X

PREPTR

PREPTR

3) The node after a given node is deleted

Step 1: If START = NULL, then write UNDERFLOW  
Go to step 10 [End of if]

Step 2: Set PTR = START

Step 3: Set PREPTR = PTR

Step 4: Repeat step 5 and 6 until  
PREPTR → DATA != NUM

Step 5: Set PREPTR = PTR + 1

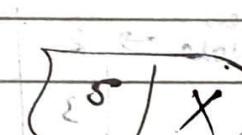
Step 6: Set PTR = PTR → NEXT  
[End of loop]

Step 7: Set TEMP = PTR → NEXT

Step 8: Set PREPTR → NEXT = TEMP → NEXT

Step 9: FREE TEMP

Step 10: Exit.



START

PTR  
PRE

PTR  
PRE

PTR  
PRE

PTR  
TEMP

PREPTR → NEXT = TEMP → NEXT

Temp like next me free PTR ke next ka  
address store kia.



4. The Node is deleted from a sorted DLL

### CIRCULARLY LL : Beg . INSERTION

Step 1: If AVAIL  $\rightarrow$  NULL, then write OVERFLOW  
Go to step 11 (End of if)

Step 2: Set New-Node  $\rightarrow$  AVAIL

Step 3: Set AVAIL  $\rightarrow$  AVAIL  $\rightarrow$  NEXT

Step 4: Set New-Node  $\rightarrow$  DATA  $\rightarrow$  VAL

Step 5: Set PTR  $\rightarrow$  START

Step 6: Repeat Step 7 while PTR  $\rightarrow$  NEXT  $\neq$  START

Step 7: PTR  $\rightarrow$  PTR  $\rightarrow$  NEXT

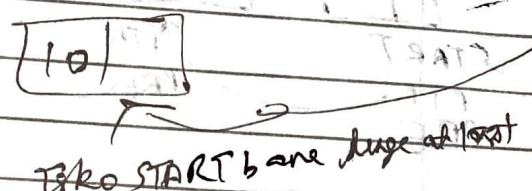
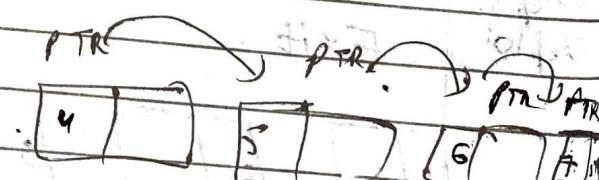
Step 8: Set New-Node  $\rightarrow$  Next  $\rightarrow$  START

Step 9: Set PTR  $\rightarrow$  NEXT  $\rightarrow$  New-Node

Step 10: Set START  $\rightarrow$  New-Node

Step 11: Exit

| PTR                    | START | Data | Next |
|------------------------|-------|------|------|
|                        | 1     | 4    | 3    |
| New Node $\rightarrow$ | 2     | 10   |      |
|                        | 3     | 5    | 6    |
| AVAIL $\rightarrow$    | 4     |      |      |
|                        | 5     | 6    | 7    |
|                        | 6     |      |      |
|                        | 7     | 7    | 1    |
|                        | 8     |      |      |
|                        | 9     |      |      |



If no START then huge error

## INSERTION after given node in LL:

Step 1 : If AVAIL = Null, then write OVERFLOW  
 Go to step 12 (end of if)

Set NEW-NODE = AVAIL

Step 2 :

Set AVAIL = AVAIL  $\rightarrow$  NEXT

Step 4 :

Set New-Node  $\rightarrow$  Data = VAL

Step 5 : Set PTR = START

Step 6 : Set PREPTR = PTR

Step 7 : Repeat step 8 and 9 while PREPTR  $\rightarrow$  DATA != num

Step 8 : Set PREPTR = PTR

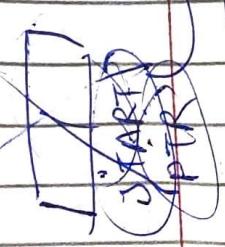
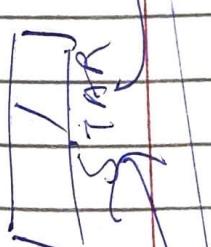
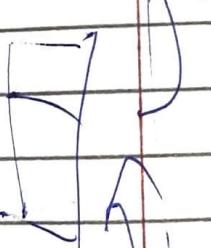
Step 9 : Set PTR = PTR  $\rightarrow$  NEXT

[End of loop]

Step 10 : PREPTR  $\rightarrow$  NEXT = New-Node

Step 11 : set New Node  $\rightarrow$  NEXT = PTR

Step 12 : EXIT



Inserion at end in Circular LL.

Step 1: If  $AVAIL = \text{NULL}$ , then write OVERFLOW  
Go to step 10, [end of if ]

Step 2: set  $New\_Node = AVAIL$

Step 3: Set  $AVAIL = AVAIL \rightarrow \text{NEXT}$

Step 4: Set  $New\_Node \rightarrow \text{DATA} = \text{VAL}$

Step 5: Set  $PTR = \text{START}$

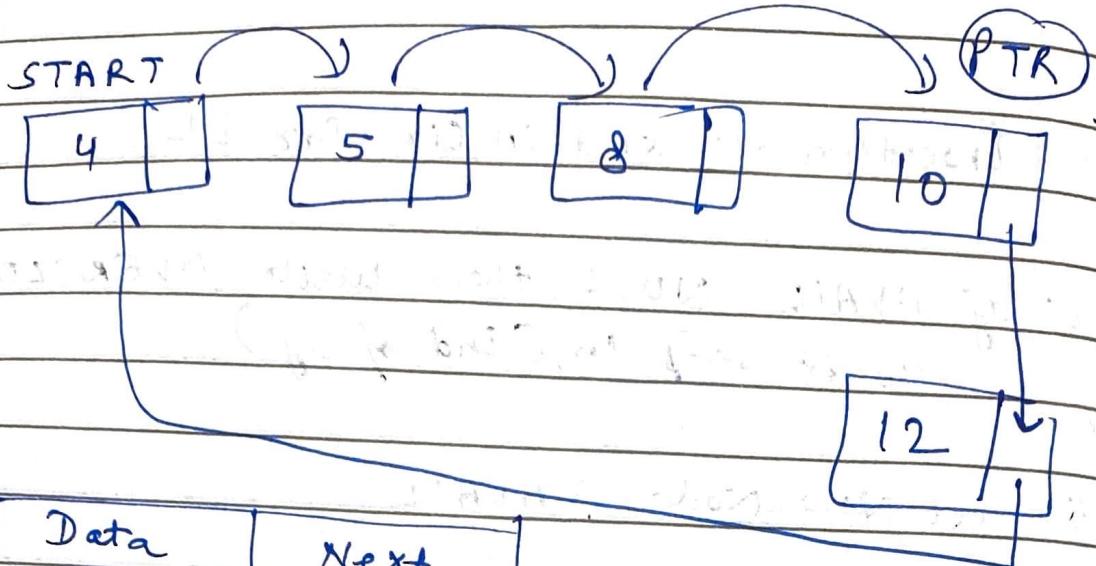
Step 6: Repeat step 7 while  $PTR \rightarrow \text{NEXT} \neq \text{START}$

Step 7: Set  $PTR = PTR \rightarrow \text{Next}$

Step 8: Set  $PTR \rightarrow \text{NEXT} = New\_Node$

Step 9: Set  $New\_Node \rightarrow \text{NEXT} = \text{START}$

Step 10: exit.



| START           | Data | Next |
|-----------------|------|------|
| New-Node<br>→ 2 | 4    | 3    |
| 12              | 5    | 4    |
| 3               | 8    | 6    |
| AVAIL → 5       | 10   | 1    |
| 6               |      |      |
| 7               |      |      |
| 8               |      |      |

Deleting at beginning of Circular LL

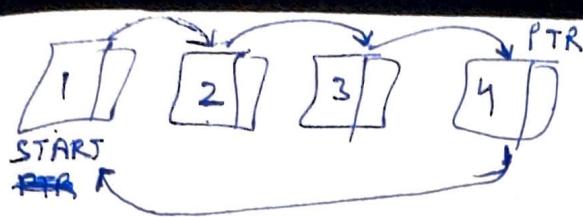
Step 1: If START = NULL, then write UNDERFLOW  
Go to step 8, (end of if)

Step 2: Set PTR = START

Step 3: Repeat Step 4 while PTR → NEXT != START

Step 4: Set PTR = PTR → NEXT

Step 5: Set PTR → NEXT = START → NEXT

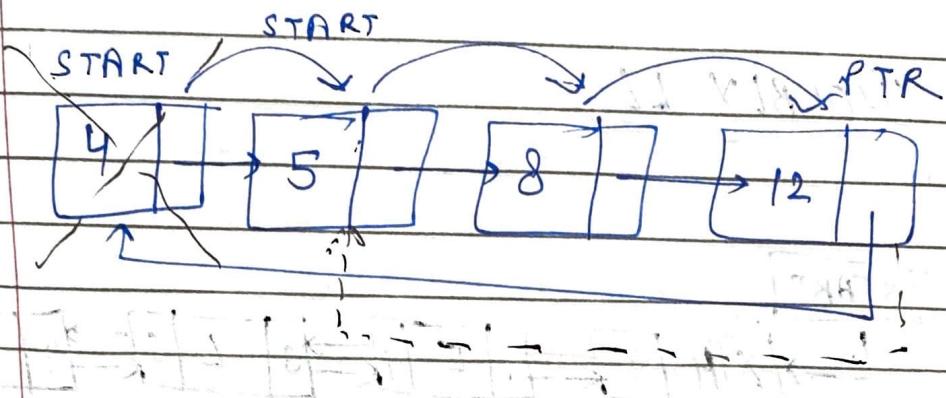


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Page: \_\_\_\_\_

Step 6: FREE START

Step 7: Set START = PTR → NEXT

Step 8: Exit.



Deleting at end of Circular LL.

Step 1: If START = NULL, then write UNDERFLOW  
Go to Step 8, (end of if).

Step 2: Set PTR = START

Step 3: Repeat Step 4 & 5 while PTR → NEXT != START

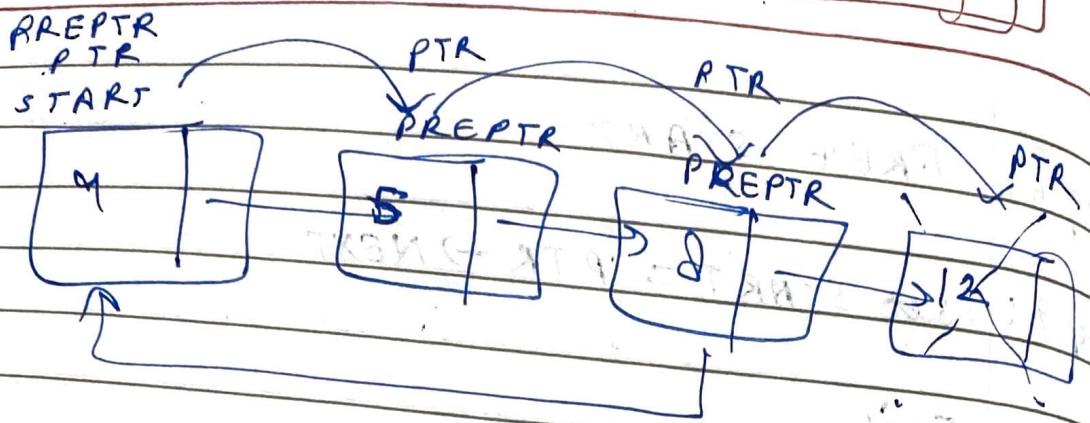
Step 4: Set PREPTR = PTR

Step 5: Set PTR = PTR → NEXT

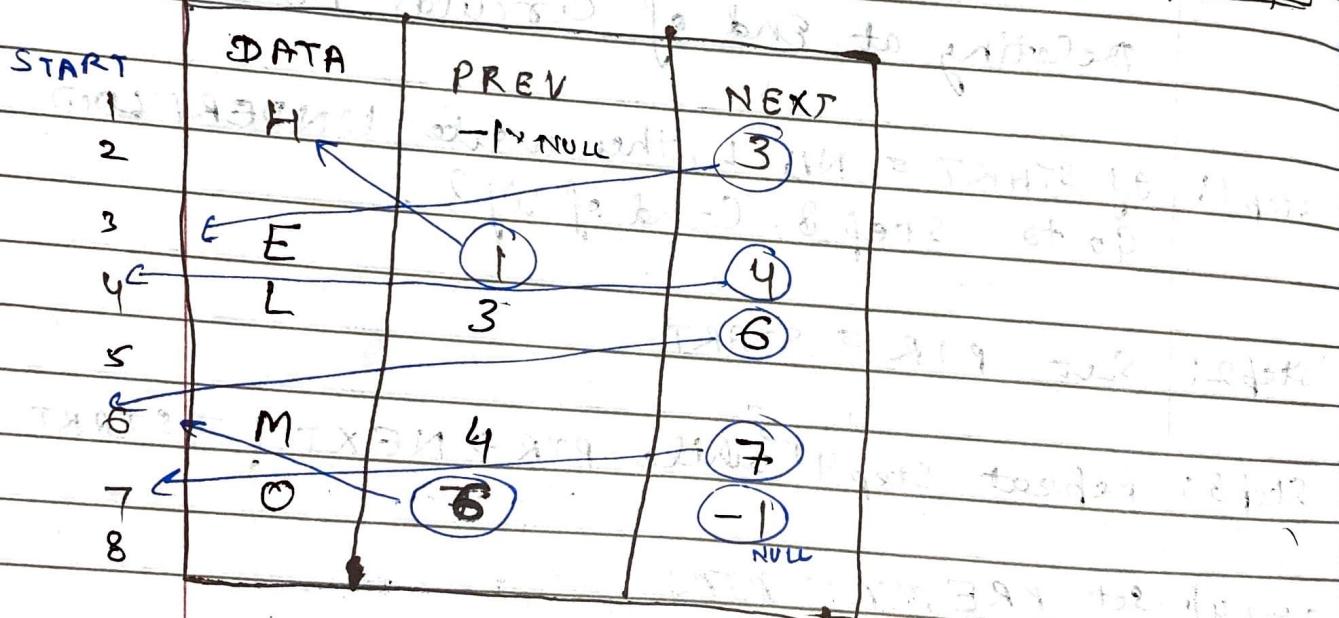
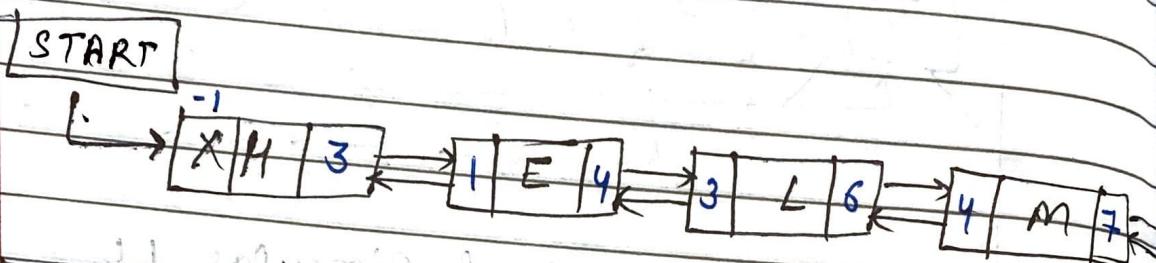
Step 6: Set PREPTR → NEXT = START

Step 7: FREE PTR

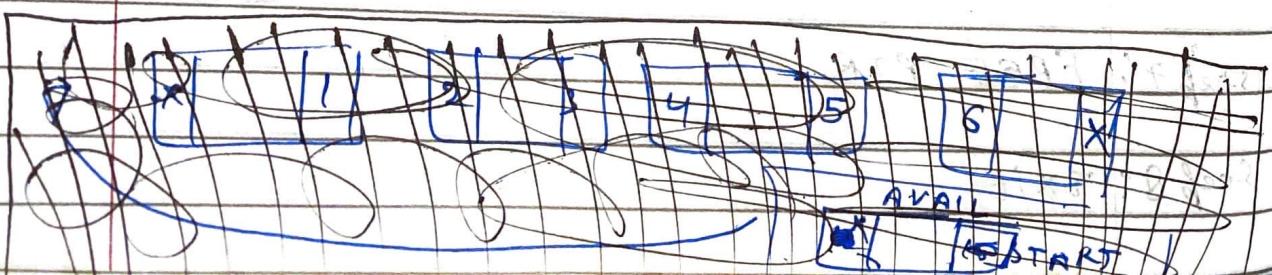
Step 8: Exit



## DOUBLY LL



Ya to start ka previous NULL hoga ya to last ka next NULL hoga.



## Insertion Doubly LL at Beginning ↗

Step 1: If AVAIL is NULL, then write OVERFLOW  
Go to Step 8 [End of if]

Step 2: set New-Node = AVAIL

Step 3: set AVAIL = AVAIL → NEXT

Step 4: set New-Node → Data = VAL

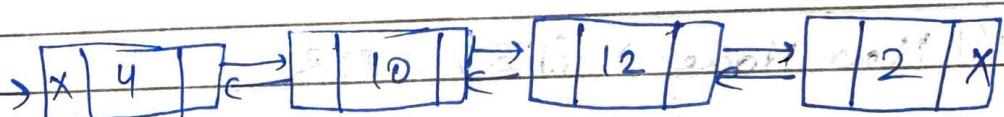
Step 5: set New-Node → PREV = NULL

Step 6: set New-Node → NEXT = START

Step 7: set START = New-Node

Step 8: exit

START



|       | Data | PREV | NEXT |
|-------|------|------|------|
| START | 1    |      |      |
| 2     |      |      |      |
| 3     |      |      |      |
| 4     |      |      |      |
| 5     |      |      |      |
| 6     |      |      |      |
| AVAIL |      |      |      |

AVAIL → Sabse phle khali data ko AVAIL BOLTE HAI

## Insertion Double LL at End

Step 1: If  $\text{AVAIL} \rightarrow \text{NULL}$ , then write OVERFLOW  
Go to step 11 [End of it].

Step 2: set New-Node  $\leftarrow \text{AVAIL}$

Step 3: set  $\text{AVAIL} = \text{AVAIL} \rightarrow \text{NEXT}$

Step 4: Set  $\text{New-Node} \rightarrow \text{Data} = \text{VAL}$

Step 5: Set  $\text{New-Node} \rightarrow \text{NEXT} = \text{NULL}$

Step 6: set PTR  $\leftarrow \text{START}$

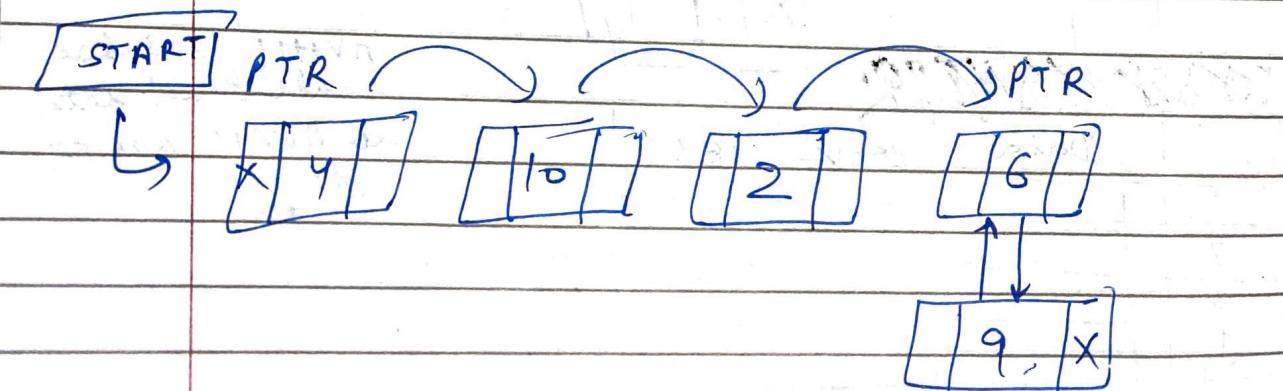
Step 7: Repeat step 8 while  $\text{PTR} \rightarrow \text{NEXT} \neq \text{NULL}$

Step 8: Set PTR  $\leftarrow \text{PTR} \rightarrow \text{NEXT}$

Step 9: Set  $\text{PTR} \rightarrow \text{NEXT} = \text{New-Node}$

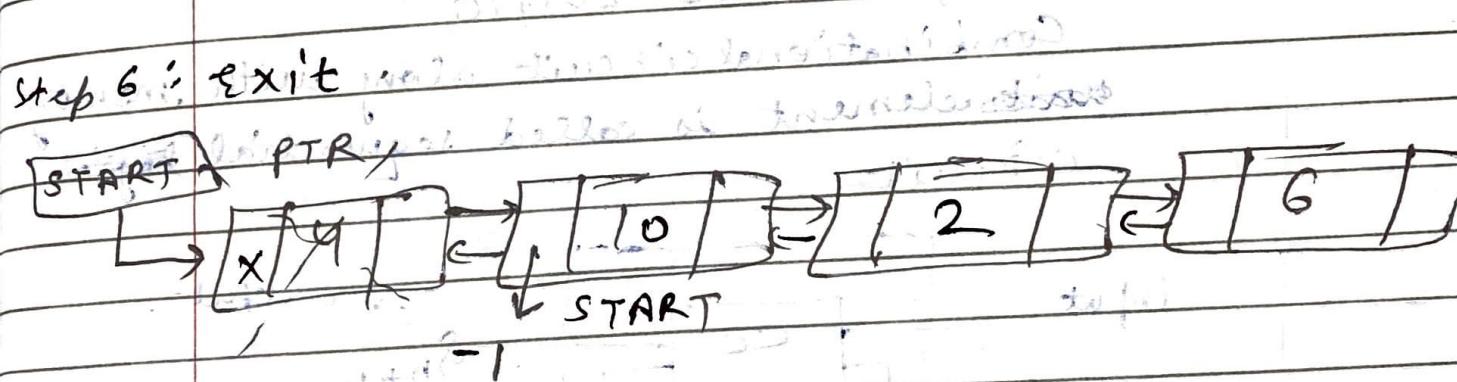
Step 10:  $\text{New-Node} \rightarrow \text{PREV} = \text{PTR}$

Step 11: exit.



Doubly LL  $\rightarrow$  Deletion in Beginning.

- Step 1: If  $START = \text{NULL}$ , then write UNDERFLOW  
Go to step 6 (end of it)
- Step 2: Set  $PTR \rightarrow START$
- Step 3: Set  $START \leftarrow START \rightarrow NEXT$
- Step 4: Set  $START \rightarrow PREV \rightarrow \text{NULL}$
- Step 5: FREE PTR



Doubly LL  $\rightarrow$  Deletion at Last.

- Step 1: If  $START = \text{NULL}$ , then write UNDERFLOW  
Go to step 7 (end of it)
- Step 2: Set  $PTR \leftarrow START$
- Step 3: Repeat Step 4 while  $PTR \rightarrow NEXT \neq \text{NULL}$
- Step 4: Set  $PTR = PTR \rightarrow NEXT$

Step 5: Set PTR  $\rightarrow$  PRE  $\rightarrow$  NEXT  $\rightarrow$  NULL.

Step 6: FREE PTR

Step 7: exit.

