



# Data Structure and Algorithms

Session-16

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## Time Complexity - Declaring, Instantiating, Initializing a 1D Array:

### ✓ Instantiation of an Array:

✓ `arrayRefVar=new datatype[size];` -----  $O(1)$

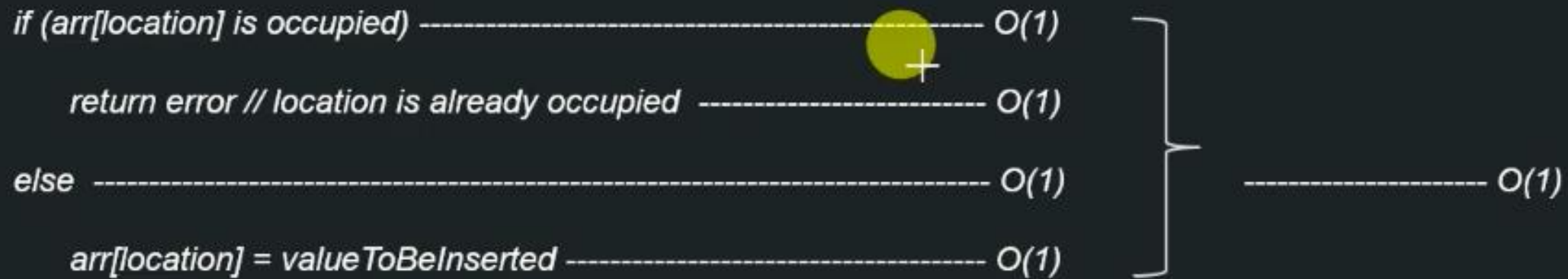
✓ Example: `arr = new int[5]`

### ✓ Initialization:

|                           |       |        |                |
|---------------------------|-------|--------|----------------|
| ✓ <code>arr[0]=10;</code> | ----- | $O(1)$ | } ----- $O(n)$ |
| ✓ <code>arr[1]=20;</code> | ----- | $O(1)$ |                |
| ✓ <code>arr[2]=30;</code> | ----- | $O(1)$ |                |
| ✓ <code>arr[3]=40;</code> | ----- | $O(1)$ |                |
| ✓ <code>arr[4]=50;</code> | ----- | $O(1)$ |                |

# Time Complexity - Inserting a value in 1D Array:

*Insert(arr, valueToBeInserted, location):*



# Time Complexity - Traversing a given 1D Array:

*TraverseArray(arr):*

*loop: i = 0 to arr.length -----  $O(n)$*

*print arr[i] -----  $O(1)$*

**Total Time Complexity** -  $O(n)$

**Space Complexity** –  $O(1)$

## Time Complexity - Accessing given cell# of 1D Array:

*AccessingCell(arr, cellNumber):*

```
if (cellNumber > sizeof(arr)) ----- O(1)
    return exception //cell number cannot be bigger than size of Array ----- O(1)
else ----- O(1)
    return arr[cellNumber] ----- O(1)
```

**Total Time Complexity =  $O(1)$**

**Space Complexity –  $O(1)$**

# Time Complexity - Searching a given value in 1D Array:

*SearchInAnArray(arr, valueToSearch):*

*loop: i = 0 to arr.length -----  $O(n)$*   
*if (arr[i] equals valueToSearch) -----  $O(1)$*   
*return i -----  $O(1)$*   
*return error// value not found -----  $O(1)$*


**Total Time Complexity** -  $O(n)$

**Space Complexity** –  $O(1)$

## Time Complexity - Deleting a given value from 1D Array:

*DeletingValueFromArray(arr, location):*

```
if (arr[location] is occupied) ----- O(1)
    arr[location] = Integer.MinValue ----- O(1)
else ----- O(1)
    return // location is already blank ----- O(1)
```



Total Time Complexity =  $O(1)$

Space Complexity –  $O(1)$



## Time/Space Complexity of 1D Array:

| <i>Particulars</i>                   | <i>Time Complexity</i> | <i>Space Complexity</i> |
|--------------------------------------|------------------------|-------------------------|
| <i>Creating an empty Array</i>       | $O(1)$                 | $O(n)$                  |
| <i>Inserting a value in an array</i> | $O(1)$                 | $O(1)$                  |
| <i>Traversing a given Array</i>      | $O(n)$                 | $O(1)$                  |
| <i>Accessing given cell#</i>         | $O(1)$                 | $O(1)$                  |
| <i>Searching a given value</i>       | $O(n)$                 | $O(1)$                  |
| <i>Deleting a given value</i>        | $O(1)$                 | $O(1)$                  |

|    |    |    |    |    |  |  |
|----|----|----|----|----|--|--|
| 10 | 20 | 30 | 40 | 50 |  |  |
|----|----|----|----|----|--|--|



## Declaring, Instantiating, Initializing a 2D Array:

### ✓ Instantiation of an Array:

✓ `arrayRefVar = new datatype[row][col];` -----  $O(1)$

✓ Example: `arr = new int[2][3]`

### ✓ Initialization:

|                            |       |        |                 |
|----------------------------|-------|--------|-----------------|
| ✓ <code>a[0][0]=10;</code> | ----- | $O(1)$ | } ----- $O(mn)$ |
| ✓ <code>a[0][1]=20;</code> | ----- | $O(1)$ |                 |
| ✓ <code>a[0][2]=30;</code> | ----- | $O(1)$ |                 |
| ✓ <code>a[1][0]=40;</code> | ----- | $O(1)$ |                 |
| ✓ <code>a[1][1]=50;</code> | ----- | $O(1)$ |                 |
| ✓ <code>a[1][2]=60;</code> | ----- | $O(1)$ |                 |

## Time Complexity - Inserting a value in 2D Array:

*Insert(arr, valueToBeInserted, rowNumber, colNumber):*

*if (arr[rowNumber][colNumber] is occupied) -----  $O(1)$*

*return error // location is already occupied -----  $O(1)$*

*else -----  $O(1)$*

*arr[rowNumber][colNumber] = valueToBeInserted -----  $O(1)$*

**Time Complexity** =  $O(1)$

**Space Complexity** =  $O(1)$

## Time Complexity - Traversing a given 2D Array:

*TraverseArray(arr):*

loop: row = 0 to rows -----  $O(m)$  

loop: col = 0 to col -----  $O(n)$

print arr[row][col] -----  $O(n)$

**Time Complexity** =  $O(mn)$

**Space Complexity** =  $O(1)$

## Time Complexity - Accessing given cell's value of 2D Array:

*AccessingCell(arr, rowNumber, colNumber):*

*return arr[rowNumber][colNumber]* -----+-----  $O(1)$

**Time Complexity** =  $O(1)$

**Space Complexity** =  $O(1)$

## Time Complexity - Searching a given value in 2D Array:

*SearchInAnArray(arr, valueToSearch):*

*loop: row = 0 to rows -----  $O(m)$*

*loop: col = 0 to col -----  $O(n)$*

*if (arr[row][col] equals valueToSearch) -----  $O(1)$*

*print (row,col);return; -----  $O(1)$*

*print (value not found) -----  $O(1)$*

*return -----  $O(1)$*

**Time Complexity** =  $O(mn)$

**Space Complexity** =  $O(1)$

## Time Complexity - Deleting a given cell's value from 2D Array:

*DeletingValueFromArray(arr, rowNumber, colNumber):*

`arr[rowNumber][colNumber] = Integer.MIN_VALUE` -----  $O(1)$



**Time Complexity** =  $O(1)$

**Space Complexity** =  $O(1)$


## Time/Space Complexity of 2D Array:

| <i>Particulars</i>                   | <i>Time Complexity</i> | <i>Space Complexity</i> |
|--------------------------------------|------------------------|-------------------------|
| <i>Creating an Array</i>             | $O(1)$                 | $O(mn)$                 |
| <i>Inserting a value</i>             | $O(1)$                 | $O(1)$                  |
| <i>Traversing given Array</i>        | $O(mn)$                | $O(1)$                  |
| <i>Accessing given cell#</i>         | $O(1)$                 | $O(1)$                  |
| <i>Searching a given value</i>       | $O(mn)$                | $O(1)$                  |
| <i>Deleting a given cell's value</i> | $O(1)$                 | $O(1)$                  |



# Time Complexity - Creation of Single Linked List:

*CreateSingleLinkedList(nodeValue):*

*create a head, tail pointer ----- O(1)* 

*create a blank node ----- O(1)*

*node.value = nodeValue ----- O(1)*

*node.next = null ----- O(1)*

*head = node ----- O(1)*

*tail = node ----- O(1)*

Time Complexity –  $O(1)$

Space Complexity –  $O(1)$

# Time Complexity - Insertion in Single Linked List:

*InsertInLinkedList(head, nodeValue, location):*

|   |             |
|---|-------------|
| <i>create a blank node</i>  | <i>O(1)</i> |
| <i>node.value = nodeValue</i>   | <i>O(1)</i> |
| <i>if (!existsLinkedList(head))</i>   | <i>O(1)</i> |
| <i>return error //Linked List does not exists</i>   | <i>O(1)</i> |
| <i>else if (location equals 0) //insert at first position</i>                               | <i>O(1)</i> |
| <i>node.next = head</i>   | <i>O(1)</i> |
| <i>head = node</i>  | <i>O(1)</i> |
| <i>else if (location equals last) //insert at last position</i>                             | <i>O(1)</i> |
| <i>node.next = null</i>   | <i>O(1)</i> |
| <i>last.next = node</i>   | <i>O(1)</i> |
| <i>last = node //to keep track of last node</i>   | <i>O(1)</i> |
| <i>else //insert at specified location</i>  | <i>O(1)</i> |
| <i>loop: tmpNode = 0 to location-1 //loop till we reach specified node and end the loop</i> | <i>O(n)</i> |
| <i>node.next = tmpNode.next</i>   | <i>O(1)</i> |
| <i>tmpNode.next = node</i>  | <i>O(1)</i> |

Time Complexity –  $O(n)$

Space Complexity –  $O(1)$

## Time Complexity - Traversal of Single Linked List:

*TraverseLinkedList (head):*

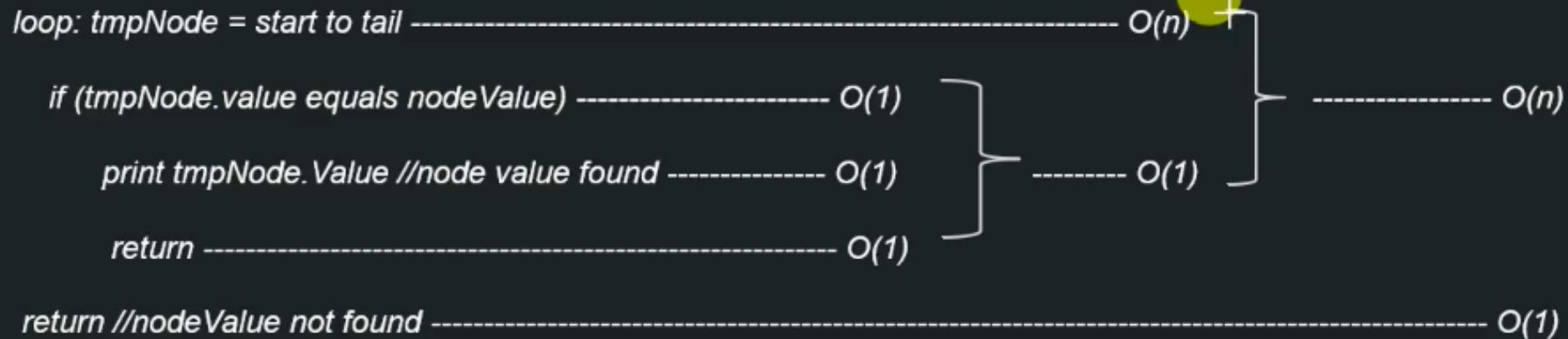
if head == NULL, then return -----  $O(1)$  +  
loop: head to tail -----  $O(n)$  } -----  $O(n)$   
print currentNode.Value -----  $O(1)$

Time Complexity –  $O(n)$

Space Complexity –  $O(1)$

# Time Complexity - Searching a node in Single Linked List:

SearchNode(head, nodeValue):



Time Complexity –  $O(n)$

Space Complexity –  $O(1)$

# Time Complexity - Deletion of node from Single Linked List:

*DeletionOfNode(head, Location):*

```
if (!existsLinkedList(head)) ----- O(1)
    return error //Linked List does not exists ----- O(1)
else if (location equals 0) //we want to delete first node ----- O(1)
    head = head.next ----- O(1)
    if this was the only element in list, then update tail = null ----- O(1)
else if (location >= last) ----- O(1)
    if (current node is only node in list) then, head = tail = null; return; ----- O(1)
    loop till 2nd last node (tmpNode) ----- O(n)
    tail = tmpNode; tmpNode.next = null ----- O(1)
else // if any internal node needs to be deleted ----- O(1)
    loop: tmpNode = start to location-1 ----- O(n)
    tmpNode.next = tmpNode.next.next //delete the required node ----- O(1)
```

Time Complexity –  $O(n)$

Space Complexity –  $O(1)$

## Time Complexity - Deletion of entire Single Linked List:

*DeleteLinkedList(head, tail):*

*head = null* -----  $O(1)$

*tail = null* -----  $O(1)$

Time Complexity –  $O(1)$

Space Complexity –  $O(1)$



# Time Complexity - Creation of Circular Single Linked List:

CreateSingleLinkedList (nodeValue):

create a blank node -----  $O(1)$  

node.value = nodeValue -----  $O(1)$

node.next = node -----  $O(1)$

head = node -----  $O(1)$

tail = node -----  $O(1)$

Time Complexity –  $O(1)$

Space Complexity –  $O(1)$



# Time Complexity - Insertion in Circular Single Linked List:

InsertInLinkedList(head, nodeValue, location):

create a blank node .....  $O(1)$

node.value = nodeValue .....  $O(1)$

if (!existsLinkedList(head)) .....  $O(1)$

    return error //Linked List does not exists .....  $O(1)$

else if (location equals 0) //insert at first position .....  $O(1)$

    node.next = head .....  $O(1)$

    head = node .....  $O(1)$

    next = head .....  $O(1)$

else if (location equals last) //insert at last position .....  $O(1)$

    node.next = head .....  $O(1)$

    tail.next = node .....  $O(1)$

    tail = node //to keep track of last node .....  $O(1)$

else //insert at specified location .....  $O(1)$

    loop: tmpNode = 0 to location-1 //loop till we reach specified node and end the loop .....  $O(n)$

    node.next = tmpNode.next .....  $O(1)$

    tmpNode.next = node .....  $O(1)$

Time Complexity –  $O(n)$

Space Complexity –  $O(1)$

## Time Complexity - Traversal of Circular Single Linked List:

*TraverseLinkedList (head):*

*if head == NULL, then return* -----  $O(1)$

*loop: head to tail* -----  $O(n)$  } -----  $O(n)$

*print currentNode.Value* -----  $O(1)$

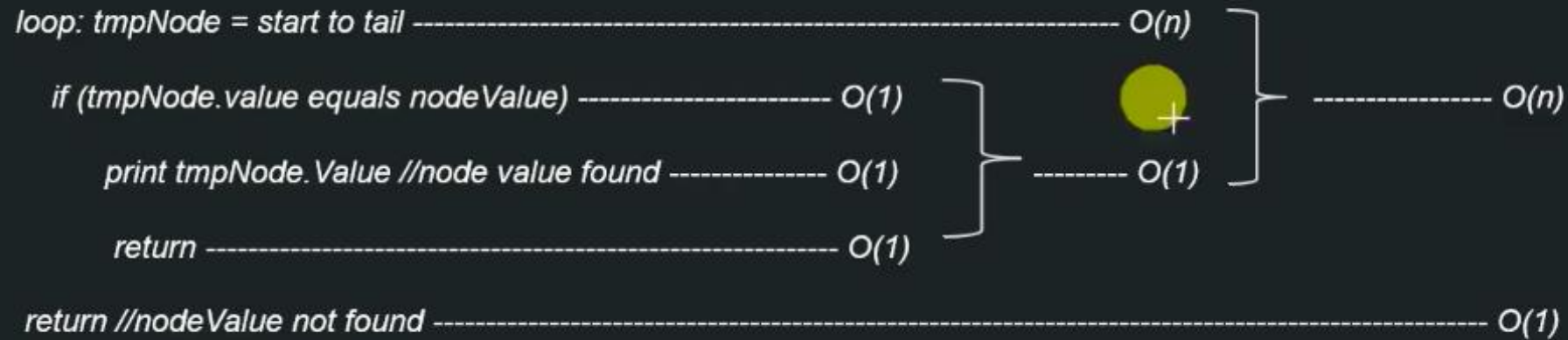


Time Complexity –  $O(n)$

Space Complexity –  $O(1)$

## Time Complexity - Searching a node in Circular Single Linked List:

*SearchNode(head, nodeValue):*



Time Complexity –  $O(n)$

Space Complexity –  $O(1)$

## Time Complexity - Deletion of node from Circular Single Linked List:

*DeletionOfNode(head, Location):*

|   |             |
|---|-------------|
| <i>if (!existsLinkedList(head)) -----</i>   | <i>O(1)</i> |
| <i>    return error //Linked List does not exists -----</i>   | <i>O(1)</i> |
| <i>else if (location equals 0) //we want to delete first element -----</i>                                    | <i>O(1)</i> |
| <i>    head = head.next; tail.next = head -----</i>   | <i>O(1)</i> |
| <i>    if this was the only element in list, then update tail = null -----</i>                                | <i>O(1)</i> |
| <i>else if (location &gt;= last) -----</i>  | <i>O(1)</i> |
| <i>    if (current node is only node in list) then, head = tail = null; return -----</i>                      | <i>O(1)</i> |
| <i>    loop till 2<sup>nd</sup> last node (tmpNode) -----</i>   | <i>O(n)</i> |
| <i>    tail = tmpNode; tmpNode.next = head -----</i>  | <i>O(1)</i> |
| <i>else // if any internal node needs to be deleted -----</i>   | <i>O(1)</i> |
| <i>    loop: tmpNode = start to location-1 //we need to traverse till we find the previous location -----</i> | <i>O(n)</i> |
| <i>    tmpNode.next = tmpNode.next.next //delete the required node -----</i>                                  | <i>O(1)</i> |

Time Complexity –  $O(n)$

Space Complexity –  $O(1)$



Thank  
you