

what is unit testing and out system and block box and white box?

Unit Testing:

Definition: Unit testing is the process of testing individual units or components of a software application in isolation. A "unit" is the smallest testable part of an application, such as a function or method.

Focus: The primary goal is to ensure that each unit of the software performs as designed. It helps in identifying and fixing bugs at an early stage of the development process.

Black Box Testing:

Definition: Black box testing is a testing method where the tester does not have any knowledge of the internal workings or code structure of the software being tested.

Focus: The focus is on the inputs and expected outputs of the software under test. Testers are concerned with the functionality of the system, not how that functionality is implemented.

White Box Testing:

Definition: White box testing, also known as glass box or clear box testing, involves testing the internal structure or workings of a software application. The tester has knowledge of the code, algorithms, and data structures.

Focus: The focus is on ensuring that all lines of code are executed and tested. It aims to verify the logic, flow, and internal structures of the software.

System Testing:

Definition: System testing is the process of testing the entire software system as a whole. It involves testing the integrated system to verify that it meets specified requirements.

Focus: The focus is on validating the overall system functionality, performance, and behavior. It ensures that all components work together as intended.

Different code injection and sql injection and dependence injection?

Code Injection:

Definition: Code injection refers to the act of introducing code into a software system. This can occur when an attacker is able to insert or manipulate code in a way that was not intended by the application's designers.

Examples: Common types of code injection include shell injection, where malicious commands are injected into a system shell, and HTML injection, where malicious HTML or script code is injected into a web page.

SQL Injection:

Definition: SQL injection is a specific type of code injection where an attacker inserts malicious SQL code into a query. This often occurs when user input is not properly sanitized or validated before being incorporated into a SQL query.

Example: If a web application takes user input for a login form and constructs a SQL query without proper validation, an attacker could input something like `'; DROP TABLE users; --` as a username, which might manipulate the SQL query to delete the entire "users" table.

Dependency Injection:

Definition: Dependency injection is a design pattern used in software development where the dependencies of a component (such as a class) are injected from the outside rather than being created or managed within the component itself.

Purpose: Dependency injection is commonly used to achieve inversion of control, making components more modular, testable, and flexible. It helps in managing the dependencies between different components of a system.

Example: Instead of a class creating its own instances of dependent classes, those instances are provided (injected) from the outside. This can be done through constructor injection, method injection, or property injection.

complexity for all Data Structure?

1. Array:-

- a. Access $O(1)$**
- b. Insert at end $O(1)$**
- c. Delete from end $O(1)$**
- d. Search $O(n)$**
- e. Insert at middle $O(n)$**
- f. Delete at middle $O(n)$**
- g. Space Complexity $O(n)$**

2. LinkedList:-

- a. Access $O(n)$**
- b. Insert at begin $O(1)$**
- c. Delete from begin $O(1)$**
- d. Search $O(n)$**
- e. Insert at middle $O(n)$**
- f. Delete at middle $O(n)$**
- g. Space Complexity $O(n)$**

3. Stack

- a. Push $O(1)$**
- b. Pop $O(1)$**
- c. Space Complexity $O(n)$**

4. Queue

- a. Enqueue $O(1)$**
- b. Dequeue $O(1)$**

5. Tree (BST,AVL)

- a. Search, insertion, delete $O(\log n)$ in balanced tree**
- b. Space Complexity $O(n)$**

6. Heap

- a. Heapfiy (Build Heap) $O(n)$**
- b. Insertion $O(\log n)$**
- c. Space Complexity $O(n)$**

7. Hash

- a. Search: $O(1)$ on average ($O(n)$ in worst cases)**
- b. Insertion: $O(1)$ on average ($O(n)$ in worst cases)**

- c. Deletion: $O(1)$ on average ($O(n)$ in worst cases)
- d. Space Complexity $O(n)$ in worst case

8. Graph

- a. Search: $O(V + E)$
- b. Insertion: $O(1)$
- c. Deletion: $O(1)$
- d. Space Complexity: $O(V + E)$

where and what can use multimap and give example?

multimap is a container in C++ Standard Template Library (STL) that is similar to map, but it allows multiple elements with the same key. It is implemented as a sorted associative container, meaning the elements are sorted according to their keys.

You can use multimap in scenarios where you need to associate multiple values with the same key.

Create a dictionary with int as the key type and a list of strings as the value type

```
my_multimap = {}
```

Insert some values with the same key

```
my_multimap.setdefault(1, []).append("Apple")
```

```
my_multimap.setdefault(2, []).append("Banana")
```

```
my_multimap.setdefault(1, []).append("Apricot")
```

```
my_multimap.setdefault(3, []).append("Cherry")
```

```
my_multimap.setdefault(2, []).append("Blueberry")
```

Print the multimap

```
print("Multimap contents:")
```

```
for key, values in my_multimap.items():
```

```
    for value in values:
```

```
        print(f"Key: {key}, Value: {value}")
```

Accessing elements with a specific key

```
key_to_find = 2
```

```
values_with_key = my_multimap.get(key_to_find, [])
```

```
print(f"\nValues with key {key_to_find}:")
```

```
for value in values_with_key:
```

```
    print(f"Value: {value}")
```

using multimap in real life:-

Event Scheduling:

In a calendar or scheduling application, events scheduled for the same time can be stored in a multimap, where the key is the timestamp, and the values are the events.

Log Files:

When logging events in a system, timestamps or event types could be used as keys in a multimap, with multiple log entries associated with each key.

Network Programming:

In networking, a server might need to handle multiple connections at the same time. A multimap could be used to associate socket descriptors or connection identifiers with data related to each connection.

Database Indexing:

In database indexing, a multimap-like structure can be useful when indexing on non-unique keys. For example, an index on a person's last name might have multiple entries for each last name.

Flight Schedules:

In an airline reservation system, flight schedules could be stored in a multimap where the key is the destination airport code and the values are the scheduled departure times.

Social Networks:

Social networks often deal with relationships between users. A multimap could be used to store friendships or associations between users where a user ID is the key, and the values are the IDs of friends or connections.

Search Engines:

In a search engine, a multimap could be used to store search results where the search query is the key, and the values are the URLs or documents related to that query.

using Hash map in real life?

Database Indexing:

Hashmaps are used in database indexing to speed up the retrieval of records. For instance, an index on a user ID or a product ID can be implemented using a hashmap, allowing quick access to the associated data.

Caching:

In web development, hashmaps are frequently employed in caching mechanisms. For instance, a cache of recently accessed web pages or database query results can be implemented using a hashmap for quick retrieval.

Language Processing:

Spell checkers and autocomplete features in word processors or search engines often use hashmaps to store a dictionary or a list of frequently used words for efficient and quick lookups.

Phone Contacts:

Contact lists in smartphones use hashmaps to associate names with phone numbers. This enables fast lookups when searching for a specific contact.

File Systems:

Hashmaps are used in file systems to implement directory structures. The hashmap allows efficient mapping of file names to their corresponding file blocks or addresses on disk.

Symbol Tables in Compilers:

Compilers use hashmaps to implement symbol tables, which map variable and function names to memory addresses or other relevant information during the compilation process.

Network Routing Tables:

Hashmaps can be used in network routers to store routing tables. IP addresses can be hashed to determine the next hop for routing a packet efficiently.

Frequency Counting:

Hashmaps are often used to count the frequency of words in a document or the occurrence of items in a dataset, which is useful in natural language processing, data mining, and analytics.

User Authentication:

Hashmaps can be used to store user credentials (username and hashed passwords) for efficient and secure authentication processes.

Game Development:

In game development, hashmaps are utilized for quick access to game assets, such as textures, models, or sound files, based on unique identifiers.

what the library is used to using Graph in python?

networks :- the networkx library is commonly used for working with graphs. networkx is a powerful and flexible library for the creation, manipulation, and analysis of complex networks or graphs. It provides a wide range of functionality for graph algorithms, visualization, and graph-based data analysis.

igraph: - is a versatile library that provides a high-performance graph implementation and supports various graph algorithms and visualization capabilities. It's particularly useful for large-scale graph analysis.

example for using Binary search tree?

File Systems:

File systems often use BSTs or variants like AVL trees for quick lookups of file names. The hierarchical structure of directories can be efficiently represented using a BST.

Databases:

Many databases use BSTs as part of their indexing structures. For example, in a database table, the primary key index might be implemented as a BST, allowing for fast searches, insertions, and deletions based on the primary key.

Router Tables in Networking:

In networking, BSTs are used in the construction of router tables. IP addresses can be organized in a BST to facilitate fast lookups for routing decisions.

Library Systems:

Library systems can use BSTs to organize books based on their unique identifiers (e.g., ISBN numbers). This facilitates efficient searching for books and managing the library inventory.

Online Maps and Geographical Information Systems (GIS):

Maps and GIS applications often use BSTs for storing geographical locations and related information. This allows for efficient spatial queries.

Priority Queues:

Priority queues implemented using BSTs are useful in scenarios where elements have priorities, such as task scheduling in operating systems.

Organizing Hierarchical Data:

BSTs are useful for organizing hierarchical data in general. For example, representing organizational charts or file directory structures.

Database Query Optimization:

In database query optimization, BSTs can be used to optimize the search for rows based on indexed columns, improving the efficiency of queries.

example for using Red Black Tree tree?

File System Structure:

Imagine you are designing a file system where each file or directory has a unique identifier, such as a file path or name. A Red-Black Tree could be used to efficiently organize and manage the file system's hierarchical structure.

from PriorityQueue print from Bigger to smaller?

Two ways :

- 1- Give number with (-)sign
- 2- Store this in list and reversed