

# Data Structures

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# Arrays

- Consist of *elements*
- Homogenous data type
- Accessed by *index*
  - Zero-based indexing
- []

# Aggregates

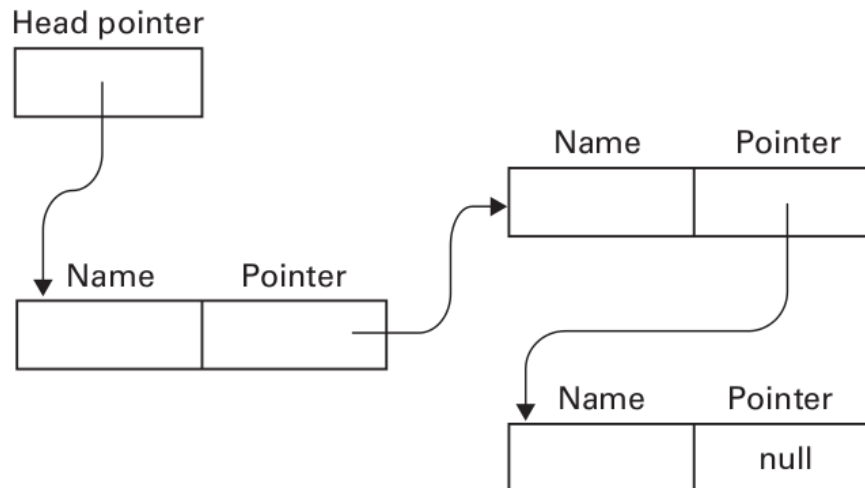
- Consist of *fields*
- Heterogeneous data types
- Accessed by *field name*
- .

# Static vs. Dynamic

- Arrays are *static*
  - Size not easily changed
- Advantage: Easy (fast) to look stuff up
- Disadvantage: Hard (slow) to add past end

# Linked Lists

- Head, Tail
- *Dynamically* allocated (as program runs)
- Time and Space tradeoffs vs. Arrays

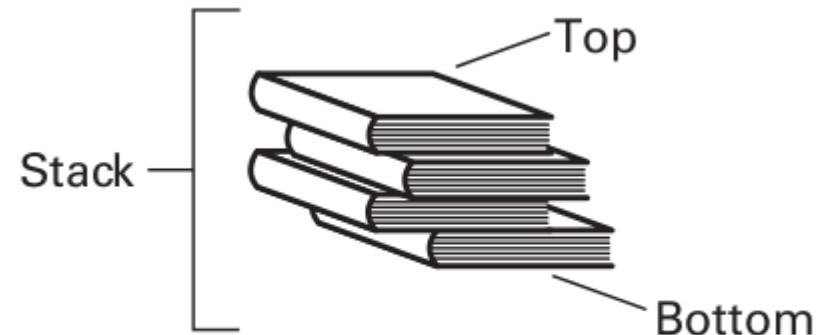


# Stacks

- Last-In, First-Out (*LIFO*)

- Operations:

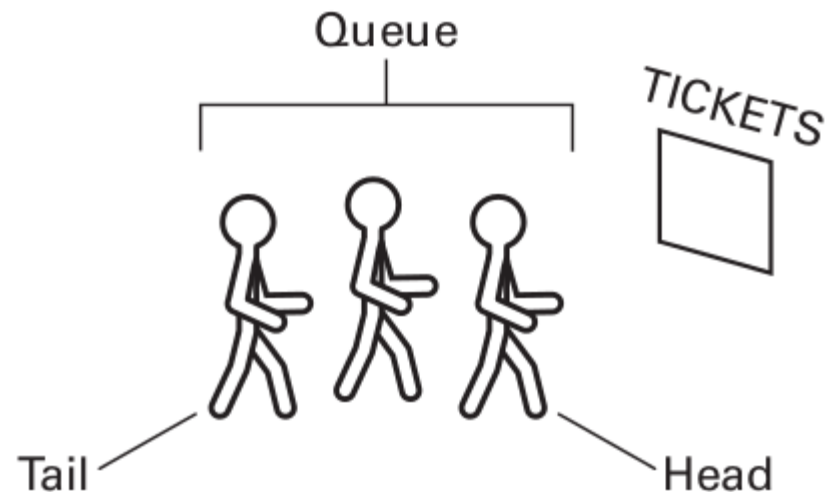
- `push()`
- `pop()`
- `top()`



- Real examples: Pez dispensers, dining hall dish/glass stacks

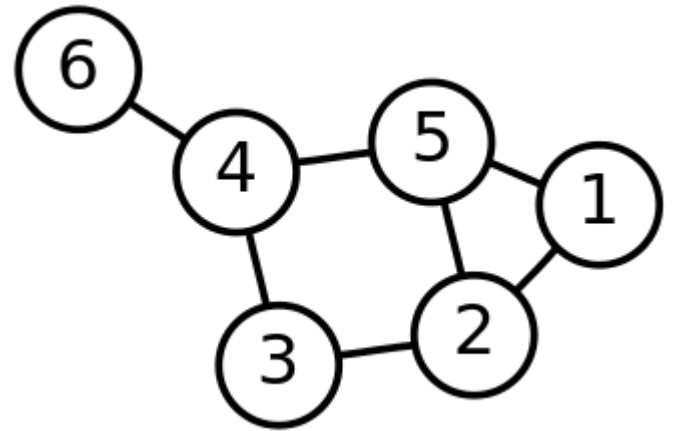
# Queues

- First-In, First-Out (*FIFO*)
- Operations:
  - enqueue()
  - dequeue()
- Real examples:
  - Grocery store lines
  - Operating System queues



# Other Linked Structures

- Graphs (Networks)
  - Nodes (Vertices)
  - Edges (Arcs)



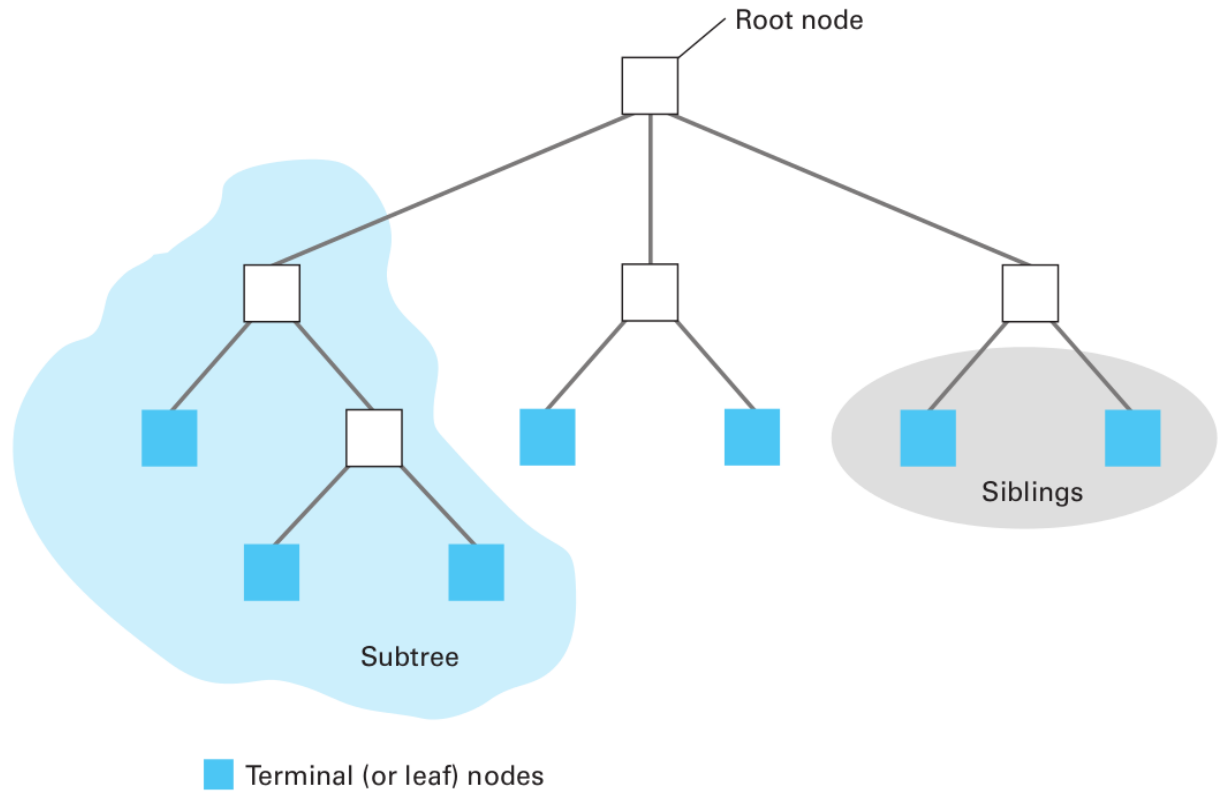
\* - Wikipedia 6n-graf.svg



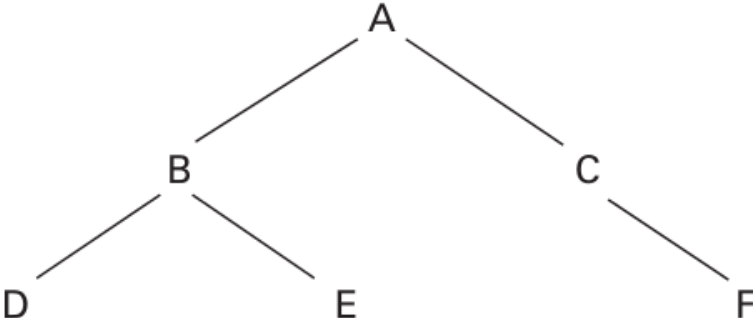
# Other Linked Structures

- Trees

- Root
- Child
- Leaf
- Sibling



**Conceptual tree**



**Actual storage organization**

Root pointer

