

## LINKED LIST DELETING NODES

(46)

Deleting the first node in singly linked list

Algorithm  $\rightarrow$

Deleted first (START)

Step 1: Check for under flow

If start = NULL, then

print linked list empty

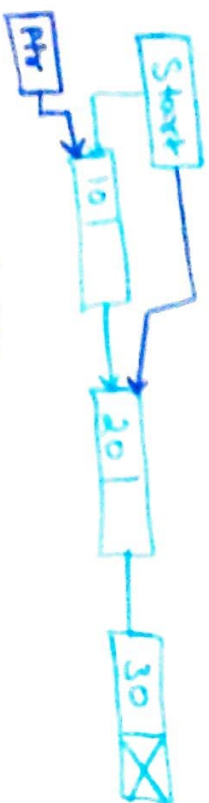
exit

Step 2: set PTR = START

Step 3: set START = START  $\rightarrow$  Next

Step 4: print element deleted is ptr  $\rightarrow$  info

Step 5: free (PTR).



After deletion



## LINKED LIST DELETING NODES

(47)

Deleting the last node in singly linked list

Algorithm  $\rightarrow$

Deleting (START)

Step 1: Check for underflow

If start = NULL then

print linked list is empty

exit

Step 2: if start  $\rightarrow$  Next = NULL then

set ptr = start

set start = NULL

print element deleted is = ptr  $\rightarrow$  info

free (PTR)

end if

Step 3: set PTR = START

Step 4: Repeat Step 5 and 6 until

PTR  $\rightarrow$  Next ! = NULL

Step 5: set LOC = PTR

Step 6: set PTR = PTR  $\rightarrow$  Next

Step 1: set LOC  $\rightarrow$  Next = NULL

Step 2: free (PTR)



After deletion



Deleting the Node from Specified Position

In Singly Linked List

Algorithm  $\rightarrow$

Delete-Location (START, LOC)

Step 1: Check for under flow

if PTR = NULL then

print underflow

exit

Step 2: Initialize the counter I and pointers

Set  $I = 0$ ;

Set  $ptr = Start$ ;

Step 3: Repeat step 4 to 6 until  $I < LOC$

Step 4: Set  $temp = PTR$

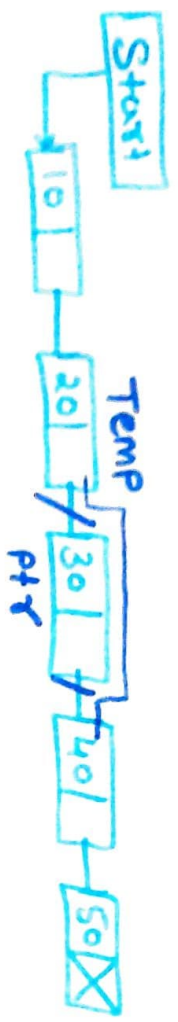
Step 5: Set  $PTR = PTR \rightarrow Next$

Step 6: Set  $I = I + 1$

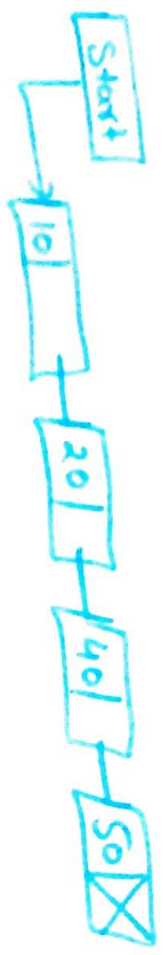
Step 7: Print Element deleted is = ptr → info (50)

Step 8: Set Temp → Next = ptr → Next

Step 9: free (ptr)



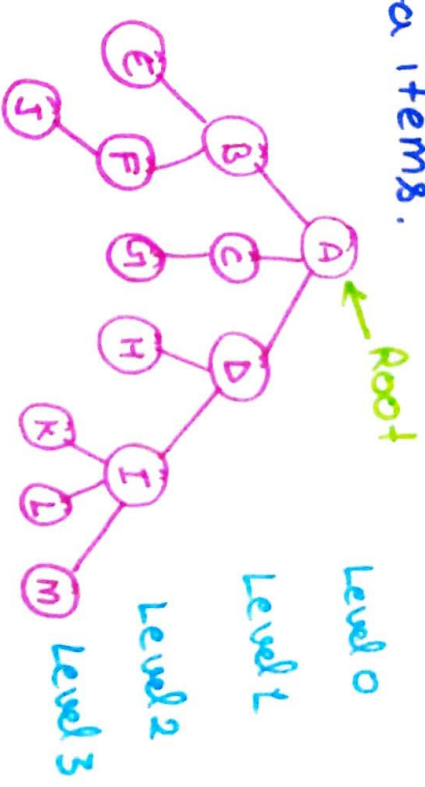
After deletion



## Trees in Data Structure (51)

Tree ⇒ A Tree is a non-linear data structure in which items are arranged in a sorted sequence.

- It is used to represent hierarchical relationship existing amongst several data items.



Tree Terminology ⇒ Tree has different terminology such as:

1) Root ⇒ It is specially designed data item in a tree. It is the first in the hierarchical arrangement of data item. In the above tree, A is root item.

2) Node ⇒ Each data item in a tree is called a node. In the given

Tree there are 13 Node such as - (52)

A, B, C, D, E, F, G, H, I, J, K, L, M

3  $\Rightarrow$  Degree of a node  $\Rightarrow$  It is the no. of subtrees of a node in a given tree:

The degree of A = 3

The degree of C = 1

The degree of L = 0

4  $\Rightarrow$  Degree of a tree  $\Rightarrow$  It is the maximum degree

of nodes in a given tree. In the given

tree the node A and node I has maximum

degree (3). so the degree of tree is 3.

5  $\Rightarrow$  Terminal node  $\Rightarrow$  A node with degree

zero is called terminal node. In

given tree - E, J, G, H, K, L and M are

terminal node.

6  $\Rightarrow$  Non-terminal Node  $\Rightarrow$  Any Node whose

degree is not zero is called non-terminal

node. In given tree - A, B, C, D, F, I are

Non-terminal Node.

7  $\Rightarrow$  Siblings  $\Rightarrow$  The child nodes of a given parent node are called siblings. They are also called brothers. (53)

In the given table.

B, C, D are siblings of parent node A.

H & I are siblings of parent node D.

8  $\Rightarrow$  Level  $\Rightarrow$  The entire tree structure is

levelled in such a way that the

root node is always at level 0.

9  $\Rightarrow$  Edge  $\Rightarrow$  It is a connecting line of

two nodes. that is, the line drawn

from one node to another node is

called an edge.

10  $\Rightarrow$  Path  $\Rightarrow$  It is a sequence of

consecutive edges from the source

node to the destination node. In

the given tree the path between

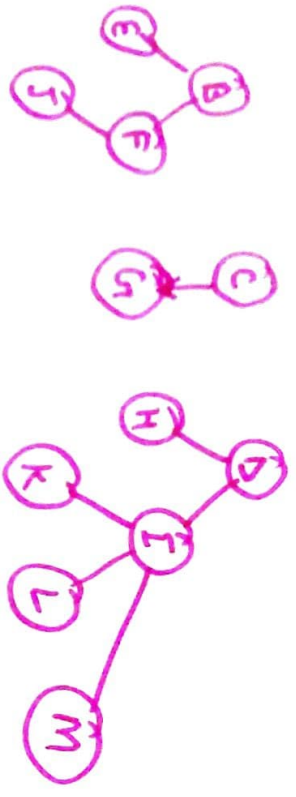
A and J is as.

(A, B) (B, F) and (F, J)

A  $\rightarrow$  B  $\rightarrow$  F  $\rightarrow$  J

11 ⇒ Depth ⇒ It is the maximum level of any node in a given tree. In the given tree, the root node A has the maximum level.

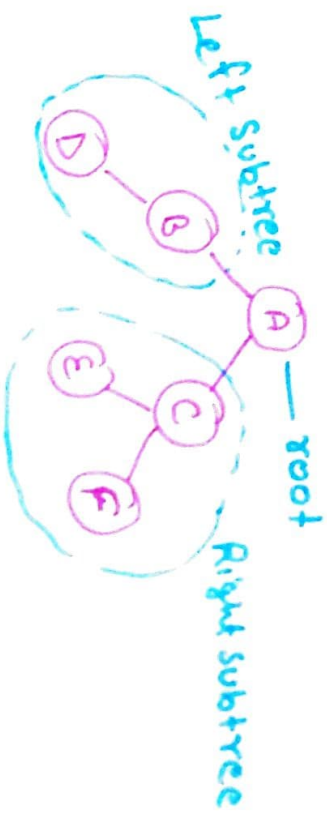
12 ⇒ forest ⇒ It is a set of disjoint trees. In a given tree if you remove its root node then it becomes a forest. In the given tree, there is a forest with three trees such as. After removing root A, forest is.



## BINARY TREES

• Binary tree is a finite set of data item which is either empty or consists of a single item called root and two disjoint binary tree called the left subtree and right subtree

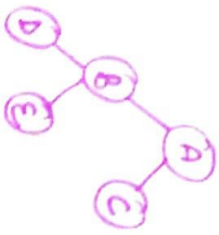
• In Binary tree, every node can have maximum of 2 children which are known as left child and right child



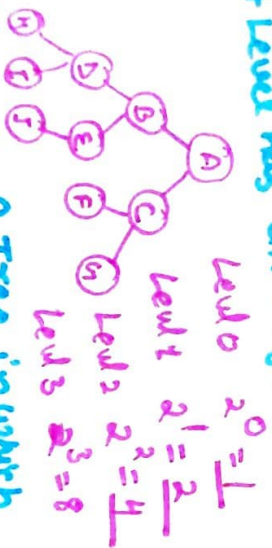
# Types of Binary trees $\Rightarrow$

(56)

1) Full Binary tree  $\Rightarrow$  A Binary tree is full if every node has 0 or 2 child.

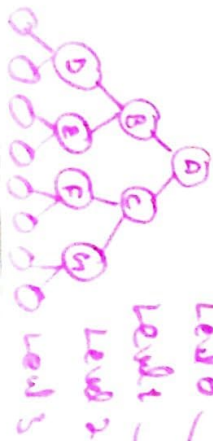


2) Complete Binary tree  $\Rightarrow$  A Binary tree is Complete Binary Tree if all levels are completely filled except possibly the last level and the last level has all keys as left or right possible.



3) Perfect Binary Tree  $\Rightarrow$  A Tree in which all internal nodes has two children and all leaves are at the same level.

all internal nodes has two children and all leaves are at the same level. in which all level has  $2^n$  child



Level 0  $2^0 = 1$   
 Level 1  $2^1 = 2$   
 Level 2  $2^2 = 4$   
 Level 3  $2^3 = 8$

# Traversal of a Binary Tree (57)

It is a way in which each node in the tree is visited exactly once in a systematic manner.

There are three ways which we use to traverse a tree - Node Left, Right

- 1 - Pre order traversal (NLR)
- 2 - In order traversal (LNR)
- 3 - Post order traversal (LRN)

$\Rightarrow$  Pre order Traversal  $\Rightarrow$  In this

Traversal method, the root node is visited first, then the left subtree and finally the right subtree.

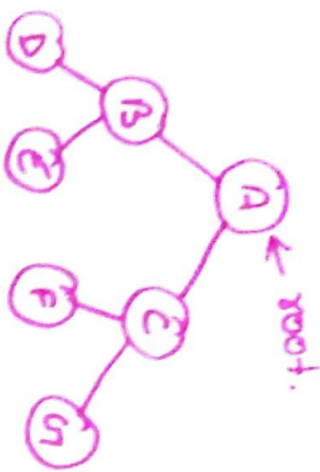
Algorithm  $\Rightarrow$

Until all nodes are traversed -

- Step 1: Visit root node.
- Step 2: Recursively traverse left subtree.
- Step 3: Recursively traverse right subtree.

Ex →

(58)



Pre-order traversal is →

A, B, D, E, C, F, G.

2 → Inorder Traversal ⇒ In this traversal method, the Left Subtree is visited first, then the root and later the right subtree.

Algorithm ⇒

untill all nodes are traversed -

Step1: Recursively traverse left subtree.

Step2: Visit root node.

Step3: Recursively traverse Right Subtree.

## Binary Search tree (BST)

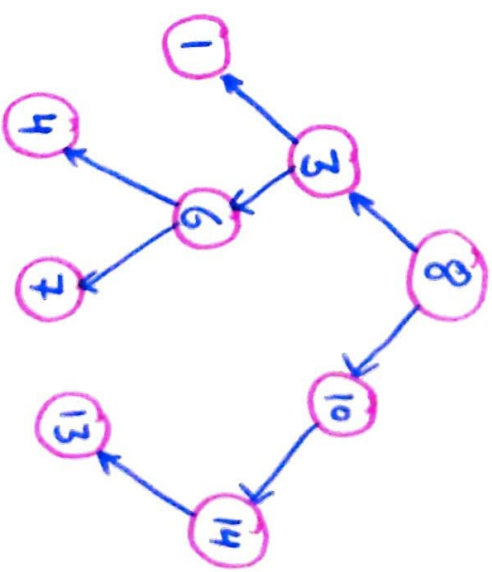
(59)

Binary search tree is a node-based binary tree data structure which has the following rules:

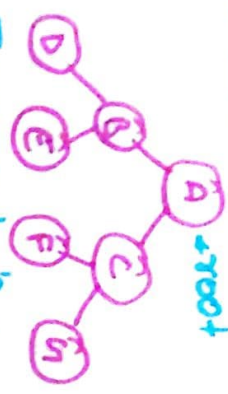
1 → The value of the key in the left child or left subtree is less than the value of root.

2 ⇒ The value of the key in the right child or right subtree is more than or equal to the root.

3 ⇒ The right and left subtree each must also be a binary search tree (BST).



Ex →



Inorder Traversal is -

D, B, E, A, F, C, G.

3 ⇒ Post-order Traversal ⇒ In this method

the root node is visited last, hence the name first we traverse left subtree, then the right subtree and finally the root node.

Algorithm ⇒

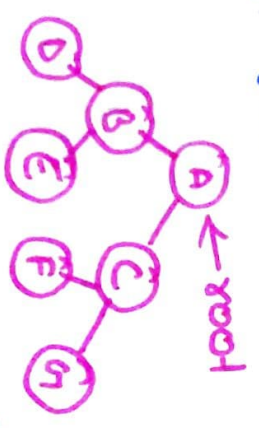
until all nodes are traversed -

Step 1: Recursively traverse left subtree.

Step 2: Recursively traverse right subtree.

Step 3: Visit root node.

Ex ⇒



Post order Traversal is -

D, E, B, F, G, C, A



# Difference between Stack and Queue

(61)

## Stack

- 1 → It represents the collection of elements in Last in first out (LIFO) order.
- 2 → Objects are inserted and removed at the same end called Top of Stack (TOS).
- 3 → Insert operation is called push operation.
- 4 → Delete operation is called pop operation.
- 5 → In Stack There is no wastage of memory space.
- 6 → plate Counter at marriage Reception is an Example of Stack.

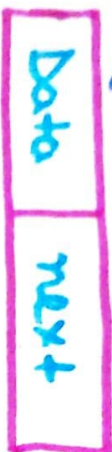
## Queue

- 1 → It represents the collection of elements in First In First Out (FIFO) order.
- 2 → Objects are inserted and removed from different ends called front and rear ends.
- 3 → Insert operation is called Enqueue operation.
- 4 → Delete operation is called Dequeue operation.
- 5 → In Queue there is a wastage of memory space.
- 6 → Students Standing in a line at Fees Counter is an Example of Queue.

# Difference between Singly and Doubly linked List

## Singly linked List

- 1 → Singly linked List has nodes with data field and next link field (forward link).



- 2 → It allows traversal only in one way.

- 3 → It requires one list pointer variable (Start)

- 4 → It occupies less memory

- 5 → Complexity of Insertion and Deletion at known position is  $O(n)$

## doubly linked List

- 1 → Doubly linked List has nodes with data field and two pointer field. (Backward and forward link).



- 2 → It allows a two way traversal.

- 3 → It requires two list pointer variable (Start and Last).

- 4 → It occupies more memory.

- 5 → Complexity of Insertion and Deletion at known position is  $O(1)$ .

## Difference between Linear and Non-Linear Data Structure

### Linear Data Structure

- 1 → In this data structure the elements are organized in a sequence such as:
  - ↳ Array, stack, queue etc.
- 2 → In linear data structure single level is involved.
- 3 → It is easy to implement.
- 4 → Data elements can be traversed in a single run only.
- 5 → Memory is not utilized in an efficient way.
- 6 → Applications of linear D.S are mainly in Application Software development.

### Non-Linear data structure

- 1 → In this data structure data is organized without any sequence.
  - ↳ Tree, Graph etc.
- 2 → In non-linear D.S multiple levels are involved.
- 3 → It is difficult to implement.
- 4 → Data elements can't be traversed in a single run only.
- 5 → memory utilization is in an efficient way.
- 6 → Applications of non-linear D.S are in Artificial Intelligence and image processing.

# Difference between Array and Linked List

## Array

- 1 → Size of an Array is fixed
- 2 → Array is a collection of Homogeneous (similar) data type.
- 3 → Memory is allocated from Stack.
- 4 → Array work with Static data structure.
- 5 → Elements are stored in contiguous memory locations.
- 6 → Array elements are independent to each other.
- 7 → Array take more time. (Insertion & Deletion)

## Linked List

- 1 → Size of a List is not fixed.
- 2 → Linked List is a collection of node (data & address)
- 3 → Memory is allocated from heap.
- 4 → Linked List work with Dynamic data structure.
- 5 → Elements can be stored anywhere in the memory.
- 6 → Linked List elements are depend to each other.
- 7 → Linked List take less time. (Insertion & Deletion)

# Difference between Tree and Graph

## Tree

1 → Tree is a collection of nodes and edges.

Ex →  $T = \{node, edges\}$

2 → There is a unique node called root in tree.

3 → There will not be any cycle/loops.

4 → Represents data in the form of a tree structure, in a hierarchical manner

5 → In tree only one path between two nodes.

6 → In this Preorder, Inorder and Postorder Traversal.

Ex →



## Graph

1 → Graph is a collection of vertices/nodes and edges.

Ex →  $G = \{V, E\}$

2 → There is no unique node.

3 → There can be loops/cycle.

4 → Represents data similar to a network.

5 → In Graph one or more than one path between two nodes.

6 → In this BFS and DFS traversal.

Ex →

