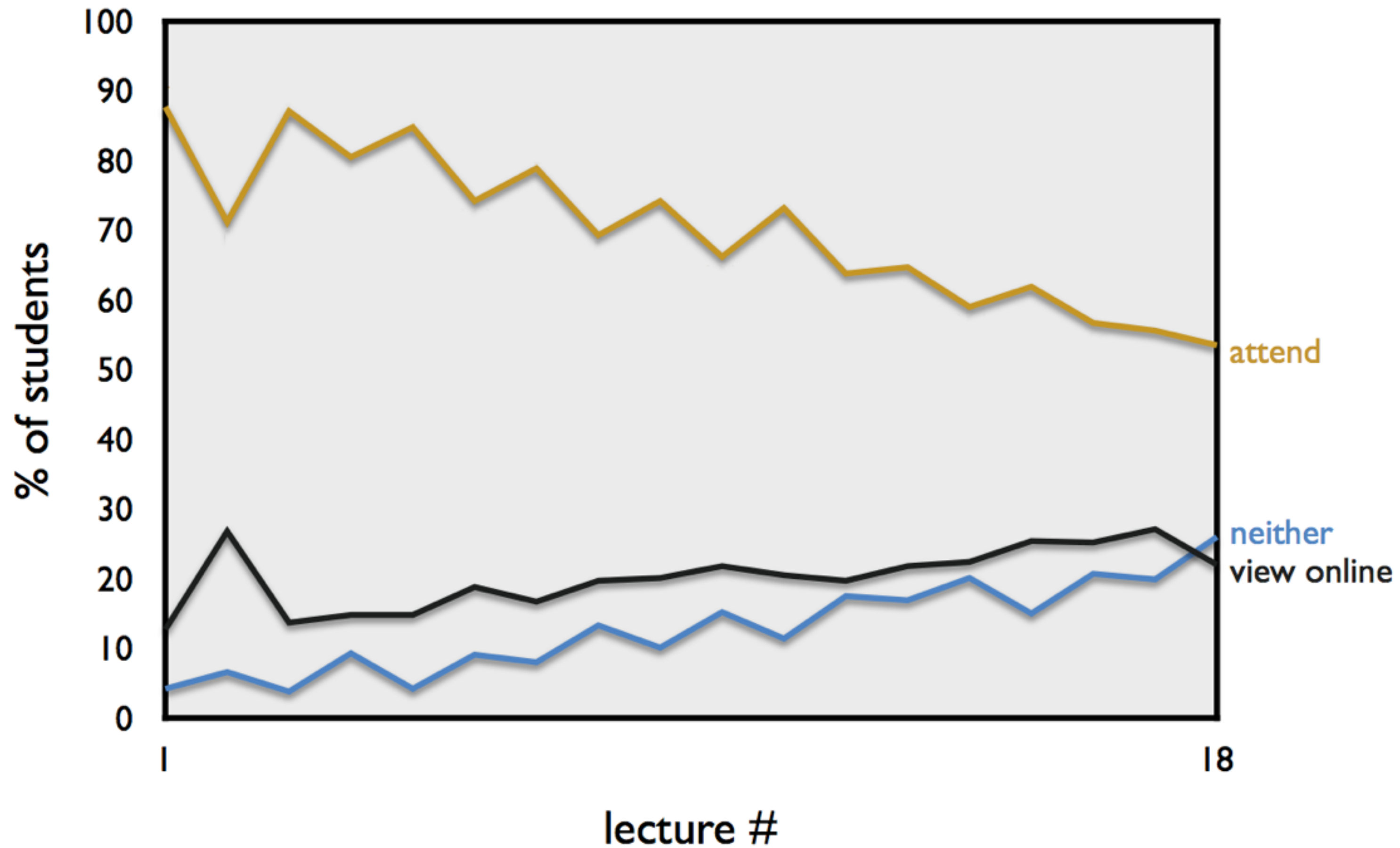
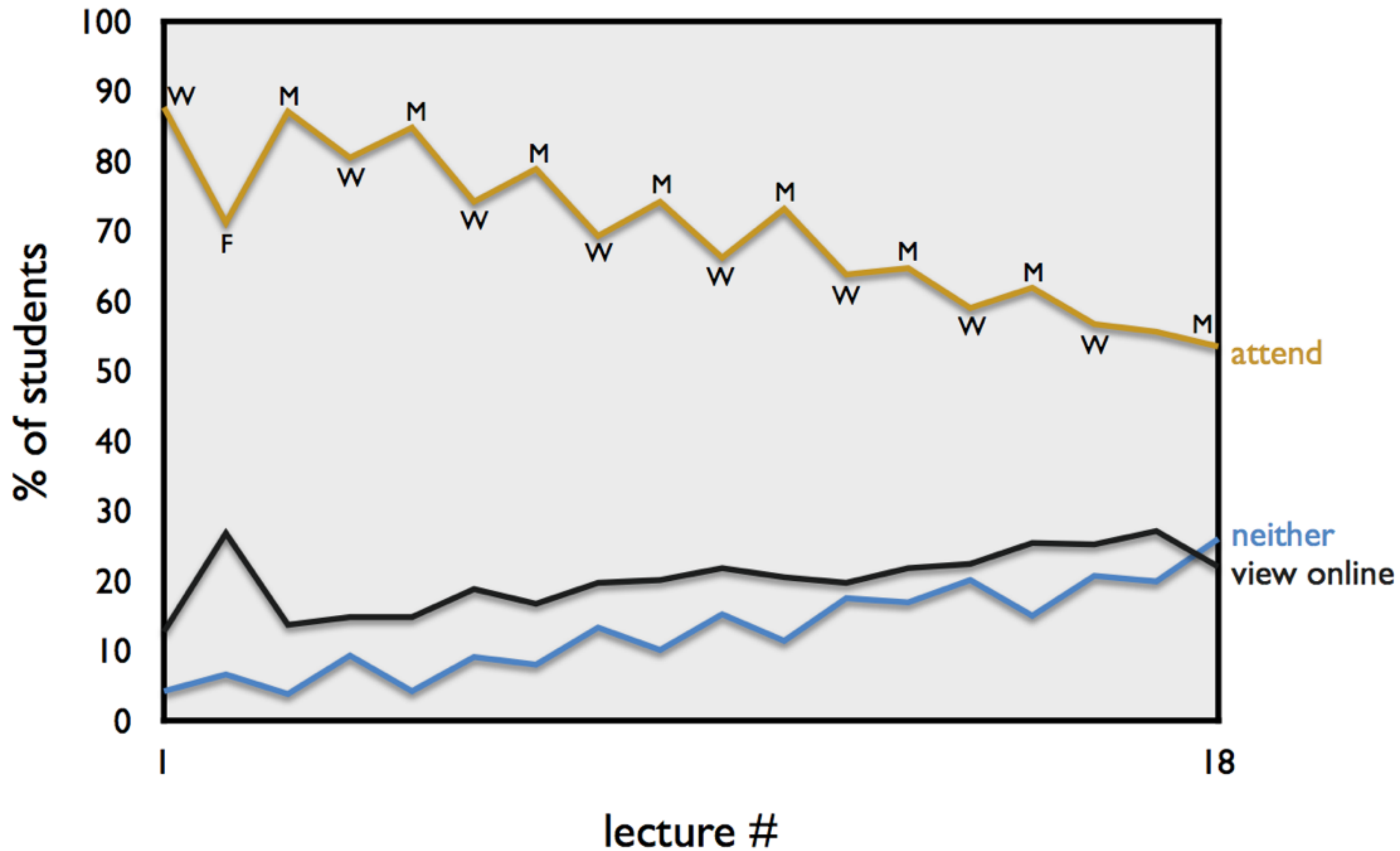
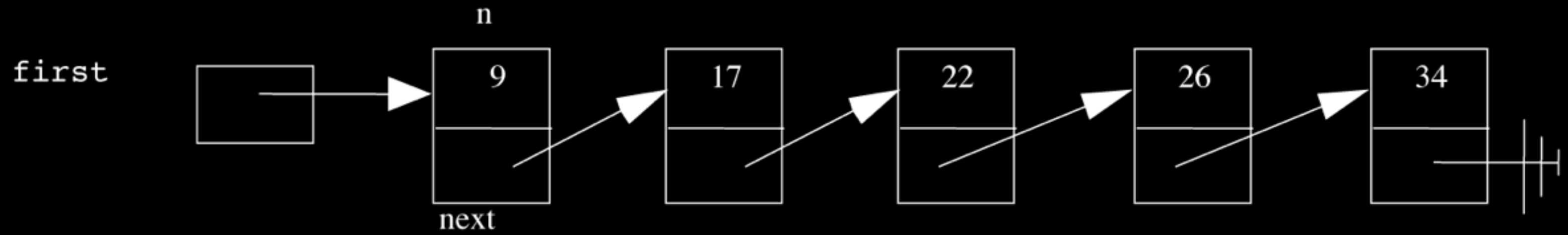


week 6







$O(n)$

$\Omega(1)$

O(1)

Examination Book



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Hash
Yourselves
(by first Name)

hash table

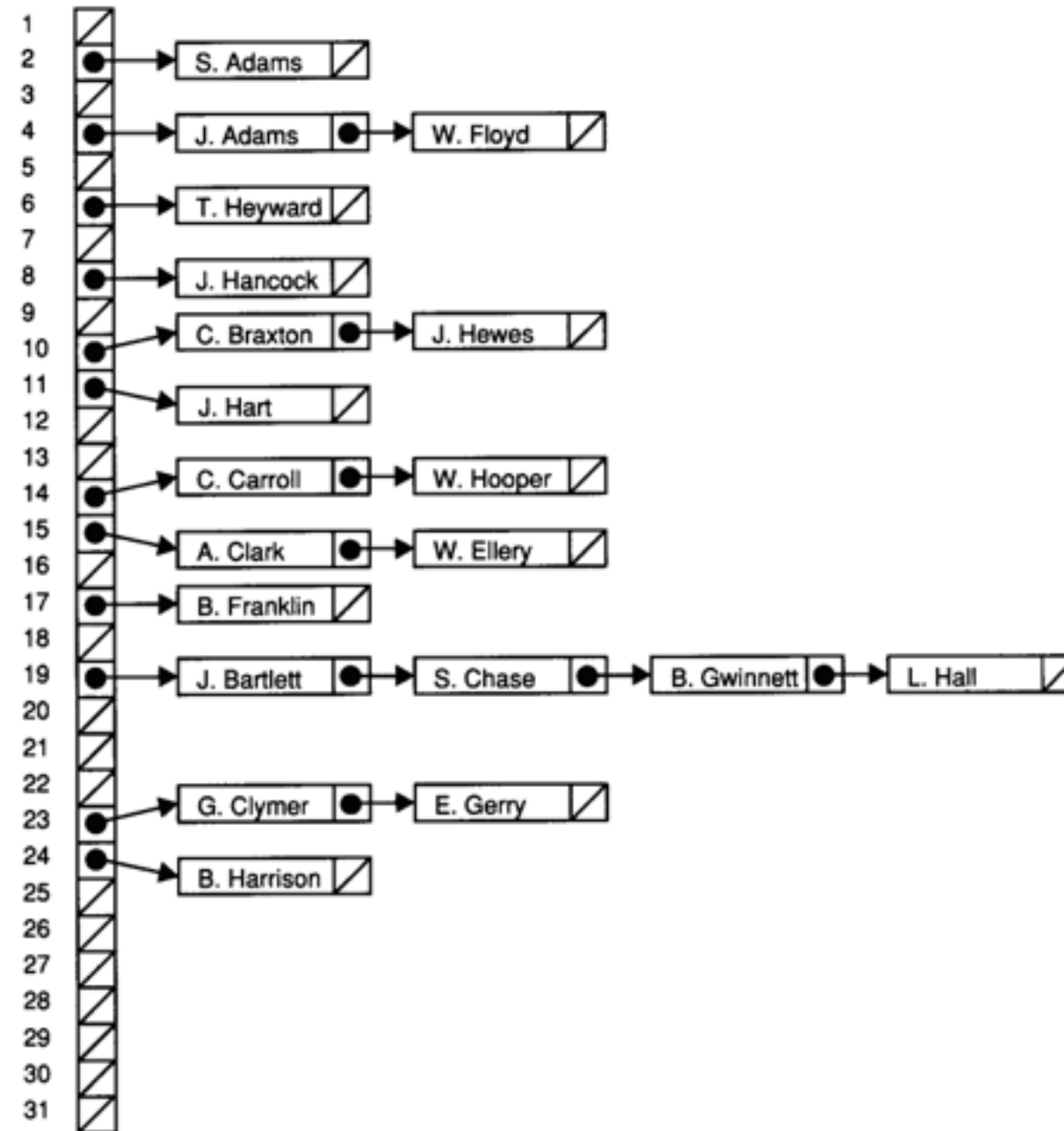
table[0]	
table[1]	
table[2]	
table[3]	
table[4]	
table[5]	
table[6]	
	⋮
table[24]	
table[25]	

```
char* table[CAPACITY];
```

linear probing

table[0]	
table[1]	
table[2]	
table[3]	
table[4]	
table[5]	
table[6]	
	⋮
table[n-1]	

separate chaining




```
typedef struct node
{
    char* word;
    struct node* next;
}
node;
```

```
typedef struct node
{
    char* word;
    struct node* next;
}
node;

node* table[CAPACITY];
```

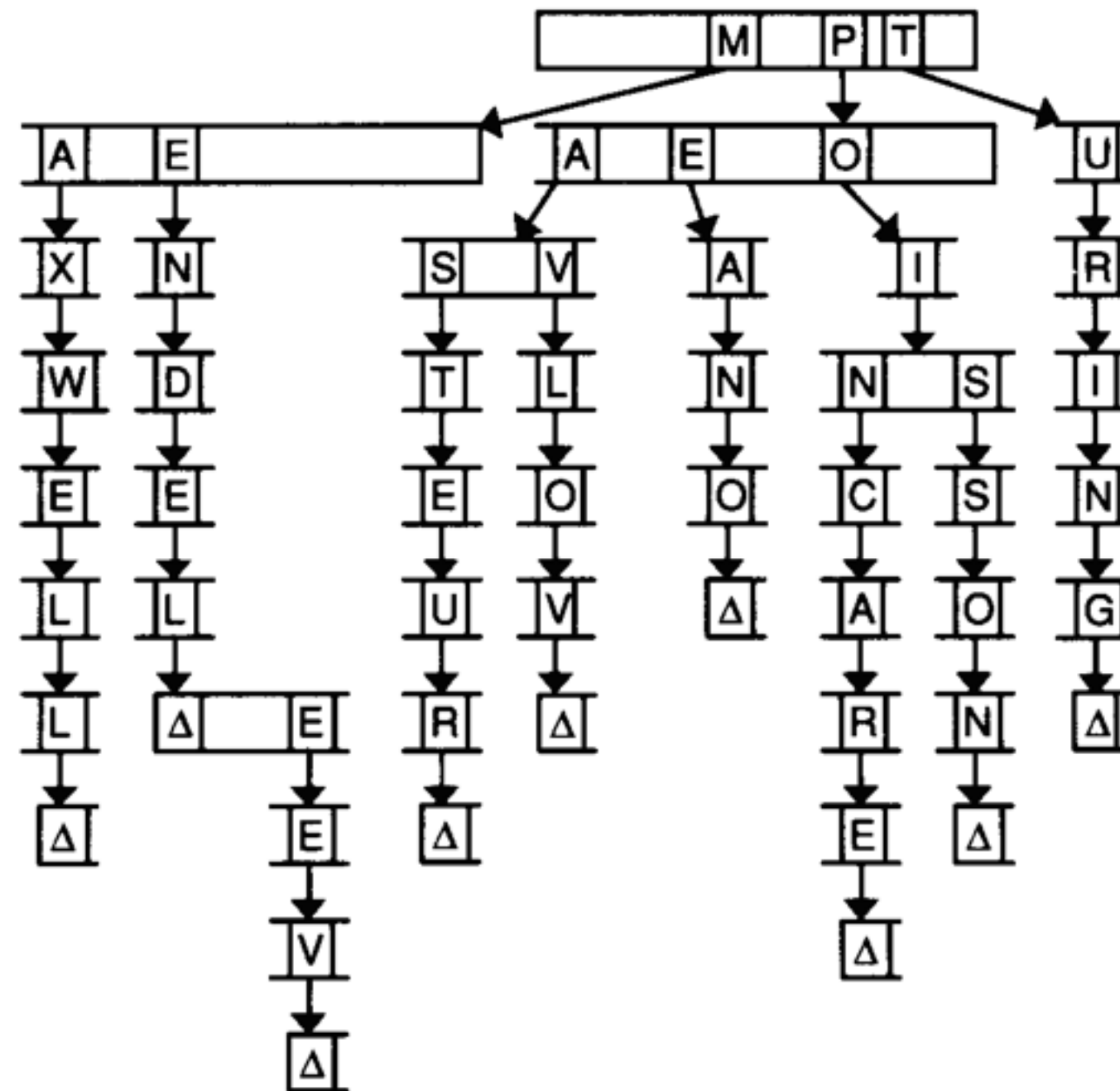


Figure from Lewis and Denenberg's Data Structures & Their Algorithms.

```
typedef struct node
{
    bool word;
    struct node* children[27];
}
node;

node* trie;
```



stack

push, pop

stack

last in first out
(LIFO)

```
typedef struct node
{
    int number;
    struct node* next;
}
node;
```



```
typedef struct node
{
    int number;
    struct node* next;
}
node;

node* stack;
```



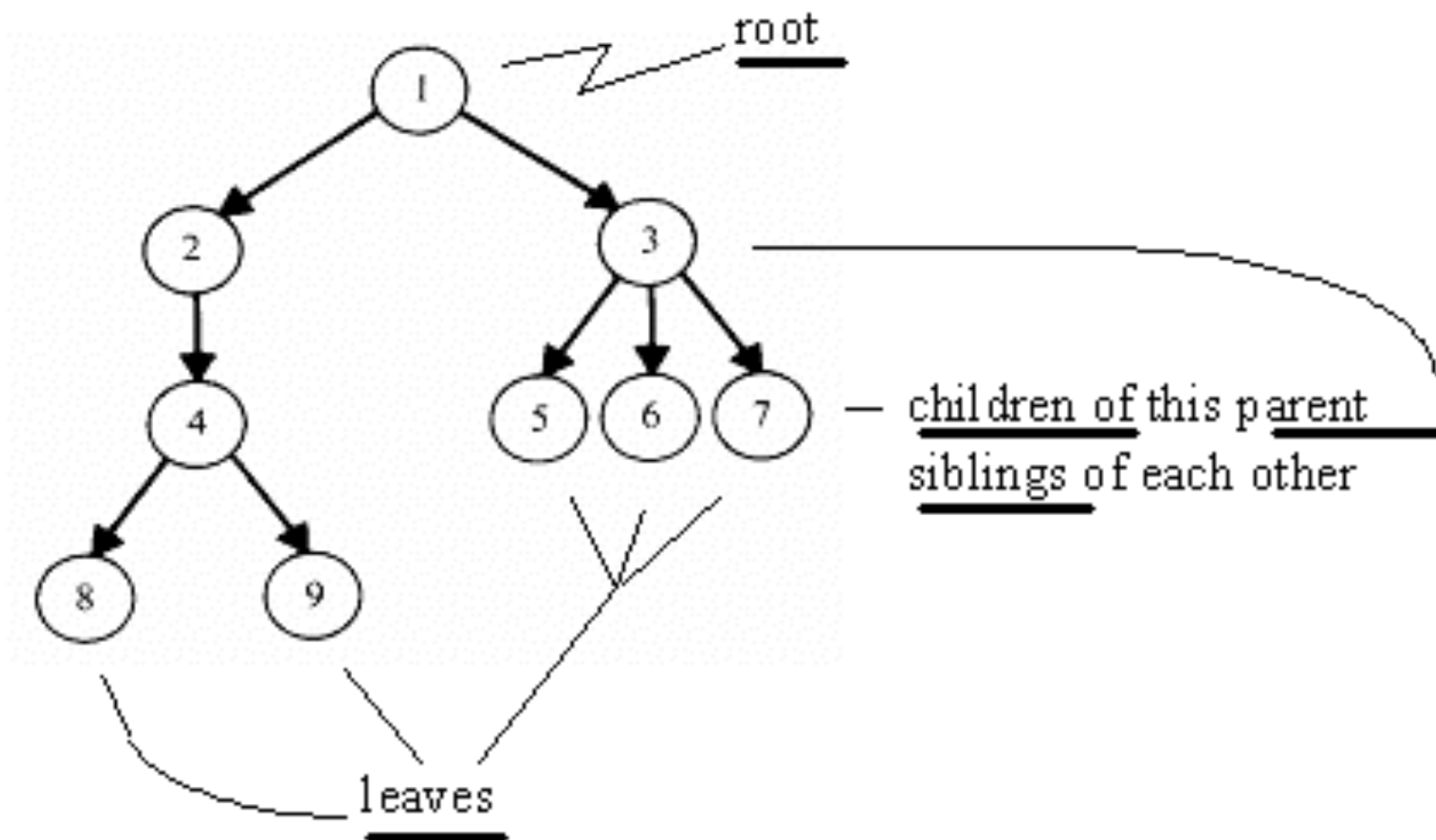
queue

enqueue, dequeue

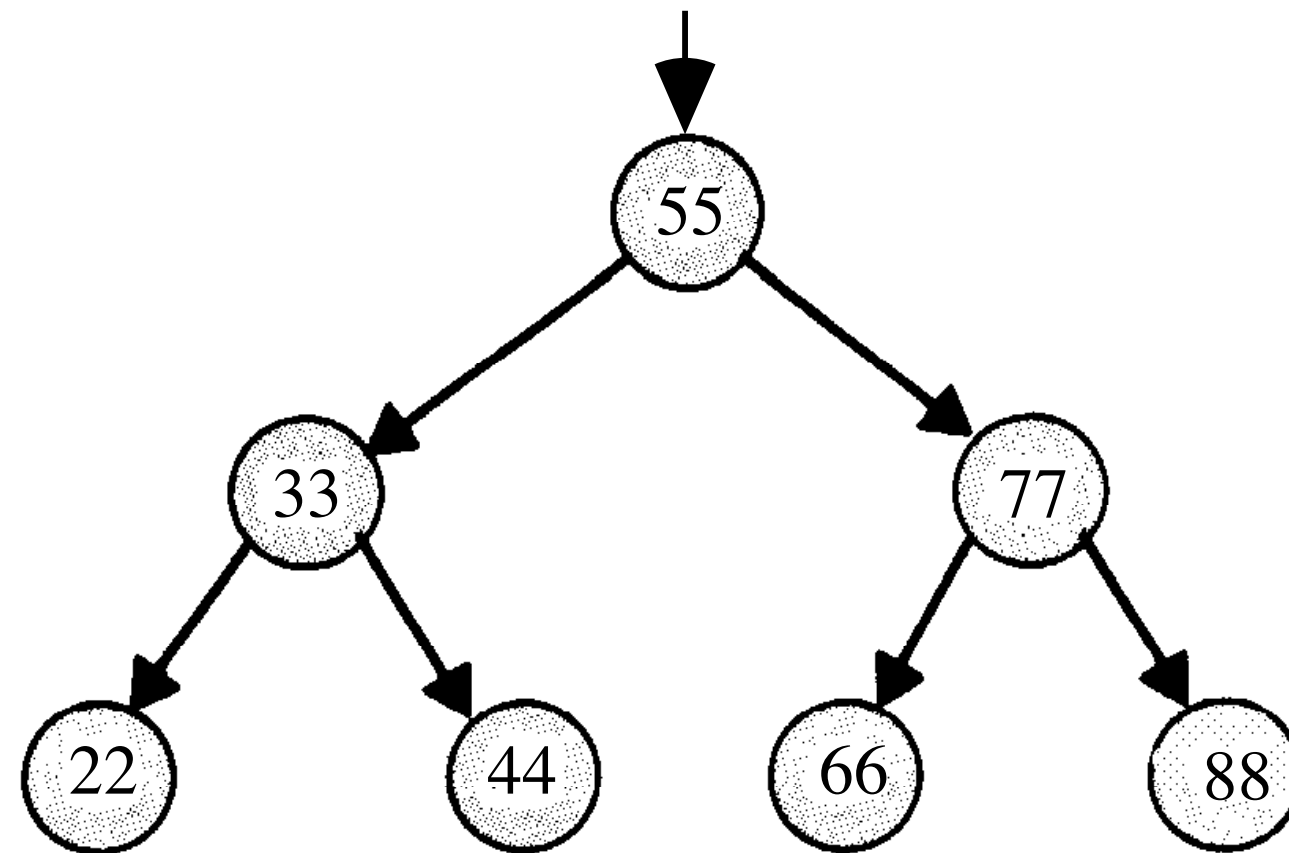
queue

first in first out
(FIFO)

tree

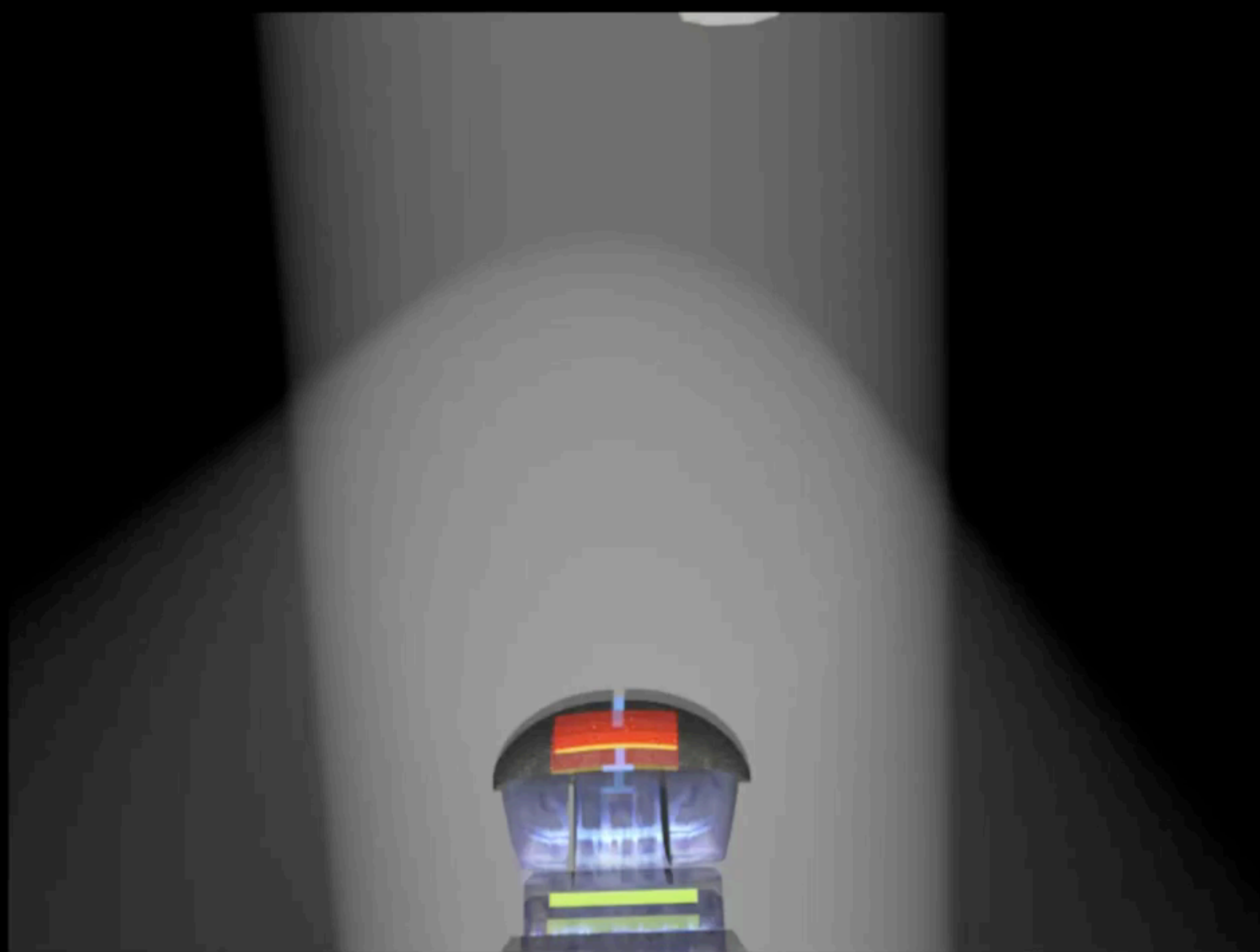


binary search tree



```
typedef struct node
{
    int n;
    struct node* left;
    struct node* right;
}
node;
```

```
bool search(int n, node* tree)
{
    if (tree == NULL)
    {
        return false;
    }
    else if (n < tree->n)
    {
        return search(n, tree->left);
    }
    else if (n > tree->n)
    {
        return search(n, tree->right);
    }
    else
    {
        return true;
    }
}
```

to be continued...