

Array

Allows data of the same type to be kept under a single variable name.

The number of elements is specified when defining.

Identification Examples:

Example 1: `int array1[12]`

Example 2: `char array2[20]`

Assign elements to arrays examples:

Example 1: `int array1[5] = {1,2,3,4,5}`

Example 2: `int array2[5] = {6,7,8}`

// value of last two elements 0

Example 3:

```
int array3[5], i;
for (i = 0; i<5; i++){
    array3[i] = i;
    printf("%d\n", array3[i]);
}
```

Multidimensional arrays examples:

Example 1:

```
int array3[3][2] = {{1,2},{3,4},{5,6}};
int i,j;
for(i = 0; i<3; i++){
    for(j=0; j<2; j++){
        printf("%d\t", array[i][j]);
    }
    printf("\n");
}
```

Example 2:

```
int array3[3][2][2] = {1,2,3,4,5,6,7,8,9,10,11,12};
int i,j,k;
for(i = 0; i<3; i++){
    for(j = 0; j<2; j++){
        for(k = 0; k<2; k++){
            printf("%d\t", array[i][j][k]);
        }
        printf("\n");
    }
    printf("\n");
}
```

Stacks

It is a data structure in which the data is kept in a linear way and addition and subtraction are made from the top point.

Last in first out rule is valid.

Stack With Array:

```
int Stack[10];
int top = -1;
void Push(int a){
    if(top == 9){
        printf("No room in the stack.\n");
    }
    else{
        Stack[++top] = a;
        printf("%d added into the stack.\n", a);}
int pop(){
    if (top<0){
        printf("No data in the stack.\n");
        return -1;}
    else{
        int a = Stack[top--];
        printf("%d removed from the stack.\n", a);
        return a;}
int peek(){
    if (top<0){
        printf("No data in the stack.\n");
        return -1;}
    else{
        printf("%d is at the top of the stack.\n", Stack[top]);
        return Stack[top];}
}
```

Stack With Linked List:

```
struct Node {
    int data;
    struct Node* next;};
struct Node* top = NULL;
void Push(int a) {
    struct Node* t = (struct Node*)malloc(sizeof(struct Node));
    t->data = a;
    if(top == NULL){
```



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Stacks (cont)

```

top = t;
top->next = NULL;}
else {
t->next = top;
top = t;}
printf("%d added into the stack.\n", a);}
int Pop() {
if(top == NULL) {
printf("No data in the stack.\n");
return -1;}
else {
struct Node* t = top;
int a = t->data;
top = top->next;
printf("%d removed from the stack. \n", a);
free(t);
return a;}}
int Peek() {
if(top == NULL) {
printf("No data in the stack.\n");
return -1;}
else {
printf("%d is at the top of the stack.\n", top->data);
return top->data;}}

```

Linked List

They are structures in which objects of the same type are stored in a linear order and interconnected. The objects in the linked list are called nodes, and nodes are connected to each other by pointers that point to the next node. There is also a head pointer that points to the beginning of the list. Nodes consist of two parts.

Singly linked list: Navigation in the list is forward only.

Doubly linked list: Navigation in the list is forward and back.

Circular linked list: The next pointer of the last node points to the first node of the list.

Create Node:

```

struct Node {
int data;
struct Node* next;

```

Linked List (cont)

```

};
struct Node* head = NULL;
Insertion:
void Insert(int a){
struct Node* t = (struct Node*) malloc(sizeof(struct Node));
t->data = a;
t->next = head;
head = t;
}
Deletion:
void Delete(){
if(head!=NULL){
struct Node *t = head;
head = head->next;
free(t);
}}
Traversal:
void traverse(){
struct Node*t = head;
while(t!=NULL){
printf("%d ", t->data);
t = t->next;
}}

```

Queue

It ensures that the data is kept in linear order. They are referred to by the first in first out (FIFO) rule.

Queue With Array:

```

void Enqueue(int a){
if(count == 6){
printf("No place in the queue.\n");}
else{
queue[rear] = a;
rear++;
if(rear == 6) rear = 0;
count++;
printf("%d added in the queue.\n", a);}}

```



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Queue (cont)

```
void Dequeue(){
if(count == 0){
printf("No data in the queue.\n");}
else{
int a = queue[front];
front++;
if(front == 6) front = 0;
count--;
printf("%d removed from the queue.\n", a);}}
```

Queue With Linked List:

```
struct Node {
int data;
struct Node* next;};
struct Node* front = NULL;
struct Node* rear = NULL;
void Enqueue(int a){
struct Node* t = (struct Node*) malloc(sizeof(struct Node));
t->data = a;
t->next = NULL;
if(front == NULL && rear == NULL){
front = rear = t;}
else{
rear->next = t;
rear=t;}
printf("%d added in the queue.\n", a); }
void Dequeue(){
if(front == NULL){
printf("No data in the queue.\n");}
else{
struct Node* t= front;
if(front == rear){
front = rear = NULL;}
else{
front = front->next;}
printf("%d removed from the queue.\n", t->data);}}
```



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