

Arrays Methods

`concat (array0?, value1?, ... , valueN?)`

The `concat()` method is used to merge two or more arrays. This method does not change the existing arrays, but instead returns a new array.

```
const letters = ['a', 'b', 'c'];
const numbers = [1, 2, 3];
letters.concat(numbers);
// result in ['a', 'b', 'c', 1, 2, 3]}
```

`splice(start, deleteCount?, item1?, item2?, itemN?)`

The `splice()` method changes the contents of an array by removing or replacing existing elements and/or adding new elements in place. To access part of an array without modifying it, see `slice()`.

```
const months = ['Jan', 'March', 'April', 'June'];
months.splice(1, 0, 'Feb');
//output: ["Ja n", " Feb ", " Mar ch", " Apr il", " Jun e"]
```

`slice (start?, end?)`

The `slice()` method returns a shallow copy of a portion of an array into a new array object selected from `start` to `end` (`end` not included) where `start` and `end` represent the index of items in that array. The original array will not be modified.

```
const animals = ['ant', 'bison', 'camel', 'duck', 'elephant'];
animals.slice(2, 4)
// output: ["ca mel ", " duc k"]
```

Arrays Methods (cont)

`shift ()`

The `shift()` method removes the first element from an array and returns that removed element. This method changes the length of the array.

`unshift (element0,element1)`

The `unshift()` method adds one or more elements to the beginning of an array and returns the new length of the array.

`sort ((firstEl, secondEl) => { ... })`

The `sort()` method sorts the elements of an array in place and returns the sorted array. The default sort order is ascending, built upon converting the elements into strings
If `compareFunction(a, b)` returns a value **> than 0**, sort b before a.
If `compareFunction(a, b)` returns a value **< than 0**, sort a before b.
If `compareFunction(a, b)` **returns 0**, a and b are considered equal.

`filter ((element, index, array) => { ... })`

The `filter()` method creates a new array with all elements that pass the test implemented by the provided function. `callbackFn` Function is a predicate, to test each element of the array. Return a value that coerces to true to keep the element, or to false otherwise.

```
let filtered = [12, 5, 8, 130, 44].fi lte r(value => value>=10)
// filtered is [12, 130, 44]
```

Arrays Methods (cont)

`find ((element, index, array) => { ... })`

The `find()` method returns the value of the first element in the provided array that satisfies the provided testing function. If no values satisfy the testing function, `undefined` is returned.

If you need the index of the found element in the array, use `findIndex()`.

```
const array1 = [5, 12, 8, 130, 44];
const found = array1.fi nd( - element => element > 10);
// expected output: 12
```

`join(separator?)`

The `join()` method creates and returns a new string by concatenating all of the elements in an array (or an array-like object), separated by commas or a specified separator string. If the array has only one item, then that item will be returned without using the separator.

```
var a = ['Wind', 'Water', 'Fire'];
a.join();// 'Wind, Wat er, - Fire'
a.join('');// 'WindW ate - rFire'
```

Linked List

```
class Node {
  constructor( element)
  {
    this.s.e lement = element;
    this.s.next = null;
    this.s.p revious = null;
  }
}
class LinkedList {
```



Linked List (cont)

```

    constructor()
    {
        this.s.head =
null; //root Node
        this.s.tail =
null; // last element of the
list
        this.s.size = 0;
    }

//Adds element to the
begining of the list. Similar to
Array.unshift
//O(1)
add Head(v alue) {
    const newNode = new
Node(v alue);
    new Node.next =
this.head;
    if (this.h ead) {
        this.s.h ead.pr -
vious = newNode;
    } else {
        this.s.tail =
newNode;
    }
    this.s.head = newNode; //
update head
    this.s.size += 1;
    return newNode;
}

//Adds element to the
end of the list (tail)
//O(1)
add Tai l(v alue) {
    const newNode = new
Node(v alue);
    if (this.h ead) {
        new Node.p revious
= this.tail;
        this.s.t ail.next =
newNode;
        this.s.tail =
newNode;

```

Linked List (cont)

```

    } else {
        this.s.head =
newNode;
        this.s.tail =
newNode;
    }
    this.s.size += 1;
    return newNode;
}

// insert element at the
position index of the list
ins ert At( ele ment,
index)
{
    if (index < 0 || index >
this.size)
return consol e.l og( " Please
enter a valid index." );
    else {
// creates a new node
var node = new Node(e lem ent);
var curr, prev;
curr = this.head;
// add the element to the
// first index
if (index == 0) {
node.next = this.head;
this.head = node;
} else {
curr = this.head;
var it = 0;
// iterate over the list to find
// the position to insert
while (it < index) {

```

Linked List (cont)

```

it++;
prev = curr;
curr = curr.next;
}
// adding an element
node.next = curr;
prev.next = node;
}
this.s size++;
}

//R emoves element from the
start of the list (head/ root).
//R untime O(1)
rem ove Head() {
    const head = this.head;
    if (head) {
        this.s.head=
head.next;
        if (this.h ead) {
            this.s.h ead.pr -
vious = null;
        } else {
            this.s.tail =
null;
        }
        this.s.size -= 1;
    }
    return head && head.v -
alue;
}

//R emoves element to the
end of the list. Similar to
Array.pop

```

Linked List (cont)

```

//R untime: O(1)
remove Tail() {
  const tail = this.tail;
  if (tail) {
    this.tail =
tail.previous;
    if (this.tail) {
      this.tail.next
= null;
    } else {
      this.head =
null;
    }
    this.size -= 1;
  }
  return tail && tail.value;
}
// removes an element from
the specified location
remove From(index)
{
  if (index < 0 || index >=
this.size)
    return console.
log( " Please Enter a valid
index");
  else {
    var curr, prev,
it = 0;
    curr = this.head;
    prev = curr;
    // deleting first
element
    if (index === 0)
    {
      this.
s.head = curr.next;
    } else {
      //
iterate over the list to the
//
position to remove an element

```

Linked List (cont)

```

while
(it < index) {
  it++;
  prev = curr;
  curr = curr.next;
}
// remove
the element
prev.
next = curr.next;
}
this.size--;
// return the
remove element
return curr.element;
}
// removes a given
element from the list
remove Element(element)
{
  var current = this.head;
  var prev = null;
  // iterate over the list
  while (current != null) {
    // comparing element with
current
    // element if found then remove
the
// and return true
if (current.element ===
element) {
  if (prev == null) {
    this.head = current.next;
  } else {
    prev.next = current.next;
  }
}
}

```

Linked List (cont)

```

this.size--;
return current.element;
}
prev = current;
current = current.next;
}
return -1;
}
// finds the index of
element
indexOf(element)
{
  var count = 0;
  var current = this.head;
  // iterate over the list
  while (current != null)
  {
    // compare each
element of the list
// with given
element
    if (current.element === element)
      return
count;
    count++;
    current =
current.next;
  }
  // not found
  return -1;
}
isEmpty()
{
  return this.size == 0;
}

```

Linked List (cont)

```
}
```

Queue with Array

```
//FIFO(First in First Out)
class Queue {
    // Array is used to
    implement Queue
    constructor() {
        this.items =
        [];
    }
    enqueue(element){
//O(1)
        this.items.push(element);
    }
    //R emoves an element
    from the front of a queue
    (items[0])
    dequeue(){ // O(n)
        return this.items.shift();
    }
    peek(){
        // return the front
    element from the queue
        return this.items[0];
    }
    isEmpty(){
        // return true if queue
    is empty
        return this.items.length == 0;
    }
}
```

Queue with Linked List

```
class Queue {
    constructor() {
        this.items = new
    Linked List();
    }
    //Add element to the queue
    //Runtime: O(1)
    enqueue(item) {
        this.items.addTail(item);
        return this;
    }
    //Remove element from the
    queue
    //Runtime: O(1)
    dequeue() {
        return this.items.removeHead();
    }
    getSize() {
        return this.items.size;
    }
    isEmpty() {
        return !this.items.size;
    }
}
```

Stack with Array

```
//LIFO(Last in First Out) AND
FILO(First in Last Out)
class Stack {
    // Array is used to
    implement stack
    constructor() {
        this.items =
        [];
    }
}
```

Stack with Array (cont)

```
push(element){ //O(1)
    this.items.push(element);
}
pop(){ // O(1)
    return this.items.pop();
}
peek(){
    // return the top most
    element from the stack
    return this.items[this.items.length - 1];
}
isEmpty(){
    // return true if stack
    is empty
    return this.items.length == 0;
}
}
```

