

CSSE 220

Data Structures + BIG-O Notation

Understanding the engineering trade-offs when storing data

Checkout *LinkedListSimple* project from public git

Checkout *SinglyLinkedList* homework from git

Data Structures

- Efficient ways to store data **based on how we'll use it**
- The main theme for the rest of the course
- So far we've seen `ArrayLists`
 - Fast addition **to end of list**
 - Fast access to any existing position
 - Slow inserts to and deletes from middle of list

Big-O Notation

- Describes the limiting behavior
 - How slow it can possibly run?
 - Describes the worst case
- Used for Classifying Algorithm Efficiency
- “O” for “Order”
 - $O(n)$ → said as “Order n”
 - $O(n^2)$ → said as “Order n-squared”

Big-O Notation (continued)

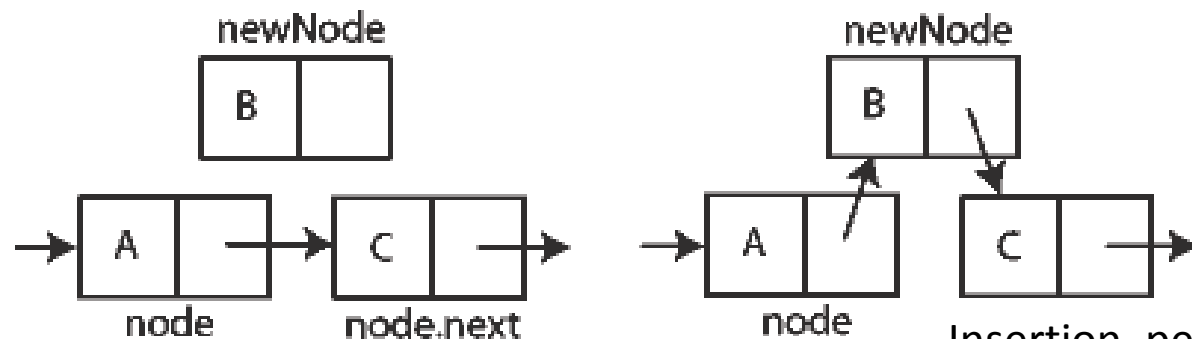
- Don't Care About Constants
 - $O(2n + 7) \rightarrow O(n)$
- Don't Care About Smaller Powers
 - $O(6n^2 + 7n) \rightarrow O(n^2)$
 - Algorithm grows asymptotically no faster than n^2
- If constant value, we say $O(1) \rightarrow$ "Order 1"
 - $O(48) \rightarrow O(1)$

ArrayList Performance (Revisited)

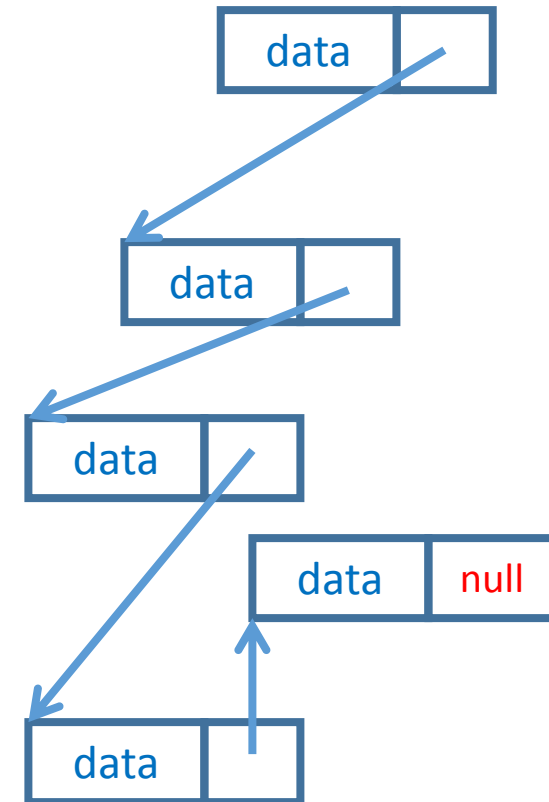
- Fast addition to **end of list**:
 - Fast access to any existing position – $O(1)$ (like array)
 - Keep extra *capacity* for list growth
 - Fast access includes items in capacity not yet filled – $O(1)$
 - Capacity management is best left for CSSE230
- Slow inserts to and deletes from middle of list
 - Can get to insert/delete location quickly
 - For insert, shift all items right to accommodate - $O(n)$
 - For delete, shift all items left to fill gap – $O(n)$

Another List Data Structure

- What if we have to add/remove data from a list frequently?
- `LinkedLists` support this:
 - Fast insertion and removal of elements
 - Once we know where they go
 - Slow access to arbitrary elements



Insertion, per Wikipedia



LinkedList<E> Methods

- **void addFirst(E element)**
- **void addLast(E element)**
- **E getFirst()**
- **E getLast()**
- **E removeFirst()**
- **E removeLast()**

Complete Quiz

- Turn in quiz today

Homework

- SinglyLinkedList
 - Requires you to implement a SinglyLinkedList
 - Additional algorithm questions which make use of the SinglyLinkedList
 - Will give you remaining class time to work on it
 - If you complete it, work on the project!