

Data Structures Practice Problems

Homework 4

Assigned Nov 25th

Due: Dec 4th

8.1 (15 pts)

9.1 (15 pts)

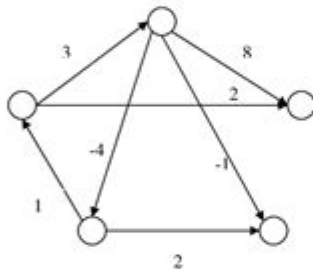
9.4 (15 pts)

9.5 (20 pts)

9.15 (20 pts)

Given the following graph, show the results of running Johnson's algorithm for all pair shortest path problem in three steps (15 pts)

- (1) construct a new graph with a synthetic node
- (2) compute the weight (potential) of each node in the new graph
- (3) update the edge weight of the new graph



DATA STRUCTURES PRACTICE PROBLEMS ARE ESSENTIAL FOR ANYONE LOOKING TO ENHANCE THEIR CODING SKILLS, PARTICULARLY THOSE PREPARING FOR TECHNICAL INTERVIEWS OR WANTING TO SOLIDIFY THEIR UNDERSTANDING OF COMPUTER SCIENCE CONCEPTS. DATA STRUCTURES ARE FUNDAMENTAL COMPONENTS OF COMPUTER SCIENCE, ENABLING EFFICIENT DATA MANAGEMENT AND ENABLING ALGORITHMS TO PERFORM THEIR TASKS EFFECTIVELY. THE PRACTICE OF SOLVING PROBLEMS RELATED TO DATA STRUCTURES HELPS IN DEVELOPING PROBLEM-SOLVING SKILLS, IMPROVING CODING PROFICIENCY, AND UNDERSTANDING THE UNDERLYING PRINCIPLES OF ALGORITHMS. IN THIS ARTICLE, WE WILL EXPLORE VARIOUS TYPES OF DATA STRUCTURES, THEIR APPLICATIONS, AND A COLLECTION OF PRACTICE PROBLEMS THAT CAN HELP YOU HONE YOUR SKILLS.

UNDERSTANDING DATA STRUCTURES

DATA STRUCTURES ARE METHODS OF ORGANIZING AND STORING DATA IN A COMPUTER SO THAT IT CAN BE ACCESSED AND MODIFIED EFFICIENTLY. THEY CAN BE CATEGORIZED INTO TWO MAIN TYPES: PRIMITIVE AND NON-PRIMITIVE DATA STRUCTURES.

PRIMITIVE DATA STRUCTURES

PRIMITIVE DATA STRUCTURES ARE THE BASIC DATA TYPES PROVIDED BY PROGRAMMING LANGUAGES. THEY INCLUDE:

- INTEGERS: WHOLE NUMBERS.
- FLOATS: DECIMAL NUMBERS.
- CHARACTERS: SINGLE ALPHABETS OR SYMBOLS.
- BOOLEANS: TRUE OR FALSE VALUES.

NON-PRIMITIVE DATA STRUCTURES

NON-PRIMITIVE DATA STRUCTURES ARE MORE COMPLEX AND CAN BE CLASSIFIED FURTHER INTO:

- LINEAR DATA STRUCTURES: THESE INCLUDE ARRAYS, LINKED LISTS, STACKS, AND QUEUES. EACH ELEMENT IS CONNECTED SEQUENTIALLY.
- NON-LINEAR DATA STRUCTURES: THESE INCLUDE TREES AND GRAPHS, WHERE ELEMENTS ARE CONNECTED IN A HIERARCHICAL OR INTERCONNECTED MANNER.

IMPORTANCE OF PRACTICING DATA STRUCTURES

PRACTICING DATA STRUCTURES IS CRUCIAL FOR SEVERAL REASONS:

1. PROBLEM-SOLVING SKILLS: IT ENHANCES ANALYTICAL THINKING AND PROBLEM-SOLVING ABILITIES.
2. INTERVIEW PREPARATION: MANY TECHNICAL INTERVIEWS FOCUS ON DATA STRUCTURES AND ALGORITHMS.
3. UNDERSTANDING ALGORITHMS: A SOLID GRASP OF DATA STRUCTURES AIDS IN UNDERSTANDING ALGORITHM EFFICIENCY AND OPTIMIZATION.
4. REAL-WORLD APPLICATIONS: DATA STRUCTURES ARE USED IN VARIOUS REAL-WORLD APPLICATIONS, FROM DATABASES TO ARTIFICIAL INTELLIGENCE.

TYPES OF DATA STRUCTURES AND PRACTICE PROBLEMS

BELOW, WE WILL EXPLORE SEVERAL TYPES OF DATA STRUCTURES ALONG WITH PRACTICE PROBLEMS THAT CAN HELP YOU IMPROVE YOUR UNDERSTANDING AND SKILLS.

1. ARRAYS

ARRAYS ARE COLLECTIONS OF ELEMENTS IDENTIFIED BY INDEX OR KEY. THEY ARE SIMPLE AND EFFICIENT FOR ACCESSING AND MANIPULATING DATA.

PRACTICE PROBLEMS:

- ROTATE AN ARRAY: GIVEN AN ARRAY, ROTATE IT TO THE RIGHT BY K STEPS.
- FIND THE MAXIMUM PRODUCT OF TWO INTEGERS: GIVEN AN ARRAY OF INTEGERS, FIND THE MAXIMUM PRODUCT OF ANY TWO INTEGERS.
- TWO SUM PROBLEM: GIVEN AN ARRAY OF INTEGERS, FIND TWO NUMBERS SUCH THAT THEY ADD UP TO A SPECIFIC TARGET.

2. LINKED LISTS

A LINKED LIST IS A LINEAR DATA STRUCTURE WHERE ELEMENTS ARE STORED IN NODES, AND EACH NODE POINTS TO THE NEXT NODE IN THE SEQUENCE.

PRACTICE PROBLEMS:

- REVERSE A LINKED LIST: WRITE A FUNCTION TO REVERSE A LINKED LIST.
- DETECT A CYCLE IN A LINKED LIST: DETERMINE IF A LINKED LIST HAS A CYCLE IN IT.
- MERGE TWO SORTED LINKED LISTS: GIVEN TWO SORTED LINKED LISTS, MERGE THEM INTO ONE SORTED LINKED LIST.

3. STACKS

STACKS ARE LINEAR DATA STRUCTURES THAT FOLLOW THE LAST IN FIRST OUT (LIFO) PRINCIPLE. THEY ARE OFTEN USED FOR MANAGING FUNCTION CALLS AND PARSING EXPRESSIONS.

PRACTICE PROBLEMS:

- VALID PARENTHESES: GIVEN A STRING CONSISTING OF PARENTHESES, DETERMINE IF THE STRING IS VALID.
- REVERSE A STRING USING STACK: USE A STACK TO REVERSE A GIVEN STRING.
- EVALUATE REVERSE POLISH NOTATION: EVALUATE AN EXPRESSION GIVEN IN REVERSE POLISH NOTATION.

4. QUEUES

QUEUES ARE LINEAR DATA STRUCTURES THAT FOLLOW THE FIRST IN FIRST OUT (FIFO) PRINCIPLE. THEY ARE COMMONLY USED IN SCENARIOS LIKE SCHEDULING TASKS.

PRACTICE PROBLEMS:

- IMPLEMENT A QUEUE USING STACKS: CREATE A QUEUE USING TWO STACKS.
- GENERATE BINARY NUMBERS: GENERATE BINARY NUMBERS FROM 1 TO N USING A QUEUE.
- SLIDING WINDOW MAXIMUM: FIND THE MAXIMUM VALUE IN EACH SLIDING WINDOW OF SIZE K IN AN ARRAY.

5. TREES

TREES ARE HIERARCHICAL DATA STRUCTURES CONSISTING OF NODES CONNECTED BY EDGES. THEY ARE ESSENTIAL FOR REPRESENTING HIERARCHICAL DATA, SUCH AS FILE SYSTEMS.

PRACTICE PROBLEMS:

- BINARY TREE TRAVERSAL: IMPLEMENT IN-ORDER, PRE-ORDER, AND POST-ORDER TRAVERSAL OF A BINARY TREE.
- LOWEST COMMON ANCESTOR: FIND THE LOWEST COMMON ANCESTOR OF TWO NODES IN A BINARY TREE.
- VALIDATE BINARY SEARCH TREE: DETERMINE IF A BINARY TREE IS A VALID BINARY SEARCH TREE.

6. GRAPHS

GRAPHS ARE COLLECTIONS OF NODES CONNECTED BY EDGES. THEY ARE USED TO REPRESENT RELATIONSHIPS BETWEEN ENTITIES AND ARE CRUCIAL IN VARIOUS APPLICATIONS LIKE SOCIAL NETWORKS AND ROUTING ALGORITHMS.

PRACTICE PROBLEMS:

- DEPTH-FIRST SEARCH (DFS): IMPLEMENT DFS FOR A GRAPH.
- BREADTH-FIRST SEARCH (BFS): IMPLEMENT BFS FOR A GRAPH.
- DETECT CYCLE IN A DIRECTED GRAPH: WRITE A FUNCTION TO DETECT A CYCLE IN A DIRECTED GRAPH.

TIPS FOR PRACTICING DATA STRUCTURES

TO GET THE MOST OUT OF YOUR PRACTICE WITH DATA STRUCTURES, CONSIDER THE FOLLOWING TIPS:

1. **UNDERSTAND THE THEORY:** ENSURE YOU HAVE A SOLID UNDERSTANDING OF THE THEORY BEHIND EACH DATA STRUCTURE.
2. **START SIMPLE:** BEGIN WITH BASIC PROBLEMS AND GRADUALLY MOVE ON TO MORE COMPLEX ONES.
3. **CODE REGULARLY:** MAKE CODING A DAILY HABIT TO REINFORCE YOUR LEARNING.
4. **REVIEW SOLUTIONS:** AFTER SOLVING A PROBLEM, REVIEW OTHER SOLUTIONS TO LEARN DIFFERENT APPROACHES.
5. **JOIN CODING PLATFORMS:** ENGAGE WITH ONLINE PLATFORMS LIKE LEETCODE, HACKERRANK, OR CODESIGNAL TO PRACTICE AND COMPETE WITH OTHERS.

CONCLUSION

DATA STRUCTURES PRACTICE PROBLEMS OFFER A WEALTH OF OPPORTUNITIES FOR LEARNING AND SKILL DEVELOPMENT IN COMPUTER SCIENCE. BY TACKLING A VARIETY OF PROBLEMS ACROSS DIFFERENT DATA STRUCTURES, YOU CAN ENHANCE YOUR PROBLEM-SOLVING SKILLS, PREPARE FOR INTERVIEWS, AND GAIN VALUABLE INSIGHTS INTO ALGORITHM EFFICIENCY. REMEMBER THAT CONSISTENCY AND PRACTICE ARE KEY TO MASTERING DATA STRUCTURES, SO KEEP CODING AND CHALLENGING YOURSELF WITH NEW PROBLEMS. AS YOU BUILD YOUR SKILLS, YOU WILL FIND THAT YOUR CONFIDENCE AND ABILITY TO TACKLE COMPLEX PROGRAMMING CHALLENGES WILL GROW SIGNIFICANTLY.

FREQUENTLY ASKED QUESTIONS

WHAT ARE SOME COMMON DATA STRUCTURES USED IN PRACTICE PROBLEMS?

COMMON DATA STRUCTURES INCLUDE ARRAYS, LINKED LISTS, STACKS, QUEUES, HASH TABLES, TREES, AND GRAPHS.

HOW CAN I IMPROVE MY SKILLS IN SOLVING DATA STRUCTURE PROBLEMS?

PRACTICE REGULARLY ON PLATFORMS LIKE LEETCODE, HACKERRANK, OR CODESIGNAL, AND STUDY DIFFERENT DATA STRUCTURES AND THEIR APPLICATIONS.

WHAT IS THE DIFFERENCE BETWEEN A STACK AND A QUEUE?

A STACK IS A LAST IN FIRST OUT (LIFO) STRUCTURE WHERE THE LAST ELEMENT ADDED IS THE FIRST ONE TO BE REMOVED, WHILE A QUEUE IS A FIRST IN FIRST OUT (FIFO) STRUCTURE WHERE THE FIRST ELEMENT ADDED IS THE FIRST ONE TO BE REMOVED.

WHICH DATA STRUCTURE WOULD YOU USE FOR IMPLEMENTING A PRIORITY QUEUE?

A PRIORITY QUEUE CAN BE IMPLEMENTED USING A BINARY HEAP, WHICH ALLOWS FOR EFFICIENT INSERTION AND DELETION OF THE HIGHEST (OR LOWEST) PRIORITY ELEMENT.

WHAT IS A COMMON PROBLEM THAT CAN BE SOLVED USING A HASH TABLE?

A COMMON PROBLEM IS COUNTING THE FREQUENCY OF ELEMENTS IN AN ARRAY, WHERE A HASH TABLE CAN BE USED TO STORE THE ELEMENTS AND THEIR COUNTS EFFICIENTLY.

HOW DOES A BINARY SEARCH TREE (BST) DIFFER FROM A REGULAR TREE?

A BINARY SEARCH TREE IS A TYPE OF TREE WHERE EACH NODE HAS AT MOST TWO CHILDREN, AND THE LEFT CHILD IS LESS THAN THE PARENT NODE WHILE THE RIGHT CHILD IS GREATER, ALLOWING FOR EFFICIENT SEARCHING.

WHAT ARE SOME POPULAR ALGORITHMS THAT UTILIZE DATA STRUCTURES?

POPULAR ALGORITHMS INCLUDE DEPTH-FIRST SEARCH (DFS) AND BREADTH-FIRST SEARCH (BFS) FOR GRAPHS, DIJKSTRA'S ALGORITHM FOR SHORTEST PATHS, AND VARIOUS SORTING ALGORITHMS LIKE QUICKSORT AND MERGESORT.

<https://soc.up.edu.ph/63-zoom/pdf?docid=BvG88-3138&title=type-in-math-questions-and-get-answer-s.pdf>

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