

SNS COLLEGE OF TECHNOLOGY

(AUTONOMOUS), COIMBATORE - 35



Need of Data Structure





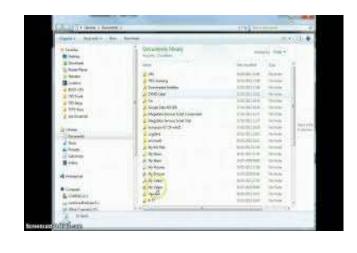




Need of Data Structure















6/26/2023



Introduction to DS



 Data structures are generally based on the ability of a computer to fetch and store data at any place in its memory, specified by a pointer

- Thus, the array and record data structures are based on computing the addresses of data items with arithmetic operations
- What is Program?
 - A Set of Instructions
- Data Structures + Algorithms
- Data Structure = A Container stores Data Algorithm = Logic + Control





Data Structure

- Data: are simply a value are set of values of different type which is called data types like string, integer, char etc.
- Structure: Way of organizing information, so that it is easier to use

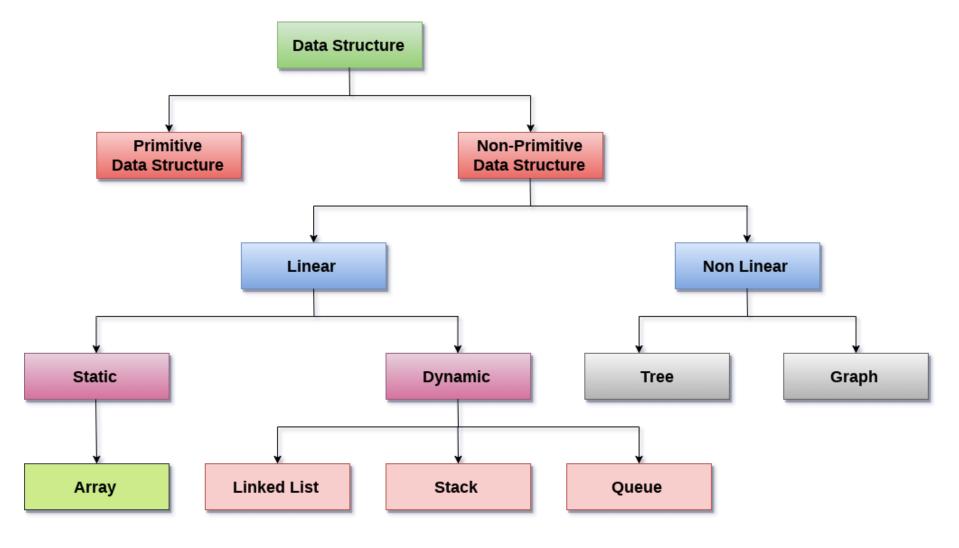
In simple words we can define data structures as

- Its a way organizing data in such a way so that data can be easier to use.
- Data Structure ...
 - A data structure is a particular way of organizing data in a computer so that it
- can be used efficiently.
 - A scheme for organizing related pieces of information.



Types of Data Structure









Abstract Data Type

Model of a data type

- > Properties of the data
- ADT Collection of data

 Spec. of a set of operations
- > Operations that can be performed on that data

Abstract data type(ADT)

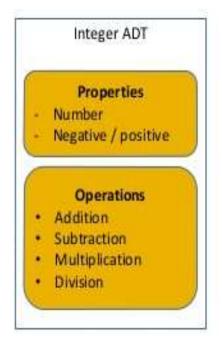
- is a mathematical model with a collection of operations defined on that model
- Type defined in terms of its data items and associated operations not its implementation





Abstract Data Type

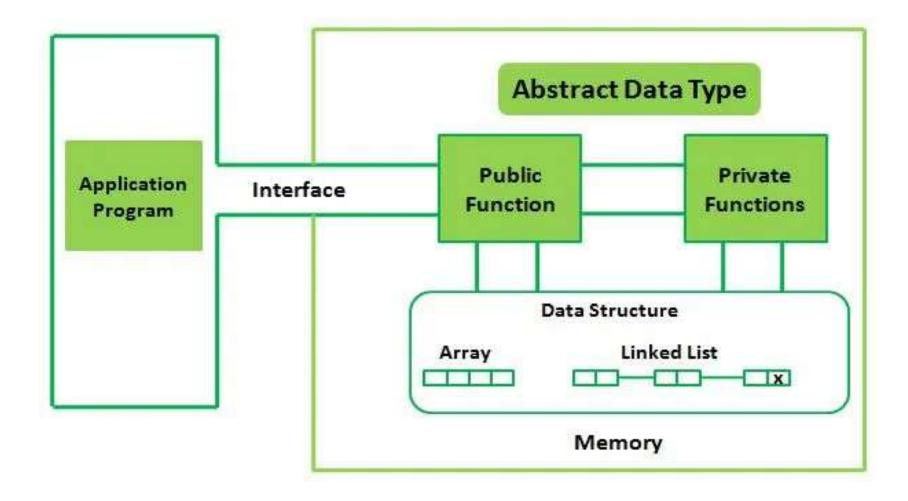
- Integer
 -, -4, -3, -2, -1, 0, 1, 2, 3, 4 ...





Relationship between ADT & Data | Structure

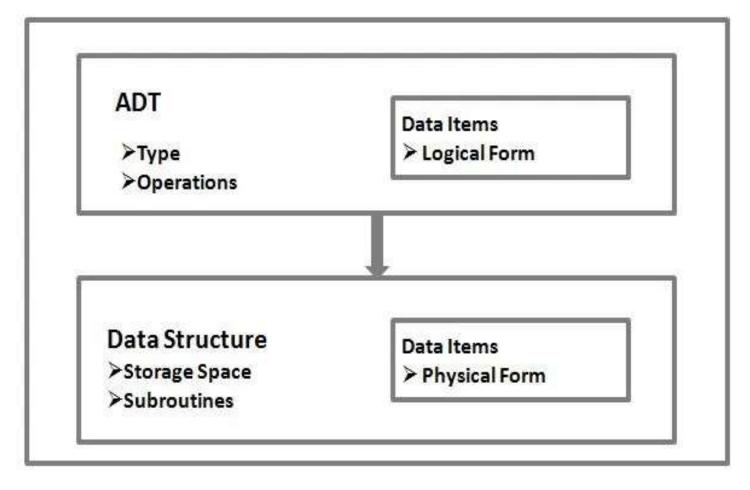






Relationship between ADT & Data | Structure

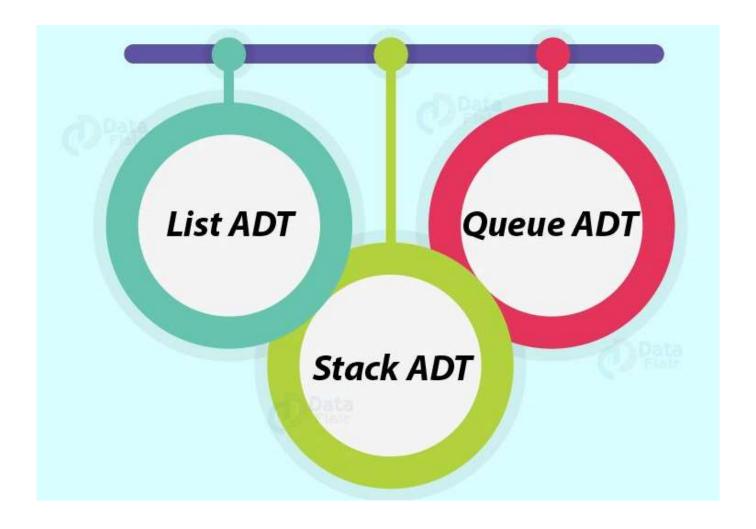








Example for ADT







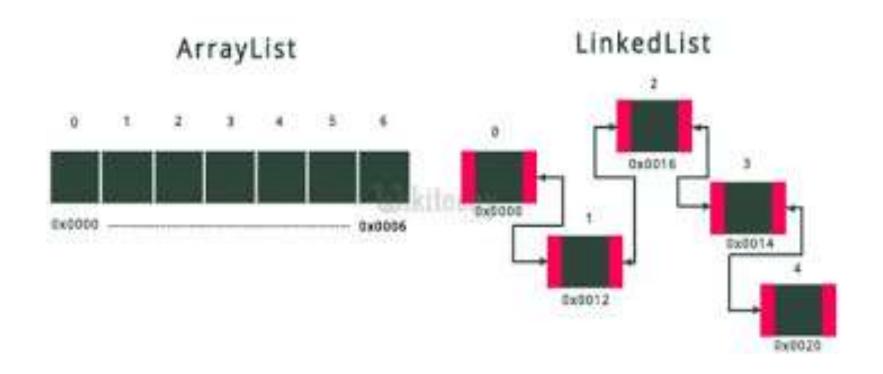
Benefits of ADT

- ➤ Reduce Complexity of Program
- ➤ Increases the Portability
- > Reusability





Way of Implementation







Benefits of ADT

- ➤ Reduce Complexity of Program
- ➤ Increases the Portability
- > Reusability