

# **SNS COLLEGE OF ENGINEERING**

**Kurumbapalayam(Po), Coimbatore – 641 107**

**Accredited by NAAC-UGC with 'A' Grade**

**Approved by AICTE, Recognized by UGC & Affiliated to Anna University**

**Department of Artificial Intelligence and Data Science**

**Course Name: 23ITB201 Data structures and Algorithms**

**II Year / III semester**

**Unit I – Abstract Data types**

**Topic: Abstract Data types**

# ABSTRACT DATA TYPES

# Data Types (ADTs)



**ADT of Mo**

**Abstrac**

- Ram capacity
- Processor Speed
- LCD screen size
- Dual Camera
- Android

**Opera**

- Call()
- Messaging()
- Photo()
- Video()

Abstract data types are the entities that are definitions of data and do not have implementation details.

The definition of ADT only mentions **what operations are to be performed** and **these operations will be implemented**.

It is called “abstract” because it gives an implementation-independent

These data structures that can be used for ADT are

array

linked list

stack

queue

trees

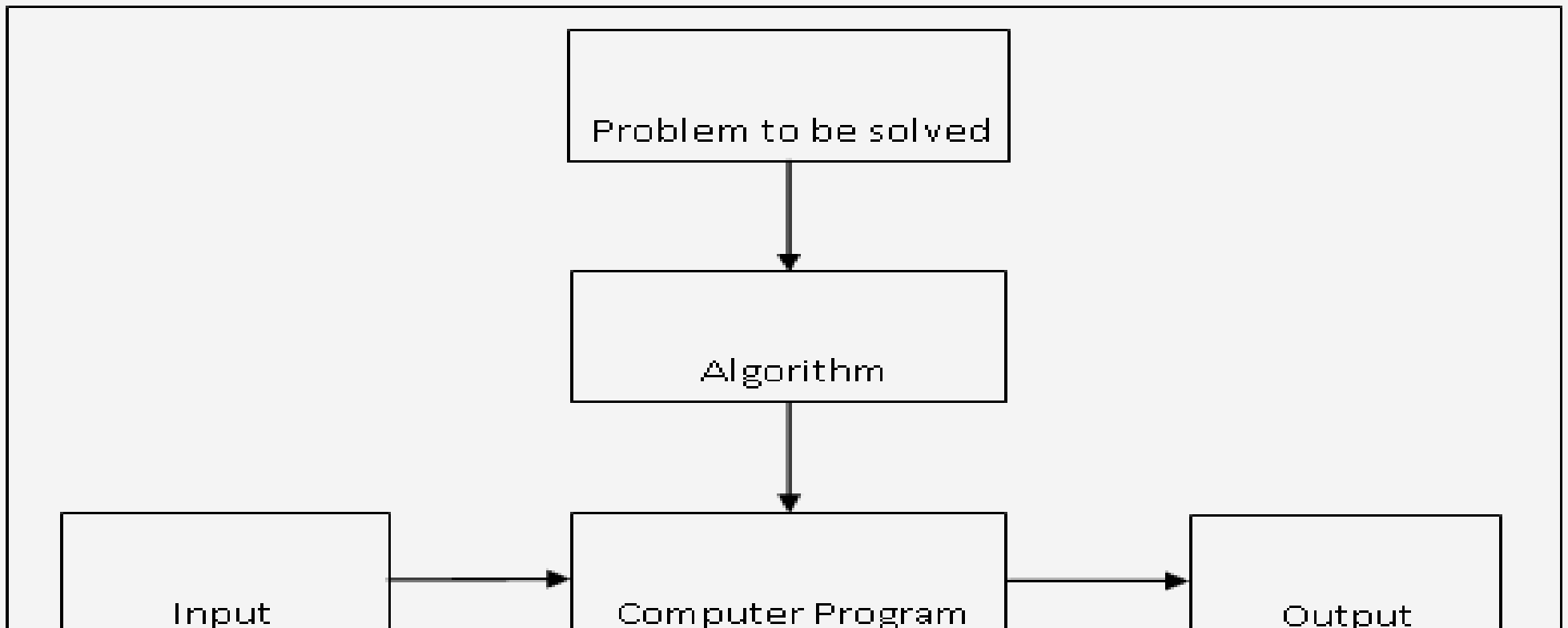
graphs etc.,

**What is abstract data type?**

**DT of smart watch**

## AN ALGORITHM

*m* is a sequence of unambiguous instructions for solving a problem, producing a required output for any legitimate input in a finite amount of time, by step procedure with the input to solve the problem in a finite amount of time, in the required output.



the algorithm illustrates some important points:

**Ambiguity requirement** for each step of an algorithm cannot be relaxed.

**Domain of inputs** for which an algorithm works has to be specified carefully.

The same algorithm can be represented in several different ways.

There can exist several algorithms for solving the same problem.

Algorithms for the same problem can be based on very different ideas and techniques.

Algorithms for the same problem can have dramatically **different speeds**.



## Characteristics of an algorithm:

/ more quantities are externally supplied.

At least one quantity is produced.

Each instruction is clear and unambiguous.

If the instructions of an algorithm is traced then for all cases it terminates after a finite number of steps.

Every instruction must be very basic and runs in short time.

## **an algorithm:**

a procedure. It has two parts; the first part is head and the second part is body. The head consists of keyword Algorithm and Name of the algorithm with parameters (p1, p2, ..., p3)

so has the following:

ion:

an algorithm various programming constructs like if, for, while and some other constructs are used.

statements may be enclosed with { and } brackets. if, for, while can be used respectively. Proper indentation is must for block.

written using // at the beginning.

should begin by a letter and not by digit. It contains alpha numeric letters and constants. Data types.

←” used as assignment operator. E.g. v←10

Constants (TRUE, FALSE), Logical operators (AND, OR, NOT) and Relational operators (>=, =, ≠, <>) are also used.

Input and output can be done using read and write.

Selection, if-else condition, branch and loop can be also used in algorithm.

Common divisor (GCD) of two nonnegative integers  $m$  and  $n$  (not both 0), is defined as the largest integer that divides both  $m$  and  $n$  evenly.

*Algorithm for computing  $\text{gcd}(m, n)$  in simple steps*

return the value of  $m$  as the answer and stop; otherwise, proceed to Step 2.

Divide  $m$  by  $n$  and assign the value of the remainder to  $r$ .

Assign the value of  $n$  to  $m$  and the value of  $r$  to  $n$ . Go to Step 1.

Algorithm for computing  $\text{gcd}(m, n)$  expressed in pseudocode

$\text{Euclid\_gcd}(m, n)$

$\text{gcd}(m, n)$  by Euclid's algorithm

negative, not-both-zero integers  $m$  and  $n$

greatest common divisor of  $m$  and  $n$

$-n$

What are the properties of an algorithm?

List the steps involved in writing an algorithm?