

Complexity:

What is "big Oh" ? for:

- 1:

```
for(i=0;i<n*n; i++)
{
    for(j=i; j<n; j++)
        k++;
}
```

NOTES:

- 2:

```
for(i=0; i<n; i++)
{
    for(j=i; j>0; j=j/2)
        k++;
}
```

NOTES:

- 3:

```
for(i=0; i<n; i=i*2)
{
    for(j=i; j<n; j*j)
        k++;
}
```

NOTES:

Lecture 2

Data Structure

C++ Arrays: Operations, Complexities, and Copying

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1. Introduction to Arrays in C++

An array in C++ is a collection of elements of the same data type, stored in contiguous memory locations. Arrays provide a way to store multiple items under a single name, with each element accessible through an index.

Basic syntax:

```
1. data_type array_name[array_size];
```

Example:

```
int numbers[5] = {1, 2, 3, 4, 5};
```

2. Initialization of array

2.1. Static Initialization

```
int arr1[5] = {10, 20, 30, 40, 50}; // Static initialization  
with explicit size
```

2.2. Default Initialization

```
int arr[5] = {}; // All elements initialized to 0
```

2.3. Partial Initialization

```
int arr[5] = {10, 20}; // First two elements initialized to 10  
and 20, others are 0
```

2.4. Initialization with Implicit Size

```
int arr[] = {1, 2, 3, 4, 5}; // Array size is implicitly  
determined by the initializer
```

When initializing arrays in C++, several types of errors can occur. Below are some common errors specifically related to array initialization:

1. Too Many Initializers

```
int arr[3] = {1, 2, 3, 4}; // Error: too many initializers for 'arr'
```

2. Invalid Array Size

```
int size = 5;
int arr[size]; // Error: variable size is not a constant expression
```

3. Incomplete Type Error

```
class MyClass; // Forward declaration
MyClass arr[5]; // Error: 'MyClass' is an incomplete type
```

4. Mismatched Types

```
int arr[3] = {1, 2, 3.5}; // Error: initializing with a float value in an int array
```

5. Using Non-Constant Expression for Size

```
int size = 5;
int arr[size]; // Error: variable size is not a constant expression
```

6. Partial Initialization Without Clear Specification

```
int arr[5] = {1, 2, 3}; // OK: rest elements initialized to 0
int arr2[5] = {1, 2, 3, 4, 5, 6}; // Error: too many initializers for 'arr2'
```

3. Array Operations and Their Complexities

3.1 Insertion

Insertion in an array depends on where you're inserting the element:

1. Insertion at the beginning:

```
void insertAtBeginning(int arr[], int size, int element, int
capacity)
{
    if (size >= capacity)
    {
        cout << "Array is full, cannot insert." << endl;
        return;
    }
    for (int i = size; i > 0; i--)
    {
        arr[i] = arr[i - 1];
    }
    arr[0] = element;
    size++;
}
```

2. Insertion at the end (when there's space):

```
void insertAtEnd(int arr[], int size, int element, int capacity)
{
    if (size >= capacity)
    {
        cout << "Array is full, cannot insert." << endl;
        return;
    }
}
```

```
    }  
    arr[size] = element;  
    ++size;  
}
```

3. Insertion at a specific index:

```
void insertAt(int arr[], int size, int element, int index, int  
capacity)  
{  
    if (size >= capacity)  
    {  
        cout << "Array is full, cannot insert." << endl;  
        return;  
    }  
    if (index < 0 || index > size)  
    {  
        cout << "Invalid index." << endl;  
        return;  
    }  
    for (int i = size; i > index; i--)  
    {  
        arr[i] = arr[i - 1];  
    }  
    arr[index] = element;  
    size++;  
}
```

3.2 Deletion

Similar to insertion, deletion complexity depends on the operation:

1. **Deletion from the beginning:**

```
void deleteFromBeginning(int arr[], int size)
{
    if (size <= 0)
    {
        cout << "Array is empty, cannot delete." << endl;
        return;
    }
    for (int i = 0; i < size - 1; i++)
    {
        arr[i] = arr[i + 1];
    }
    size--;
}
```

1. **Deletion from the end:**

```
void deleteFromEnd(int arr[], int size)
{
    if (size <= 0)
    {
        cout << "Array is empty, cannot delete." << endl;
        return;
    }
    size--;
}
```

2. Deletion from a specific index:

```
void deleteAt(int arr[], int size, int index)
{
    if (size <= 0)
    {
        cout << "Array is empty, cannot delete." << endl;
        return;
    }
    if (index < 0 || index >= size)
    {
        cout << "Invalid index." << endl;
        return;
    }
    for (int i = index; i < size - 1; i++)
    {
        arr[i] = arr[i + 1];
    }
    size--;
}
```

3.3 Accessing Elements

Accessing elements in an array is straightforward:

```
int accessElement(const int arr[], int size, int index)
{
    if (index >= 0 && index < size)
    {
        return arr[index];
    }
    else
    {
        cout << "Index out of bounds." << endl;
        return -1; // Return an invalid value to indicate error
    }
}
```



```
}  
}
```

3.4 Updating Elements

Updating elements is also simple:

```
void updateElement(int arr[], int size, int index, int element)  
{  
    if (index >= 0 && index < size)  
    {  
        arr[index] = element;  
    }  
    else  
    {  
        cout << "Index out of bounds." << endl;  
    }  
}
```

3.5 Print array

```
void printArray(const int arr[], int size)  
{  
    for (int i = 0; i < size; ++i)  
    {  
        cout << arr[i] << " ";  
    }  
    cout << endl;  
}
```

4. Complexity Table

| Operation | Description | Time Complexity | Notes |
|---------------------------------|--|------------------------|---|
| Insert at Beginning | Insert an element at the start of the array. | $O(n)$ | Requires shifting all elements to the right. |
| Insert at End | Insert an element at the end of the array. | $O(1)$ | Appends the element if there's space available. |
| Insert at Specific Index | Insert an element at a specified index. | $O(n)$ | Requires shifting elements after the index. |
| Delete from Beginning | Remove the first element of the array. | $O(n)$ | Requires shifting all elements to the left. |
| Delete from End | Remove the last element of the array. | $O(1)$ | Simply decreases the size of the array. |
| Delete at Specific Index | Remove an element at a specified index. | $O(n)$ | Requires shifting elements after the index. |
| Update Element | Update an element at a specific index. | $O(1)$ | Direct access to the element. |
| Access Element | Access an element at a specific index. | $O(1)$ | Direct access to the element. |
| Print Array | Print all elements in the array. | $O(n)$ | Iterates through the array. |