

1 Abstract Data Types

A **list** is an ordered sequence of items: like an array, but without worrying about the length or size.

```
interface List<E> {  
    boolean add(E element);  
    void add(int index, E element);  
    E get(int index);  
    int size();  
}
```

A **set** is an unordered collection of unique elements.

```
interface Set<E> {  
    boolean add(E element);  
    boolean contains(Object object);  
    int size();  
    boolean remove(Object object);  
}
```

A **map** is a collection of key-value mappings, like a dictionary in Python. Like a set, the keys in a map are unique.

```
interface Map<K,V> {  
    V put(K key, V value);  
    V get(K key);  
    boolean containsKey(Object key);  
    Set<K> keySet();  
}
```

2 Interview Questions

- 2.1 Define a procedure, `sumUp`, which returns **true** if any two values in the array sum up to `n`.

```
public static boolean sumUp(int[] array, int n) {
```

```
}
```

- 2.2 Define a procedure, `isPermutation`, which returns **true** if a string `s1` is a permutation of `s2`. For example, "atc" and "tac" are permutations of "cat".

```
public static boolean isPermutation(String s1, String s2) {
```

```
}
```

3 Array Lists

3.1 Mallory is designing a resizing `ArrayList` implementation. She needs to decide the amount to resize by. Help her figure out which option provides the best runtime.

Assuming Mallory resizes her `ArrayList` when it's full, what is the average runtime of adding an element to the `ArrayList`?

(a) When full, increase the size of the array by 1 element.

(b) When full, increase the size of array by 10,000 elements.

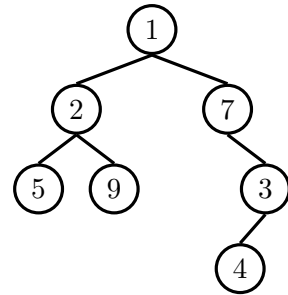
(c) When full, double the size of the array.

4 Stacks and Queues

A **queue** is a data structure that orders items in a first-in-first-out (FIFO) manner, meaning that the first element you **add** will be at the front and the last item you **add** will be at the tail. Elements are **removed** from the front.

A **stack** is a data structure that orders items in a last-in-first-out (LIFO) manner, meaning that the first element you **add** will be at the tail and the last item you **add** will be at the front. Elements are **removed** from the front.

```
4.1 public void treeTraversal(Fringe<Node> fringe) {
    fringe.add(root);
    while (!fringe.isEmpty()) {
        Node node = fringe.remove();
        System.out.print(node.value);
        if (node.left != null) {
            fringe.add(node.left);
        }
        if (node.right != null) {
            fringe.add(node.right);
        }
    }
}
```



What would Java display?

(a) `tree.traversal(new Queue<Node>());`

(b) `tree.traversal(new Stack<Node>());`

5 Binary Search Trees

- 5.1 Implement `fromSortedArray` for binary search trees. Given a sorted `int[]` array, efficiently construct a balanced binary search tree containing every element of the array.

```

public class BinarySearchTree<T extends Comparable<T>> {
    protected Node root;
    protected class Node {
        public T value;
        public Node left;
        public Node right;
    }
    public static BinarySearchTree<Integer> fromSortedArray(int[] values) {
        BinarySearchTree<Integer> bst = new BinarySearchTree<>();
        bst.root = bst.fromSortedArray(values, 0, values.length - 1);
        return bst;
    }
    private Node fromSortedArray(int[] values, int lower, int upper) {

```