

# Abstract Data Structures

**IB Computer Science** 







## HL Topics 1-7, D1-4





1: System design



2: Computer Organisation



3: Networks



4: Computational thinking



5: Abstract data structures



6: Resource management



7: Control



D: OOP





#### **Thinking recursively**

- 5.1.1 Identify a situation that requires the use of recursive thinking
- 5.1.2 Identify recursive thinking in a specified problem solution
- 5.1.3 Trace a recursive algorithm to express a solution to a problem

#### Abstract data structures

- 5.1.4 Describe the characteristics of a two-dimensional array
- 5.1.5 Construct algorithms using two-dimensional arrays
- 5.1.6 Describe the characteristics and applications of a stack
- 5.1.7 Construct algorithms using the access methods of a stack
- 5.1.8 Describe the characteristics and applications of a queue
- 5.1.9 Construct algorithms using the access methods of a queue
- 5.1.10 Explain the use of arrays as static stacks and queues

#### **Linked lists**

- 5.1.11 Describe the features and characteristics of a dynamic data structure
- 5.1.12 Describe how linked lists operate logically
- 5.1.13 Sketch linked lists (single, double and circular)

#### Trees

- 5.1.14 Describe how trees operate logically (both binary and non-binary)
- 5.1.15 Define the terms: parent, left-child, right-child, subtree, root and leaf
- 5.1.16 State the result of inorder, postorder and preorder tree traversal
- 5.1.17 Sketch binary trees

#### Applications

- 5.1.18 Define the term dynamic data structure
- 5.1.19 Compare the use of static and dynamic data structures
- 5.1.20 Suggest a suitable structure for a given situation



2: Computer Organisation





3: Networks

4: Computational thinking





5: Abstract data structures

6: Resource management







D: OOP





## **Topic 5.1.19**

# Compare the use of **static** and **dynamic** data structures







### Abstract Data Structures (ADTs)

- 2D array
- Stack
- Queue
- Linked List
- (Binary) Tree
- Recursion





### **Advantages / Disadvantages**

