

# LABORATORY PROGRAM - 1

## 1. Min Stack

Design a stack that supports push, pop, top, and retrieving the minimum element in constant time.

Implement the MinStack class:

- `MinStack()` initializes the stack object.
- `void push(int val)` pushes the element `val` onto the stack.
- `void pop()` removes the element on the top of the stack.
- `int top()` gets the top element of the stack.
- `int getMin()` retrieves the minimum element in the stack.

You must implement a solution with  $O(1)$  time complexity for each function.

Example 1:

Input

```
["MinStack","push","push","push","getMin","pop","top","getMin"]
```

```
[[],[-2],[0],[-3],[[],[],[],[]]]
```

Output

```
[null,null,null,null,-3,null,0,-2]
```

Explanation

```
MinStack minStack = new MinStack();
```

```
minStack.push(-2);
```

```
minStack.push(0);
```

```
minStack.push(-3);
```

```
minStack.getMin(); // return -3
```

```
minStack.pop();
```

```
minStack.top(); // return 0
```

```
minStack.getMin(); // return -2
```

Constraints:

- $-2^{31} \leq \text{val} \leq 2^{31} - 1$
- Methods `pop`, `top` and `getMin` operations will always be called on non-empty stacks.
- At most  $3 \cdot 10^4$  calls will be made to `push`, `pop`, `top`, and `getMin`.

## Code

```
class MinStack {

    private Node head;

    public void push(int val) {
        if (head == null) {
            head = new Node(val, val, null);
        } else {
            head = new Node(val, Math.min(head.min, val), head);
        }
    }

    public void pop() {
        if (head != null) {
            head = head.next;
        }
    }

    public int top() {
        return head.val;
    }

    public int getMin() {
        return head.min;
    }

    private class Node {
        private int val;
        private int min;
        private Node next;

        public Node(int val, int min, Node next) {
            this.val = val;
            this.min = min;
            this.next = next;
        }
    }
}
```

☒ Testcase | ☐ Test Result

**Accepted** Runtime: 0 ms

• Case 1

• Case 2

• Case 3

Input

```
["MinStack","push","push","push","getMin","pop","top","getMin"]
```

```
[[],[-2],[0],[-3],[],[],[],[ ]]
```

Output

```
[null,null,null,null,-3,null,0,-2]
```

Expected

```
[null,null,null,null,-3,null,0,-2]
```

## 2. Design Circular Deque

Design your implementation of the circular double-ended queue (deque).

Implement the MyCircularDeque class:

- MyCircularDeque(int k) Initializes the deque with a maximum size of k.
- boolean insertFront() Adds an item at the front of Deque. Returns true if the operation is successful, or false otherwise.
- boolean insertLast() Adds an item at the rear of Deque. Returns true if the operation is successful, or false otherwise.
- boolean deleteFront() Deletes an item from the front of Deque. Returns true if the operation is successful, or false otherwise.
- boolean deleteLast() Deletes an item from the rear of Deque. Returns true if the operation is successful, or false otherwise.
- int getFront() Returns the front item from the Deque. Returns -1 if the deque is empty.
- int getRear() Returns the last item from Deque. Returns -1 if the deque is empty.
- boolean isEmpty() Returns true if the deque is empty, or false otherwise.
- boolean isFull() Returns true if the deque is full, or false otherwise.

Example 1:

Input

```
["MyCircularDeque","insertLast","insertLast","insertFront","insertFront","getRear","isFull","deleteLast","insertFront","getFront"]
```

```
[[3],[1],[2],[3],[4],[],[ ],[4],[ ]]
```

Output

```
[null,true,true,true,false,2,true,true,4]
```

Explanation

```
MyCircularDeque myCircularDeque = new MyCircularDeque(3);
myCircularDeque.insertLast(1); // return True
myCircularDeque.insertLast(2); // return True
myCircularDeque.insertFront(3); // return True
myCircularDeque.insertFront(4); // return False, the queue is full.
myCircularDeque.getRear();    // return 2
myCircularDeque.isFull();     // return True
myCircularDeque.deleteLast(); // return True
myCircularDeque.insertFront(4); // return True
myCircularDeque.getFront();   // return 4
```

Constraints:

- $1 \leq k \leq 1000$
- $0 \leq \text{value} \leq 1000$
- At most 2000 calls will be made to insertFront, insertLast, deleteFront, deleteLast, getFront, getRear, isEmpty, isFull.

## Code

```
class MyCircularDeque {
    private int head, tail, size, n;
    private final int[] a;

    public MyCircularDeque(int k) {
        a=new int[k];
        n=a.length;
        tail=1;
    }

    public boolean insertFront(int value) {
        if(size==n) return false;
        a[head==++head%n]=value;
        size++;
        return true;
    }

    public boolean insertLast(int value) {
        if(size==n) return false;
        a[tail =(--tail+n)%n]=value;
        size++;
        return true;
    }
}
```

```
public boolean deleteFront() {
    if(size==0) return false;
    head=(--head+n)%n;
    size--;
    return true;
}

public boolean deleteLast() {
    if(size==0) return false;
    tail=++tail%n;
    size--;
    return true;
}

public int getFront() {
    return size == 0 ? -1 : a[head];
}

public int getRear() {
    return size == 0 ? -1 : a[tail];
}

public boolean isEmpty() {
    return size == 0;
}

public boolean isFull() {
    return size==a.length;
}
}
```

☒ Testcase Test Result

Accepted Runtime: 0 ms

• Case 1

• Case 2

• Case 3

Input

["MyCircularDeque","insertLast","insertLast","insertFront","insertFront","getRear","isFull","deleteLast","insertFront","getFront"]

[ [3], [1], [2], [3], [4], [], [], [], [4], [] ]

Output

[null,true,true,true,false,2,true,true,true,4]

Expected

[null,true,true,true,false,2,true,true,true,4]