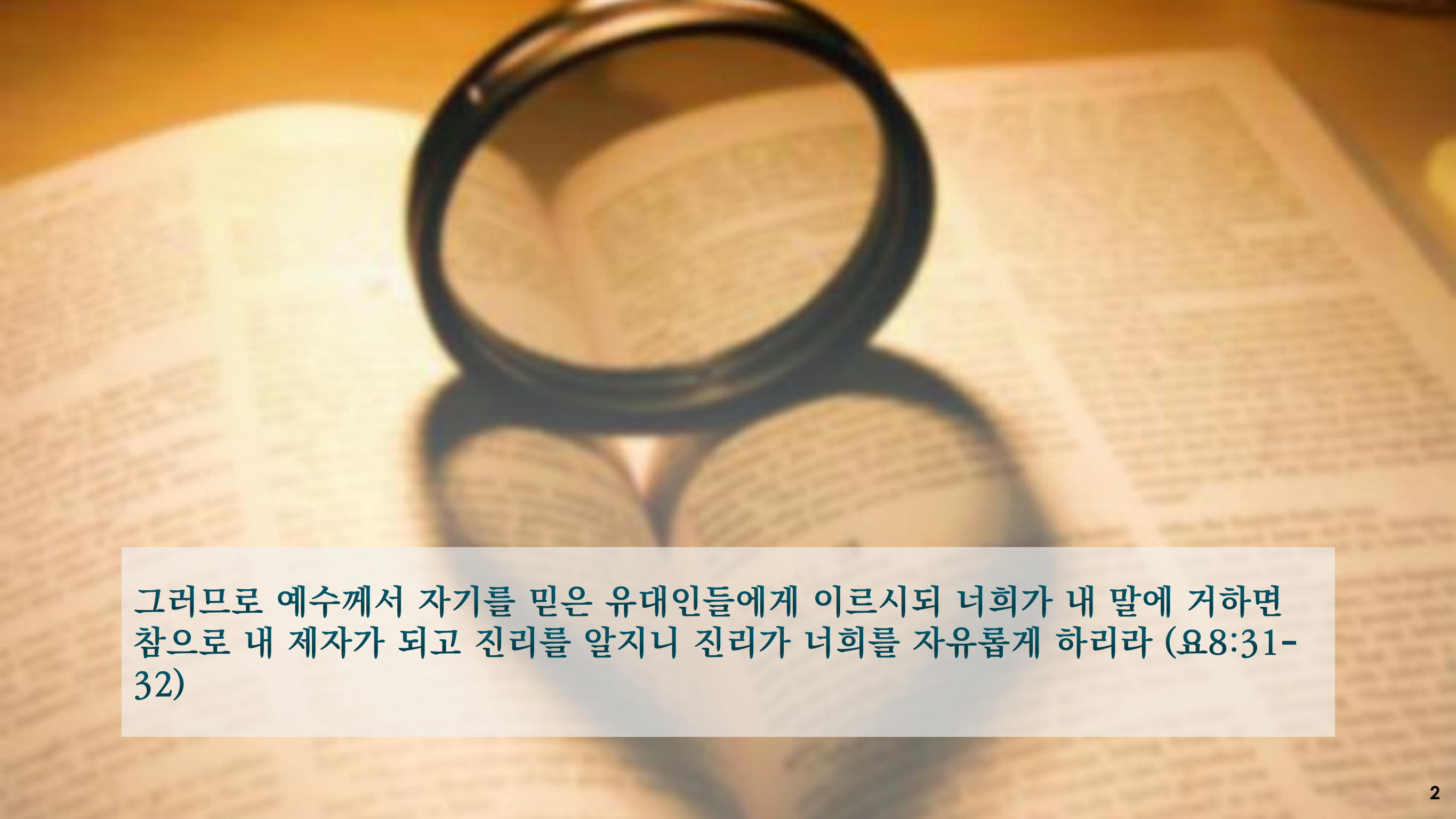**Data Structures**
Chapter 3

1. **Stack**
   - Stack Concept
     - STL stack class
   - Stack Implementations
     - Using Fixed Array
     - Using Dynamic Array
     - Using Vector
     - Using STL Template
2. Queue

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그러므로 예수께서 자기를 믿은 유대인들에게 이르시되 너희가 내 말에 거하면 참으로 내 제자가 되고 진리를 알지니 진리가 너희를 자유롭게 하리라 (요8:31-32)

Stack

- **Stack** is a linear data structure represented by a real physical stack or pile, a structure where insertion and deletion of items takes place at one end called top of the stack.

Stack

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- This particular order of the operation is called **LIFO(Last In First Out).**
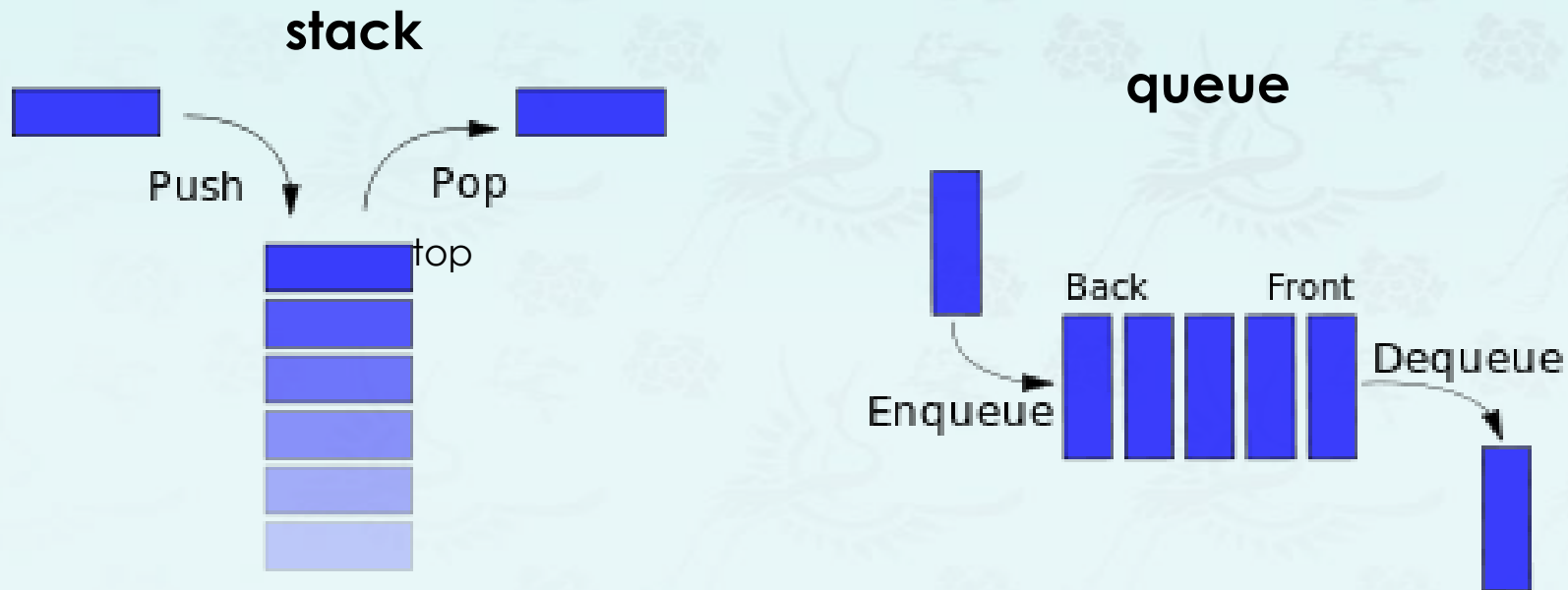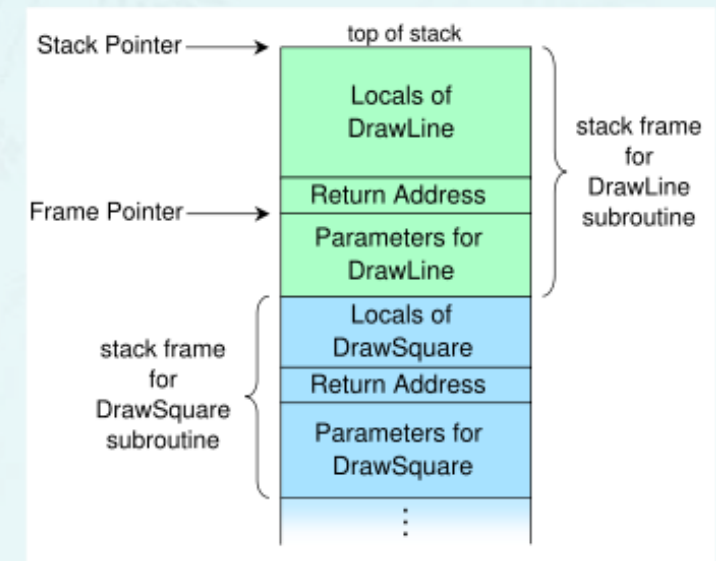
stack

Push   Pop

top

Stack

- **Stack** is a linear data structure represented by a real physical stack or pile, a structure where insertion and deletion of items takes place at one end called top of the stack.
- This particular order of the operation is called **LIFO(Last In First Out).**

stack

Push   Pop

top

queue

Back   Front

Enqueue   Dequeue
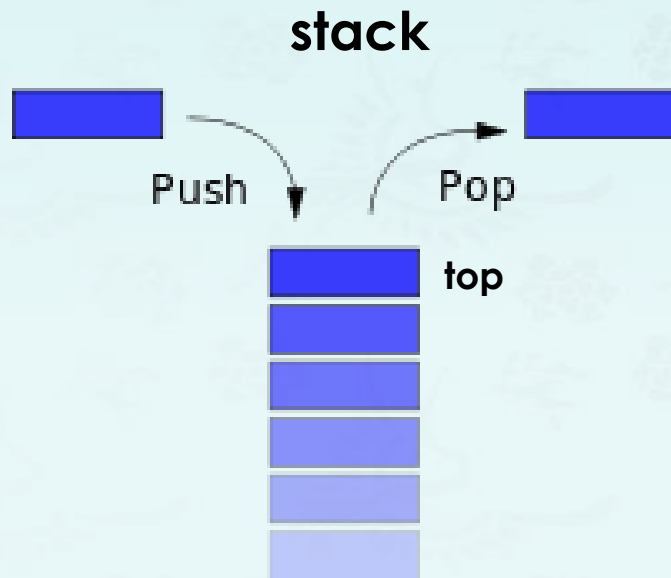
FIFO = "First in First out"
Remove the item
least recently added.

Stack Applications

- Parsing in a compiler.
- Undo in a word processor.
- Back button in a Web browser.
- PostScript language for printers.
- Backtracking as in a maze
- Implementing function calls in a compiler.
- ...
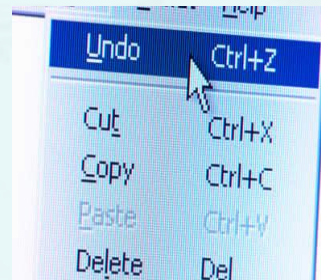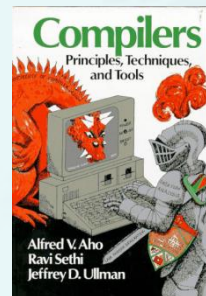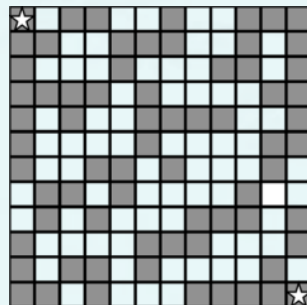
Stack – ADT (Abstract Data Type)

ADT Stack is

- **Objects**: a finite ordered list with zero or more elements
- **Operations (or Functions)**:

Stack – ADT (Abstract Data Type)

ADT Stack is

- **Objects**: a finite ordered list with zero or more elements

- **Operations (or Functions)**:

```
Stack newStack(maxStackSize)
bool empty()
void push(item)
void pop()
int top()
int size;
```

Stack - Why ADT?

- **Separate interface and implementation.**
  - Ex: stack, queue, bag, priority queue, symbol table, union-find, ...

- **Benefits.**

Stack - Why ADT?

- **Separate interface and implementation.**
  - Ex: stack, queue, bag, priority queue, symbol table, union-find, ...

- **Benefits.**
  - **Driver (or Client)** can't know details of implementation
    - Client has many implementations from which to choose.
    - Program using operations defined in **interface.**
  - **Interface** is description of data type, basic operations.
  - **Implementation** is actual code implementing operations.
    - Design: creates modular, reusable libraries.
    - Performance: use optimized implementation where it matters.

Stack: Example in C++

STL	**#include <stack>**	Stack class in C++ STL
	stack<value_type>	*creates an empty stack of <value_type>*
void	push(value_type& item)	*inserts a new item onto stack*
void	pop()	*removes top item from stack (which is most recently added)*
value_type&	top()	*returns a reference to the top item*
bool	empty()	*is the stack empty?*
int	size()	*returns the number of items in the stack*

Warm-up client: Reverse sequence of strings using stack.

Stack: Driver/Client using stack class in C++ STL

- Read strings from a collection using a range-for loop.
  - If string equals "-", pop string from stack and print.
  - Otherwise, push string onto stack.

```cpp
int main () { // stack initialization using range-based for
  string list[] = {"to", "be", "or", "not", "to", "-", "be", \
                   "-", "-", "that", "-", "-", "-", "is"};
  stack<string> s;
  for (auto item : list) {   // to be not that or be
    if (item != "-")
      s.push(item);
    else {
      cout << s.top() << ' ';
      s.pop();
    }
  }
  cout << "\nsize(): " << s.size();
  cout << "\ntop() : " << s.top();
}
```

Stack: Driver/Client using stack class in C++ STL

- Read strings from a collection using a range-for loop.
  - If string equals "-", pop string from stack and print.
  - Otherwise, push string onto stack.

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  for (auto item : list) {   // to be not that or be
    if (item != "-")
      s.push(item);
    else {
      cout << s.top() << ' ';
      s.pop();
    }
  }
  cout << "\nsize(): " << s.size();
  cout << "\ntop() : " << s.top();
}
```

```cpp
void printStack(stack<string> s) {
  while (!s.empty())  {
    cout << s.top() << ' ';
    s.pop();
  }
  cout << endl; // now, s is empty
}
```

```cpp
int main () { // stack initialization using range-based for
  // int list[] = {1, 2, 3, 4, 5, 0, 6, 0, 0, 7, 0, 0, 0, 8};
  string list[] = {"to", "be", "or", "not", "to", "-", "be", \
                   "-", "-", "that", "-", "-", "-", "is"};
  stack<string> s;
  for (auto item : list) {    // to be not that or be (5 6 4 7 3 2)
    if (item != "-")          // type specific
      s.push(item);
    else {
      cout << s.top() << ' ';
      s.pop();
    }
  }
  cout << "\nsize(): " << s.size(); // 2
  cout << "\ntop() : " << s.top();  // is
  printStack(s);                    // is to (8 1)
  cout << "Happy Coding";
}
```

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14

Stack: Implementation

Let's implement our own stack in several different ways.

- Array implementation
  - fixed size array
  - dynamic array
- Vector implementation
- Using Template
  - Array implementation
  - Vector implementation

Stack: Array implementation

Let's implement our own stack in several different ways.

- Array implementation of a stack:
  - Use array `s[ ]` to store `N` items on stack.
  - `push():` add new item at `s[N].`
  - `top()`: return item from `s[N-1].`
  - `pop()`: remove item from `s[N-1]`, it just decrements `N` by one.

s[ ]	to	be	or	not	to	be	*null*	*null*	*null*	*null*
	0	1	2	3	4	5	6	7	8	9

N   capacity = 10

Defect. Stack overflows when N exceeds capacity. *[stay tuned]*

Stack: Things to consider

- Underflow:
  - Throw exception if pop from an empty stack or return null;

```
string top(stack s) {
  return s->item[s->N - 1];
} ;
```

```
string top(stack s) {
  if (empty())
      throw std::out_of_range("underflow");

  return s->item[s->N - 1];
}
```

- Overflow:
  - Use resizing array for array implementation. [stay tuned]
  - Use successive doubling method
- Generic programming using Template in C++
  - It makes the stack data(item) type-independent
  - **template<typename T>**

```
struct Stack {
  string *item;
  int N;
  int capacity;
};
using stack = Stack *;

stack newStack(int capacity) {
  stack s = new Stack;
  s->item = new string[capacity];
  s->N = 0;
  s->capacity = capacity;
  return s;
}
void free(stack s) {
  delete[] s->item;
  delete s;
}
```

a shortcoming
(stay tuned)

item[N] is next to be filled if any.

```
struct Stack {
  string *item;
  int N;
  int capacity;
};
using stack = Stack *;


stack newStack(int capacity) {
  stack s = new Stack;
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  s->N = 0;
  s->capacity = capacity;
  return s;
}
void free(stack s) {
  delete[] s->item;
  delete s;
}
```

a shortcoming
(stay tuned)

item[N] is next to be filled if any.

```
int size(stack s)   { return s->N; }

bool empty(stack s) { return s->N == 0; }

void pop(stack s)   { s->N--; }

string top(stack s) {
  return s->item[s->N - 1];
}
void push(stack s, string item) {
  s->item[s->N++] = item;
}
void printStack(stack s) {
  while (!empty(s))  {
    cout << top(s) << ' ';
    pop(s);
  }
  cout << endl;  // stack is empty now
}
```

N is not decremented

use N and incremented
N points an empty slot

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23

Stack: Using dynamic arrays

- Problem:
  - Requiring client to provide capacity (size of stack) is inappropriate.
  - Question: How to grow and shrink array?

Challenge: Ensure that array resizing happens infrequently.

Stack: Using dynamic arrays

- Problem:
    - Requiring client to provide capacity (size of stack) is inappropriate.
    - Question: How to grow and shrink array?
- First try.
    - **push()**: increase size of array **s[]** by 1.
    - **pop()**: decrease size of array **s[]** by 1.

Challenge: Ensure that array resizing happens infrequently.

Stack: Using dynamic arrays

- Problem:
  - Requiring client to provide capacity (size of stack) is inappropriate.
  - Question: How to grow and shrink array?

- First try.
  - **push()**: increase size of array **s[]** by 1.
  - **pop()**: decrease size of array **s[]** by 1.

- **Too expensive.**
  - Need to copy all items to a new array.
  - Inserting first N items takes time proportional to $1 + 2 + 3 + \ldots + N \approx N^2/2$.

infeasible for large N

Challenge: Ensure that array resizing happens infrequently.

Stack: Using dynamic arrays

Q. How to grow and shrink array?

"successive doubling"

A. If array is full, create a new array of twice the size, and copy items.

```
stack newStack(int capacity = 1) {
  stack s = new Stack;
  s->item = new string[capacity];
  s->capacity = capacity;
  s->N = 0;
  return s;
}
```

Stack: Using dynamic arrays

Q. How to grow and shrink array?

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```
stack newStack(int capacity = 1) {
  stack s = new Stack;
  s->item = new string[capacity];
  s->capacity = capacity;
  s->N = 0;
  return s;
}

void resize(stack s, int new_capacity) {
  string *copied = new string[new_capacity];
```

Stack: Using dynamic arrays

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}

void resize(stack s, int new_capacity) {
  string *copied = new string[new_capacity];
  for (int i = 0; i < s->N; i++)
    copied[i] = s->item[i];
  delete[] s->item;
```

```cpp
struct Stack {
    string *item;
    int N;
    int capacity;
};
using stack = Stack *;
```

```cpp
copy(s->item; s->item + s->N, copied);
```

Stack: Using dynamic arrays

Q. How to grow and shrink array?

A. If array is full, create a new array of twice the size, and copy items.

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  s->N = 0;
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}

void resize(stack s, int new_capacity) {
  string *copied = new string[new_capacity];
  for (int i = 0; i < s->N; i++)
    copied[i] = s->item[i];
  delete[] s->item;
  s->item = copied;
  s->capacity = new_capacity;
}
```

```
copy(s->item; s->item + s->N, copied);
```

Stack: Using dynamic arrays

- **Q.** Cost of inserting first *N* items by resize(s.length + 10)?
- **A.** $T(N) = N + (10 + 20 + 30 + \ldots + N)$

       ↑   ↑

1 array access per push   k array accesses when memory is resized by increment of 10
(ignoring cost to create new array)
(assuming new() costs copying each item one by one)

Stack: Using dynamic arrays

- **Q.** Cost of inserting first N items by resize(s.length + 10)?
- **A.** $T(\mathbf{N}) = \mathbf{N} + (\mathbf{10} + \mathbf{20} + \mathbf{30} + \ \ldots + \mathbf{N})$

How many terms? k terms, then N = 10k

$$T(N) = N + (10 + 20 + 30 + \cdots + N)$$

$$Let\ N = 10k, then\ it\ becomes$$

$$T(N) = N + (10 + 20 + 30 + \cdots + 10k)$$
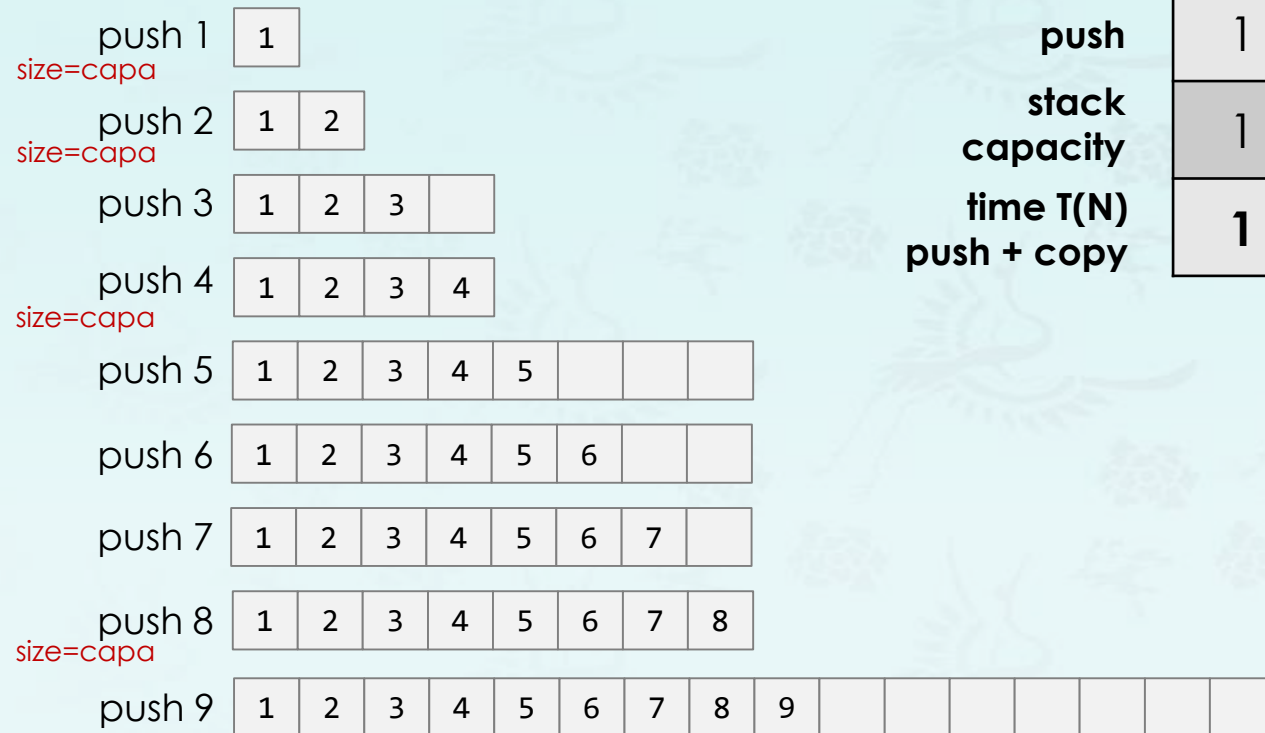$$= N + 10(1 + 2 + 3 + \cdots + k)$$

$$= N + 10\ \frac{k(k + 1)}{2}$$

$$= N + 10\ \frac{\frac{N}{10}(\frac{N}{10} + 1)}{2}$$

$$Therefore, T(N) = N + \frac{N}{2}\left(\frac{N}{10} + 1\right)$$

The time complexity of the algorithm is $O(n^2)$.

Stack: Using dynamic arrays

- **Q.** Cost of inserting first *N* items by resize(capacity * 2)?
- Let us consider an example of a simple array stack pushes.

push 1 | 1 |
size=capa

push 2 | 1 | 2 |
size=capa

push 3 | 1 | 2 | 3 | |

push 4 | 1 | 2 | 3 | 4 |
size=capa

push 5 | 1 | 2 | 3 | 4 | 5 | | | |

push 6 | 1 | 2 | 3 | 4 | 5 | 6 | | |

push 7 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | |

push 8 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
size=capa

push 9 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | | | | | | | |

push	1	2	3	4	5	6	7	8	9	10
stack capacity	1	2	4	4	8	8	8	8	16	16
time T(N) push + copy	1	2	3	1	5	1	1	1	9	1

$(1+1) + (1+2) + (1+4) + (1+8) + \ldots + (1 + 2^k)$
$= (1 + 1 + 1 + \ldots) + (1 + 2 + 4 + 8 + \ldots + 2^k)$
$= (k + 1) + (1 + 2 + 4 + 8 + \ldots + 2^k)$

```
For example, N = 9 (or push 9, k = 3):
T(9) = (1+1) + (1+2) + (1+4) + (1+8)
     = (1+1+1+1) + (1+2+4+8)
     = (3+1) + (1+2+4+8)
     = 19
```

How many 1's in the time for N pushes?
Let it be x. Then T(N) can be expressed
$T(N) = x + (k + 1) + (1 + 2 + 4 + 8 + \ldots + 2^k)$
$= N + (1 + 2 + 4 + 8 + \ldots + 2^k)$
$= N + (1 + 2 + 4 + 8 + \ldots + N)$

Stack: Using dynamic arrays

- **Q.** Cost of inserting first *N* items by resize(capacity * 2)?
- **A.** $T(N) = N + (1 + 2 + 4 + 8 + \ldots + N)$

one gray dot for each operation

cost(array access)

64

32

red dots give cumulative average

3

0

number of push() operations
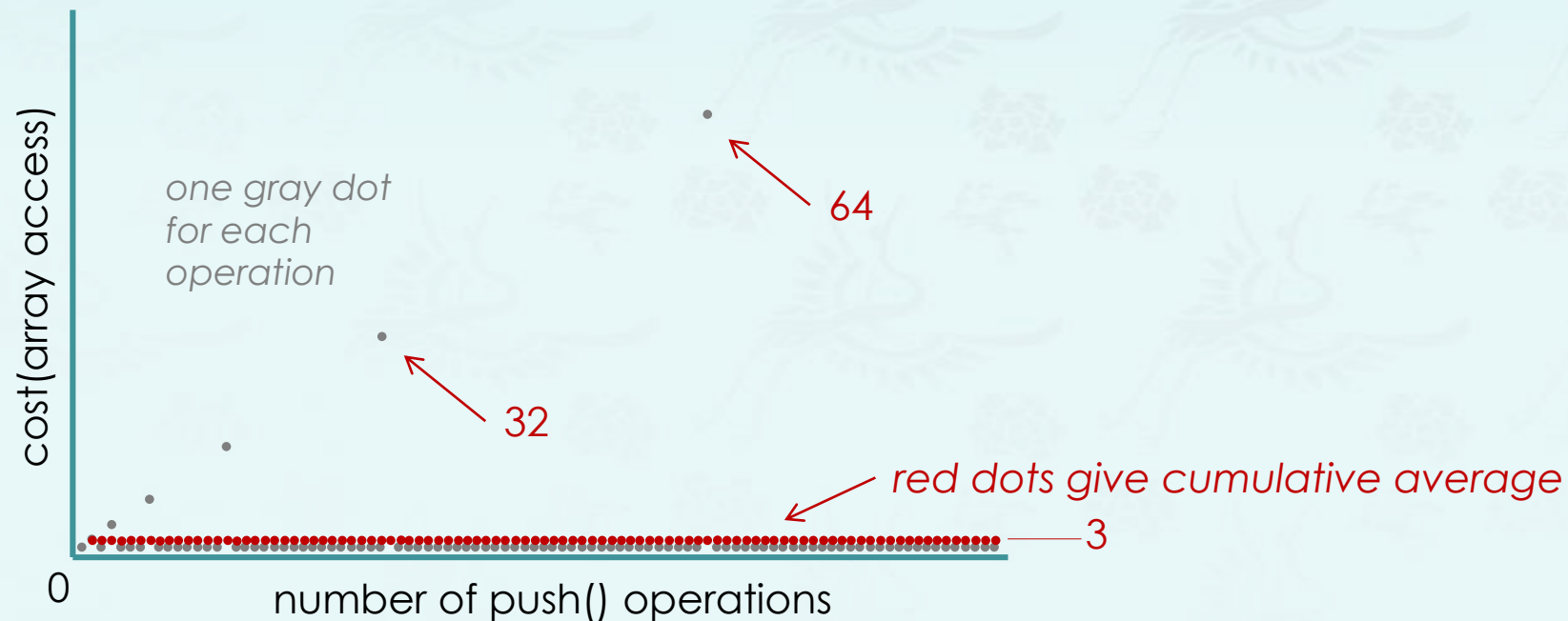
Stack: Using dynamic arrays

- **Q.** Cost of inserting first N items by resize(capacity * 2)?
- **A.** $T(N) = N + (1 + 2 + 4 + 8 + \ldots + N)$

$$1 + a + a^2 + a^3 + \cdots + a^n = \frac{a^{n+1} - 1}{a - 1}$$

$$1 + 2 + 4 + \cdots + 2^n = \frac{2^{n+1} - 1}{2 - 1} = 2^{n+1} - 1$$

Therefore $T(N) = N + (1 + 2 + 4 + \cdots + N) = ?$
The time complexity of the algorithm is O(n).

cost(array access)

one gray dot
for each
operation

64

32

red dots give cumulative average

3

0

number of push() operations

Stack: Using dynamic arrays

Q. How to grow and shrink array?

"successive doubling"

A. If array is full, create a new array of twice the size, and copy items.

```
stack newStack(int capacity = 1) {
  stack s = new Stack;
  s->item = new string[capacity];
  s->capacity = capacity;
  s->N = 0;
  return s;
}

void resize(stack s, int new_capacity) {
  string *copied = new string[new_capacity];
  for (int i = 0; i < s->N; i++)
    copied[i] = s->item[i];
  delete[] s->item;
  s->item = copied;
  s->capacity = new_capacity;
}
```

```
void push(stack s, string item) {
  // your code here
  s->item[s->N++] = item;
}
```

Stack: Using dynamic arrays

- **Q:** How to shrink array?
- **First try.**
  - **push():** double size of array **s[ ]** when array is full
  - **pop():** halve size of array **s[ ]** when array is one-half full.

Stack: Using dynamic arrays

- **Q:** How to shrink array?
- **First try.**
  - **push():** double size of array **s[ ]** when array is full
  - **pop():** halve size of array **s[ ]** when array is one-half full.

- **Too expensive in worst case.**
  - Consider push-pop-push-pop- … sequence when array is full
  - Each operation takes time proportional to N.

N= 5	to	be	or	not	to	be	*null*	*null*

N= 4	to	be	or	not

N= 5	to	be	or	not	to	be	*null*	*null*

N= 4	to	be	or	not

Stack: Using dynamic arrays

- **Q:** How to shrink array?

- **Efficient solution**
  - **push():** double size of array **s[ ]** when array is full
  - **pop():** halve size of array **s[ ]** when array is one-quarter full.

```
void pop(stack s) {
  s->N--;
  // your code here
}
```

❖ **Invariant.** Array is between 25% and 100% full.

Stack: Using dynamic arrays

- **Amortized analysis:**
  - Average running time per operation over a worst-case sequence of operations.
- **Proposition:**
  - Starting from an empty stack, any sequence of N push and pop operations takes time proportional to N.

	best	worst	amortized
construct	O(1)	O(1)	O(1)
push	O(1)	O(n)	O(1)
pop	O(1)	O(n)	O(1)
size	O(1)	O(1)	O(1)

doubling and halving operations

order of growth of running time
for resizing stack with N items

Stack: Using dynamic arrays

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"successive doubling"

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  delete[] s->item;
  s->item = copied;
  s->capacity = new_capacity;
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```
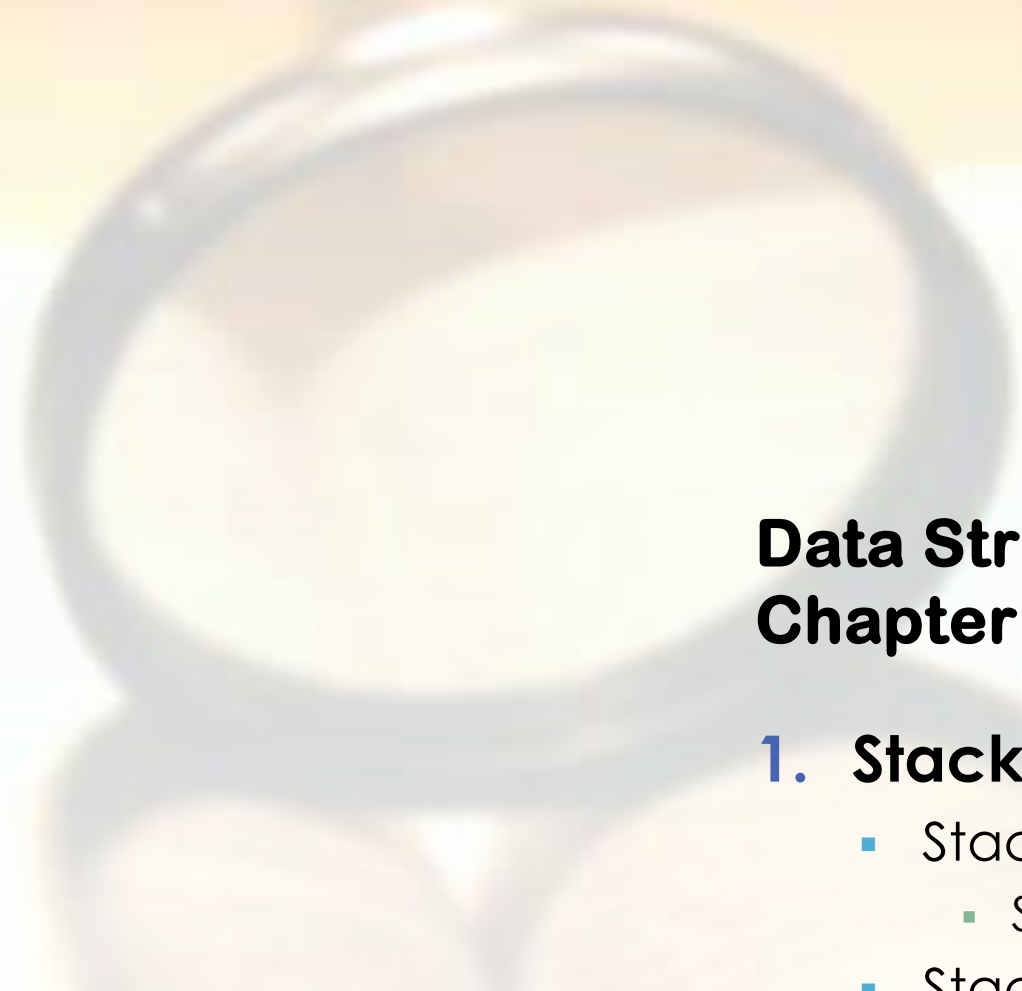
```
bool empty(stack s) { return s->N == 0; }

string top(stack s) {
    return s->item[s->N - 1];
}

void push(stack s, string item) {
  // your code here
  s->item[s->N++] = item;
}

void pop(stack s)   {
  s->N--;
  // your code here
}
```

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46

Stack: **Vector implementation**

Let's implement our own stack in several different ways.

- Array implementation
  - fixed size array
  - dynamic array

- **Vector implementation**
  - A good tutorial in Korean at https://codechacha.com/ko/cpp-stl-vector/

- Using Template
  - Array implementation
  - Vector implementation

Vector Container

- An alternative to the built-in array.

- A vector is self-grown.

  - No allocation/free is necessary!

- Template implementation advantage!!

- For example:
  vector<int> - vector of integers.
  vector<string> - vector of strings.
  vector<int *> - vector of pointers to integers.
  vector<Shape> - vector of Shape objects. **Shape is a user defined class.**

Operations on vector

- **`iterator begin();`**
- **`iterator end();`**
- `bool empty();`
- `void push_back(const T& x);`
- `void pop_back();`
- `void back();`
- `void clear();`
- `size_type size();`
- `size_type capacity();`

Vector Container Example

```cpp
#include<iostream>
#include<vector>
using namespace std;
int main(){
  vector<int> v(5);
  for(int i=0; i < v.size(); i++)
    cin >> v[i];

  for(int i=0; i < v.size(); i++)
    cout << v[i] << ' ';
  cout << endl;
}
```

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50

Vector Container Example

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  for(int i=0; i < v.size(); i++)
    cout << v[i] << ' ';
  cout << endl;
}
```

```cpp
for(int x: v)
  cout << x << ' ';
cout << endl;
```

Vector Container Example

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using namespace std;
int main(){
  vector<int> v(5);
  for(int i=0; i < v.size(); i++)
    cin >> v[i];

  for(int i=0; i < v.size(); i++)
    cout << v[i] << ' ';
  cout << endl;
}
```

```cpp
for(int x: v)
  cout << x << ' ';
cout << endl;

for(auto x: v)
  cout << x << ' ';
cout << endl;
```

Vector Container Example

```cpp
#include<iostream>
#include<vector>
using namespace std;
int main(){
  vector<int> v(5);
  for(int i=0; i < v.size(); i++)
    cin >> v[i];

  for(int i=0; i < v.size(); i++)
    cout << v[i] << ' ';
  cout << endl;
}
```

```cpp
for(int x: v)
  cout << x << ' ';
cout << endl;


for(auto x: v)
  cout << x << ' ';
cout << endl;


vector<int>::iterator it;
for(it = v.begin(); it!=v.end(); it++)
    cout << *it << ' ';
cout << endl;
```

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53

Operations on vector

- iterator begin();
- iterator end();
- **bool empty();**
- **void push_back(const T& x);**
- **void pop_back();**
- **const_reference** back();
- void clear();
- size_type size();
- size_type capacity();

```cpp
int main() {
    int count = 0;
    vector<int> vec;
    vec.push_back(1);
    vec.push_back(2);
    vec.push_back(3);
    while (!vec.empty()) {
        count++;
        vec.pop_back();
    }
    cout << count;
    return 0;
}
```

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```cpp
int main () {
  vector<int> vec;
  vec.push_back(10);
  while (vec.back() != 0) {
    vec.push_back ( vec.back() - 1 );
  }

  cout << "vec contains: ";
  for (unsigned i=0; i<vec.size() ; i++)
    cout << vec[i] << ' ';
  cout << endl;
  return 0;
}
```

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  cout << "vec contains: ";
  for (unsigned i=0; i<vec.size() ; i++)
    cout << vec[i] << ' ';
  cout << endl;
  return 0;
}
```

```
vec contains: 10 9 8 7 6 5 4 3 2 1 0
```

Operations on vector

- iterator begin();
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- **size_type capacity();**

```
int main () {
  vector<int> vec;
  for (int i=0; i<100; i++) vec.push_back(i);
  cout << "size: " << vec.size() << endl;
  cout << "capa: " << vec.capacity() << endl;
  return 0;
}
```

```
size: 100
capa: 128
```

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57

```cpp
struct Stack {
  vector<string> item;
};
using stack = Stack *;

void free(stack s) {
  delete s;
}


int size(stack s) {
  return s->item.size();
}


bool empty(stack s) {
  return s->item.empty();
}
```

```cpp
void pop(stack s) {
  // your code here
}
string top(stack s) {
  // your code here
}
void push(stack s, string item) {
  // your code here
}
void printStack(stack s) {
  while (!empty(s))  {
    cout << top(s) << ' ';
    pop(s);
  }
  cout << endl;  // stack is empty now
}
```

Stack: Using template

- A **template** is a mechanism that allows a programmer to use types as parameters for a class or a function. The compiler then generates a specific class or function when we **later** provide specific types as arguments.

- A function/class defined using **template** is called a **generic function/class.** This is one of the key features of C++.

Stack: Using template

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Stack: Using template

Pros and Cons of Templates

- **Pros:**
  - It provides us **type-safe**, **efficient** generic containers and generic algorithms
  - The main reason for using C++ and templates is the trade-offs in performance and maintainability outweigh the bigger size of the resulting code and longer compile times.
  - The drawbacks of not using them are likely to be much greater.

- **Cons:**

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  - The drawbacks of not using them are likely to be much greater.

- **Cons:**
  - Templates can lead to **slower compile-times** and possibly larger executable.
  - Compilers often produce incomprehensible poor error diagnostics and **poor error messages**.

```
struct Stack {
  vector<string> item;
};
```
`stack4_vec.cpp`
```

using stack = Stack *;

void free(stack s) {
  delete s;
}

string top(stack s) {
  return s->item.back();
}
```

Compare these two program segments and see how to use **Templates** in C++ for generic programming.

```
template<typename T>
struct Stack {
  vector<T> item;
};

template<typename T>
using stack = Stack<T> *;

template<typename T>
void free(stack<T> s) {
  delete s;
}

template<typename T>
T top(stack<T> s) {
  return s->item.back();
}
```

**Data Structures
Chapter 3**

1. **Stack**
   - Stack Concept
     - STL stack class
   - Stack Implementations
     - Using Fixed Array
     - Using Dynamic Array
     - Using Vector
     - Using STL Template
2. Queue

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69