

```
In [1]: #stack
#Traditional implementation
class Stack:
    def __init__(self):
        self.arr=[]
        self.size=3
        self.f=0
    def push(self,element):
        if len(self.arr)==self.size:
            print('STACK IS OVERFLOW')
        else:
            self.arr.append(element)
    def pop(self):
        if len(self.arr)==0:
            print('STACK IS UNDERFLOW')
        else:
            self.arr.pop()
    def peek(self):
        if len(self.arr)==0:
            print('STACK IS UNDERFLOW')
        else:
            return self.arr[-1]
    def isEmpty(self):
        if len(self.arr)==0:
            return True
        else:
            return False
    def display(self):
        print(self.arr)
s=Stack()
s.push(1)
s.push(2)
s.push(3)
s.push(4)
s.display()
print(s.peak())

STACK IS OVERFLOW
[1, 2, 3]
3
```

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In [2]: #Reversing stack usign temp stack
class Stack1:
    def __init__(self):
        self.arr=[]
        self.p=[]
        self.size=3
        self.f=0
    def push(self,element):
        if len(self.arr)==self.size:
            print('STACK IS OVERFLOW')
        else:
            self.arr.append(element)
    def pop(self):
        if len(self.arr)==0:
            print('STACK IS UNDERFLOW')
        else:
            self.p.append(self.arr[-1])
            self.arr.pop()
    def peek(self):
        if len(self.arr)==0:
            print('STACK IS UNDERFLOW')
        else:
            return self.arr[-1]
    def isEmpty(self):
        if len(self.arr)==0:
            return True
        else:
            return False
    def display(self):
        print(self.arr)
s=Stack1()
s.push(1)
s.push(2)
s.push(2)
s.push(3)
s.pop()
s.pop()
s.pop()
print(s.p[::-1])

[1, 2, 3]
```

```
In [3]: #Queue
#QUEUE
class Queue:
    def __init__(self):
        self.arr=[]
        self.size=3
        self.f=0
    def push(self,element):
        if len(self.arr)==self.size:
            print('STACK IS OVERFLOW')
        else:
            self.arr.append(element)
    def pop(self):
        if len(self.arr)==0:
            print('STACK IS UNDERFLOW')
        else:
            self.arr.pop(0)
    def peek(self):
        if len(self.arr)==0:
            print('STACK IS UNDERFLOW')
        else:
            return self.arr[0]
    def isEmpty(self):
        if len(self.arr)==0:
            return True
        else:
            return False
    def display(self):
        print(self.arr)
s=Queue()
s.push(1)
s.push(2)
s.push(3)
s.pop()
print(s.arr)

[2, 3]
```

```
In [4]: #stack using QUEUES
class Queue:
    def __init__(self):
        self.arr=[]
        self.a1=[]
        self.size=3
        self.f=0
    def push(self,element):
        if len(self.arr)==self.size:
            print('QUEUE IS OVERFLOW')
        else:
            self.arr.append(element)
    def pop(self):
        if len(self.arr)==0:
            print('QUEUE IS UNDERFLOW')
        else:
            a=self.arr.pop(0)
            self.a1.append(a)
    def peek(self):
        if len(self.arr)==0:
            print('QUEUE IS UNDERFLOW')
        else:
            return self.arr[0]
    def isEmpty(self):
        if len(self.arr)==0:
            return True
        else:
            return False
    def display(self):
        print(self.arr)
s=Queue()
s.push(1)
s.push(2)
s.push(3)
s.pop()
s.pop()
s.pop()
print(s.arr)
print(s.a1[::-1])

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

```
In [5]: #implement linear search on stack
s=[1,2,3,4,5]
a=3
l=[]
f=0
while len(s)!=0:
    b=s.pop()
    if a==b:
        print('Element found')
        f=1
    l.append(b)
if f==0:
    print('Element not found')

Element found
```

```
In [ ]: #Guessing game
from random import randint
num=randint(1,50)
chance=5
while chance!=0:
    n=int(input('Guess:'))
    if n==num:
        print('You won')
        break
    elif n<num:
        print(n,'is smaller than the actual number')
    else:
        print(n,'is greater than the actual number')
    chance-=1
print(num)

Guess:5
5 is smaller than the actual number
Guess:9
9 is smaller than the actual number
```

```
In [1]: #Binary search using normal method
l=[1,2,3,4,5]
a=5
high=len(l)-1
low=0
b=0
while low<=high:
    mid=(low+high)//2
    if l[mid]==a:
        print('Element found at',mid)
        b=1
        break
    elif l[mid]>a:
        high=mid-1
    elif l[mid]<a:
        low=mid+1
if b==0:
    print('Element not found')

Element found at 4
```

```
In [2]: #binary search using recursion
a=0
def binarySearch(l,low,high,key):
    mid=(low+high)//2
    if l[mid]==key:
        print('Element found at',mid)
        a=1
        return a
    elif l[mid]>key:
        high=mid-1
    elif l[mid]<key:
        low=mid+1
    return binarySearch(l,low,high,key)
l=[1,2,3,4,5]
key=5
high=len(l)-1
low=0
a=binarySearch(l,low,high,key)
if a==0:
    print('Element not found')

Element found at 4
```

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In [ ]:
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