

## Lab 11.5 – Data Structures with AI

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**Course Code:** 23CS002PC304

**Course Title:** AI Assisted Coding

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### Task 1 – Stack Implementation

```
class Stack:
    def __init__(self):
        self.items = []

    def push(self, item):
        self.items.append(item)

    def pop(self):
        if not self.is_empty():
            return self.items.pop()
        return None

    def peek(self):
        if not self.is_empty():
            return self.items[-1]
        return None

    def is_empty(self):
        return len(self.items) == 0

s = Stack()
s.push(10)
s.push(20)
print(s.peek())
print(s.pop())
```

## Screenshot – Stack Output:



The screenshot shows a code editor with a file named `main.py`. The code defines a `Stack` class with methods `__init__`, `push`, `pop`, `peek`, and `is_empty`. A demo section creates a `Stack` object, pushes 10 and 20, and then prints the top element, the popped element, and whether the stack is empty. The output on the right shows the results of these operations.

```
1 class Stack:
2     def __init__(self):
3         self.items = []
4
5     def push(self, item):
6         self.items.append(item)
7
8     def pop(self):
9         if not self.is_empty():
10            return self.items.pop()
11        return None
12
13    def peek(self):
14        if not self.is_empty():
15            return self.items[-1]
16        return None
17
18    def is_empty(self):
19        return len(self.items) == 0
20
21
22 # Demo
23 s = Stack()
24 s.push(10)
25 s.push(20)
26
27 print("Top Element:", s.peek())
28 print("Popped:", s.pop())
29 print("Is Empty:", s.is_empty())
30
31
```

Output:

Top Element: 20  
Popped: 20  
Is Empty: False

## Task 2 – Queue Implementation

```
class Queue:
    def __init__(self):
        self.items = []

    def enqueue(self, item):
        self.items.append(item)

    def dequeue(self):
        if not self.is_empty():
            return self.items.pop(0)
        return None

    def peek(self):
        if not self.is_empty():
            return self.items[0]
        return None
```

```

    def size(self):
        return len(self.items)

    def is_empty(self):
        return len(self.items) == 0

q = Queue()
q.enqueue(1)
q.enqueue(2)
print(q.dequeue())

```

### Screenshot – Queue Output:

The screenshot shows a code editor with a file named `main.py`. The code defines a `Queue` class with methods `__init__`, `enqueue`, `dequeue`, `peek`, `size`, and `is_empty`. A demo section creates a `Queue` object, enqueues 1 and 2, and prints the results of `dequeue`, `peek`, and `size`. The output on the right shows 'Dequeued: 1', 'Front: 2', and 'Size: 1'.

```

1 class Queue:
2     def __init__(self):
3         self.items = []
4
5     def enqueue(self, item):
6         self.items.append(item)
7
8     def dequeue(self):
9         if not self.is_empty():
10            return self.items.pop(0)
11        return None
12
13    def peek(self):
14        if not self.is_empty():
15            return self.items[0]
16        return None
17
18    def size(self):
19        return len(self.items)
20
21    def is_empty(self):
22        return len(self.items) == 0
23
24
25 # Demo
26 q = Queue()
27 q.enqueue(1)
28 q.enqueue(2)
29
30 print("Dequeued:", q.dequeue())
31 print("Front:", q.peek())
32 print("Size:", q.size())
33
34
35

```

Output:

```

Dequeued: 1
Front: 2
Size: 1

```

### Task 3 – Linked List

```

class Node:
    def __init__(self, data):
        self.data = data
        self.next = None

class LinkedList:

```

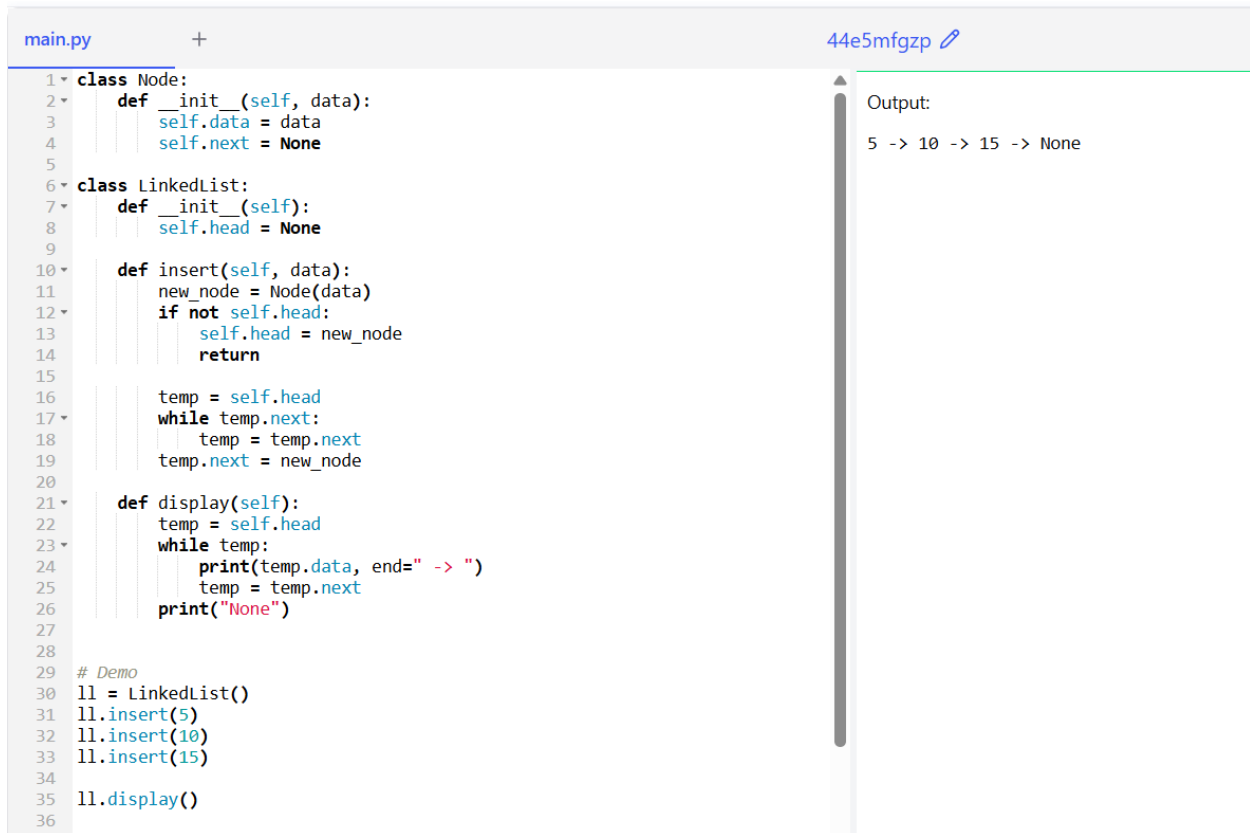
```
def __init__(self):
    self.head = None

def insert(self, data):
    new_node = Node(data)
    if not self.head:
        self.head = new_node
        return
    temp = self.head
    while temp.next:
        temp = temp.next
    temp.next = new_node

def display(self):
    temp = self.head
    while temp:
        print(temp.data, end=" -> ")
        temp = temp.next
    print("None")
```

```
l1 = LinkedList()
l1.insert(5)
l1.insert(10)
l1.insert(15)
l1.display()
```

## Screenshot – Linked List Output:



The screenshot shows a code editor with a file named `main.py` and a user identifier `44e5mfgzp`. The code defines a `Node` class and a `LinkedList` class. The `Node` class has an `__init__` method that takes `data` and sets `self.data` and `self.next` (initially `None`). The `LinkedList` class has an `__init__` method that sets `self.head` to `None`. It also has an `insert` method that adds a new node at the end of the list and a `display` method that prints the list. A demo section creates a `LinkedList` object, inserts 5, 10, and 15, and then displays it. The output on the right shows the list: `5 -> 10 -> 15 -> None`.

```
1 class Node:
2     def __init__(self, data):
3         self.data = data
4         self.next = None
5
6 class LinkedList:
7     def __init__(self):
8         self.head = None
9
10    def insert(self, data):
11        new_node = Node(data)
12        if not self.head:
13            self.head = new_node
14            return
15
16        temp = self.head
17        while temp.next:
18            temp = temp.next
19        temp.next = new_node
20
21    def display(self):
22        temp = self.head
23        while temp:
24            print(temp.data, end=" -> ")
25            temp = temp.next
26        print("None")
27
28
29 # Demo
30 ll = LinkedList()
31 ll.insert(5)
32 ll.insert(10)
33 ll.insert(15)
34
35 ll.display()
```

Output:

```
5 -> 10 -> 15 -> None
```

## Task 4 – Hash Table

```
class HashTable:
    def __init__(self, size=10):
        self.size = size
        self.table = [[] for _ in range(size)]

    def hash_function(self, key):
        return key % self.size

    def insert(self, key):
        index = self.hash_function(key)
        if key not in self.table[index]:
            self.table[index].append(key)

    def search(self, key):
        index = self.hash_function(key)
        return key in self.table[index]
```

```

def delete(self, key):
    index = self.hash_function(key)
    if key in self.table[index]:
        self.table[index].remove(key)

```

```

h = HashTable()
h.insert(10)
h.insert(20)
print(h.search(10))

```

## Screenshot – Hash Table Output:

main.py + 44e5mfgzp

```

1 class HashTable:
2     def __init__(self, size=10):
3         self.size = size
4         self.table = [[] for _ in range(size)]
5
6     def hash_function(self, key):
7         return key % self.size
8
9     def insert(self, key):
10        index = self.hash_function(key)
11        if key not in self.table[index]:
12            self.table[index].append(key)
13
14        def search(self, key):
15            index = self.hash_function(key)
16            return key in self.table[index]
17
18        def delete(self, key):
19            index = self.hash_function(key)
20            if key in self.table[index]:
21                self.table[index].remove(key)
22
23
24 # Demo
25 h = HashTable()
26 h.insert(10)
27 h.insert(20)
28
29 print("Search 10:", h.search(10))
30 h.delete(10)
31 print("Search 10 after delete:", h.search(10))
32
33
34

```

Output:

Search 10: True  
Search 10 after delete: False

## Task 5 – Graph

```

class Graph:
    def __init__(self):
        self.graph = {}

    def add_vertex(self, v):
        if v not in self.graph:
            self.graph[v] = []

    def add_edge(self, u, v):
        self.add_vertex(u)
        self.add_vertex(v)

```

```

        self.graph[u].append(v)
        self.graph[v].append(u)

    def display(self):
        for vertex in self.graph:
            print(vertex, "->", self.graph[vertex])

g = Graph()
g.add_edge(1, 2)
g.add_edge(1, 3)
g.display()

```

## Screenshot – Graph Output :

<pre> 1 class Graph: 2     def __init__(self): 3         self.graph = {} 4 5     def add_vertex(self, v): 6         if v not in self.graph: 7             self.graph[v] = [] 8 9     def add_edge(self, u, v): 10        self.add_vertex(u) 11        self.add_vertex(v) 12        self.graph[u].append(v) 13        self.graph[v].append(u) 14 15    def display(self): 16        for vertex in self.graph: 17            print(vertex, "-&gt;", self.graph[vertex]) 18 19 20 # Demo 21 g = Graph() 22 g.add_edge(1, 2) 23 g.add_edge(1, 3) 24 g.add_edge(2, 4) 25 26 g.display() 27 </pre>	<p>44e5mfgzp <a href="#">🔗</a></p> <p>Output:</p> <pre> 1 -&gt; [2, 3] 2 -&gt; [1, 4] 3 -&gt; [1] 4 -&gt; [2] </pre>
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## Result

All fundamental data structures were successfully implemented.