



Data Structure & Algorithms

Sunbeam Infotech



Stack and Queue

array
list
tree

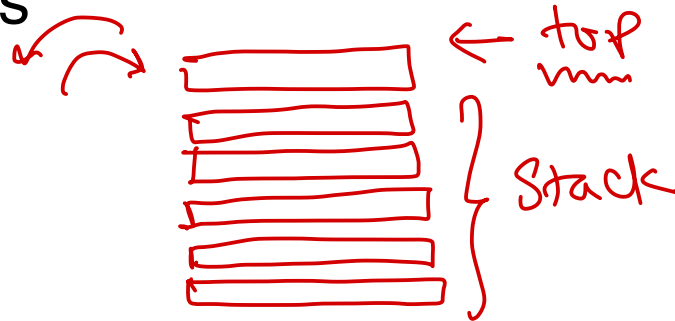
graph
hashtable

- Stack & Queue are utility data structures.
- Can be implemented using array or linked lists.
- Usually time complexity of stack & queue operations is $O(1)$.
- Stack is Last-In-First-Out structure.

• Stack operations

- ✓ push()
- ✓ pop()
- ✓ peek()
- ✓ isEmpty()
- ✓ isFull()* → for array

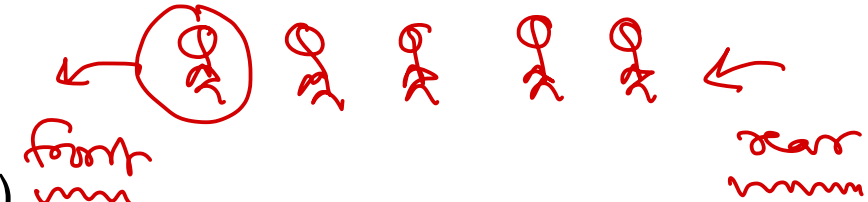
add/del done from same end.



- Simple queue is First-In-First-Out structure.

• Queue operations

- ✓ push()
- ✓ pop()
- ✓ peek()
- ✓ isEmpty()
- ✓ isFull()* → for array



• Queue types

- ⊙ Linear queue ✓
- ⊙ Circular queue
- ⊙ Deque
- ⊙ Priority queue



Linear Queue

init:

$f = -1$
 $r = -1$

is full:

$r == \text{size} - 1$

push: (enqueue)

$r++$
 $\text{arr}[r] = \text{val.}$

is empty:

$f == r$

pop: (dequeue)

$f++$

peek:

return $\text{arr}[f+1]$

$f+1 \rightarrow r$

-1

0	1	2	3	4	5
11	22	33	44		

f

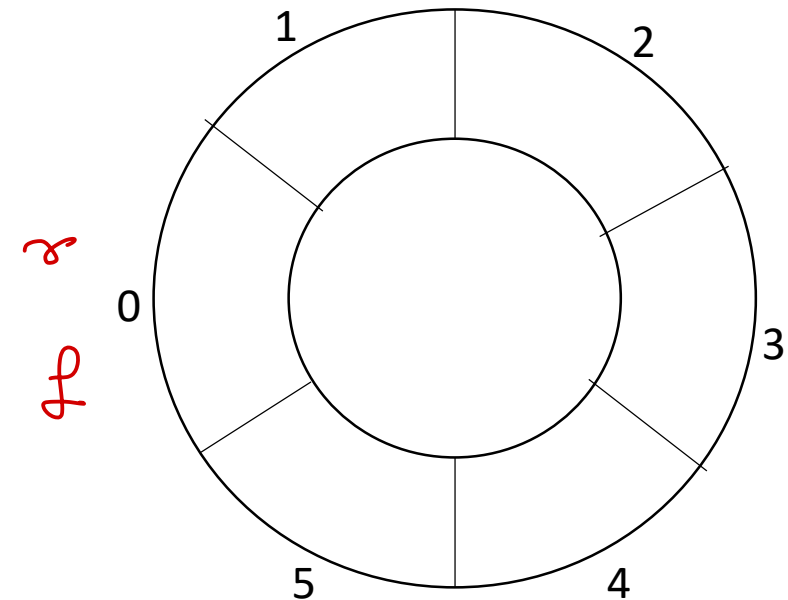
f & r increments

from (0) to (n-1).



Circular Queue

- In linear queue (using array) when *rear* reaches last index, further elements cannot be added, even if space is available due to deletion of elements from *front*. Thus space utilization is poor.
- Circular queue allows adding elements at the start of array if *rear* reaches last index and space is free at the start of the array.
- Thus *rear* and *front* can be incremented in circular fashion i.e. 0, 1, 2, 3, ..., n-1. So they are said to be circular queue. *0, 1, 2, ...*
- However queue full and empty conditions become tricky.



Circular Queue

init :

$$r = -1$$

$$f = -1$$

$$c = 0$$

push:

$$r = (r + 1) \% \text{size};$$

$$\text{arr}[r] = \text{ele};$$

$$c++;$$

peek:

$$i = (f + 1) \% \text{size}$$

return arr[i]

pop!

$$f = (f + 1) \% \text{size}$$

$$c--;$$

is_empty:

$$c == 0$$

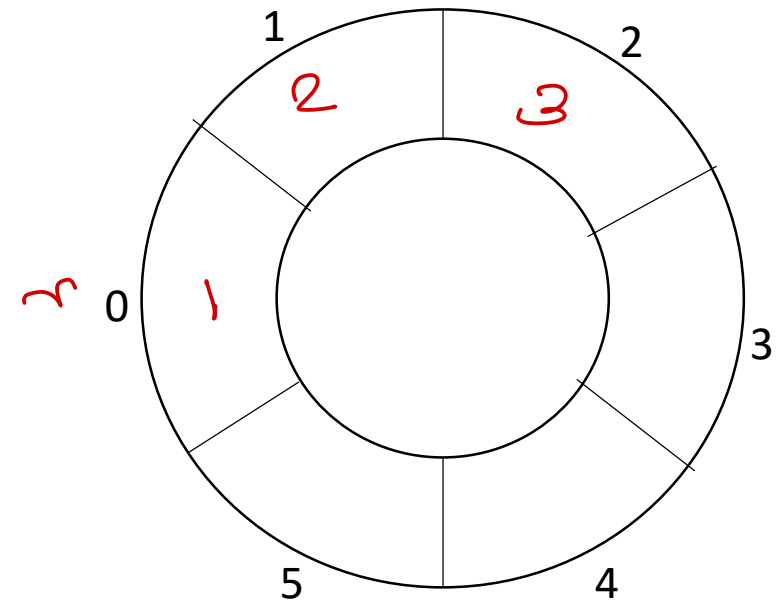
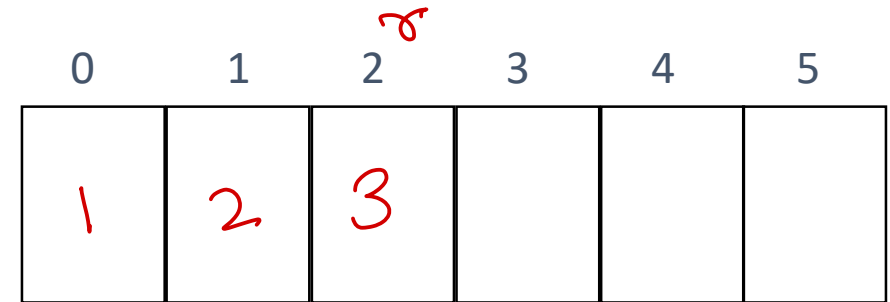
is_full

$$c == \text{size}$$

-1

f

f



Circular Queue

1/2

$$(-1 + 1) \% 6 = 0$$

$$(0 + 1) \% 6 = 1$$

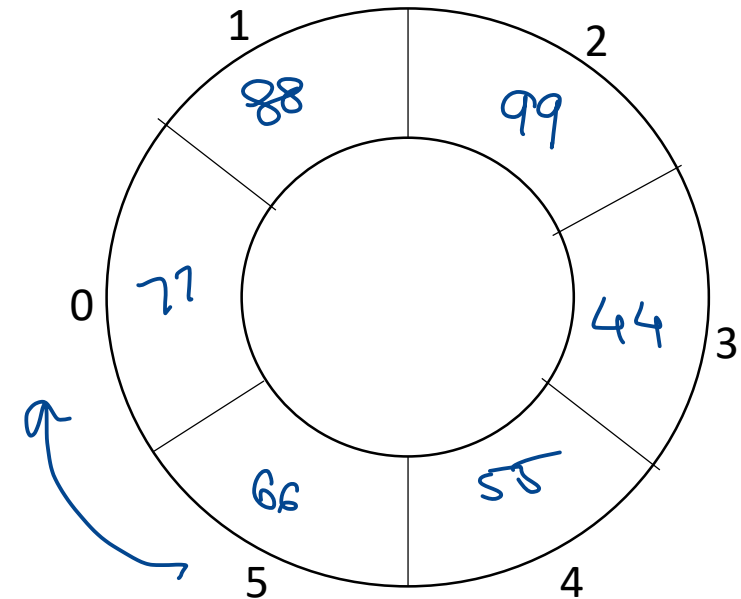
$$(1 + 1) \% 6 = 2$$

$$(2 + 1) \% 6 = 3$$

$$(3 + 1) \% 6 = 4$$

$$(4 + 1) \% 6 = 5$$

$$(5 + 1) \% 6 = 0$$



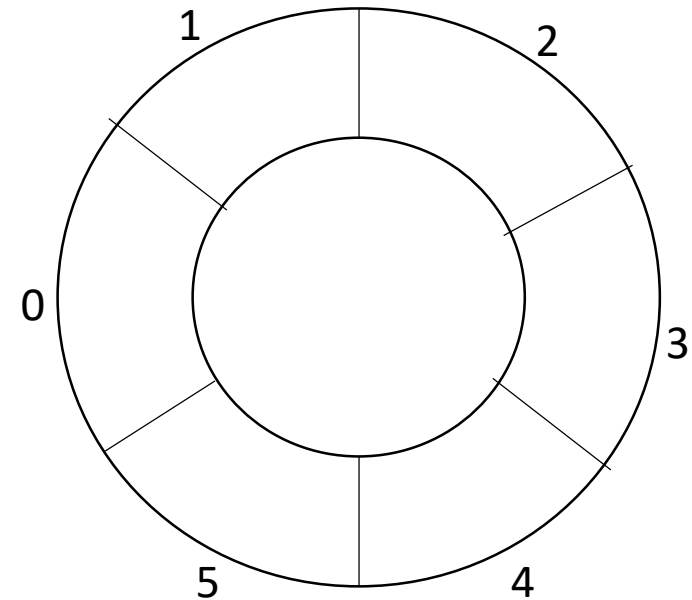
Circular Queue - Full

$(f == -1 \ \&\& \ r == \text{size}-1)$

-1

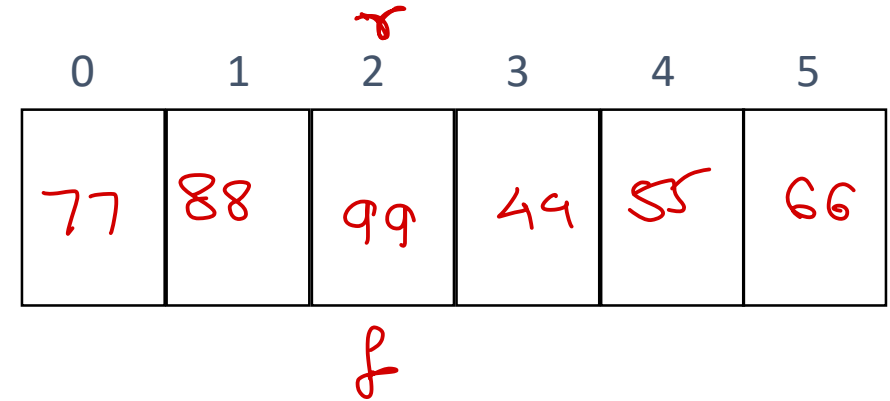
0	1	2	3	4	5
11	22	33	44	55	66

f

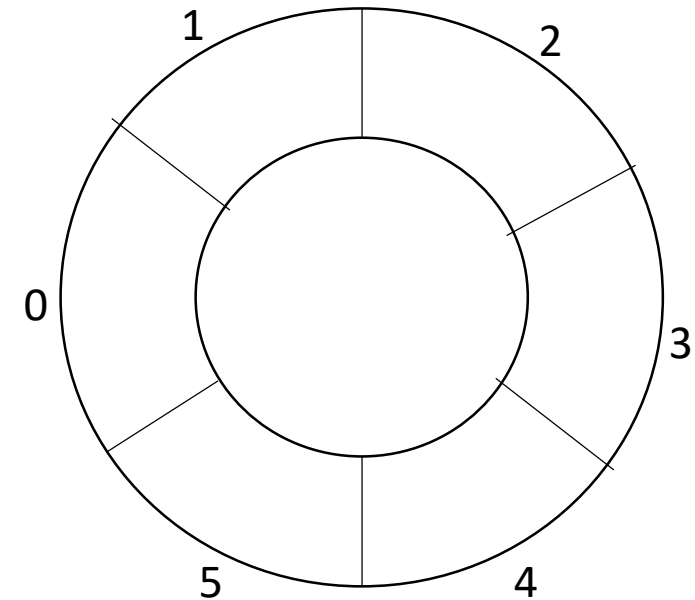


Circular Queue - Full

$(f == -1 \ \&\& \ r == \text{size}-1)$ -1



$(r == f \ \&\& \ r != -1)$



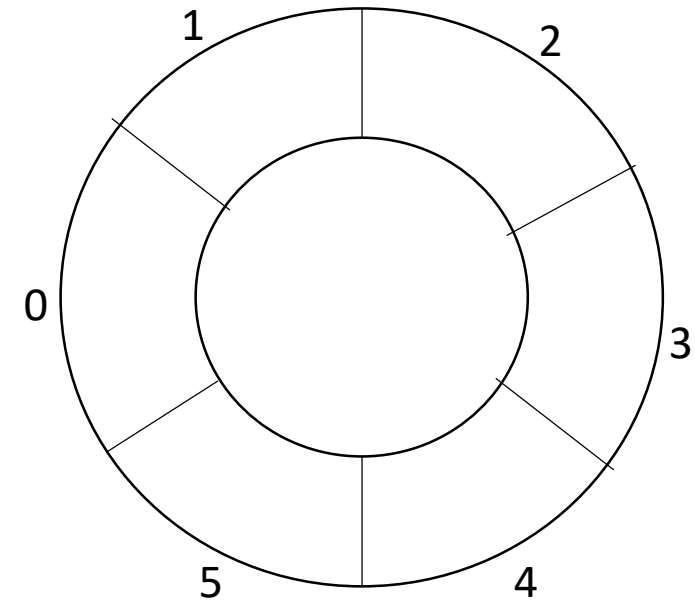
Circular Queue - empty

$(r == f \ \&\& \ r == -1)$

r
-1



f
1



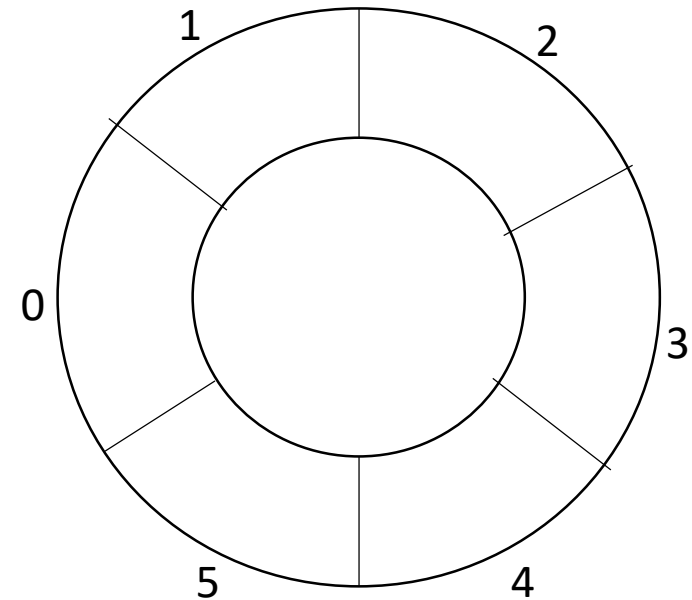
Circular Queue - Full & empty

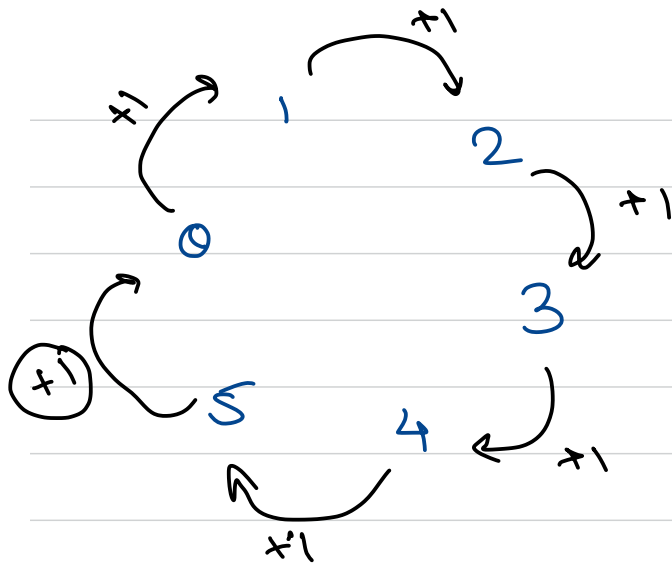
Full $((f == -1 \ \&\& \ r == \text{size}-1) \parallel -1 \ r)$
 $(r == f \ \&\& \ r != -1)$

Empty $(r == f \ \&\& \ r == -1)$ f

pop

```
f = (f + 1) % size;  
if (r == f) {  
    r = -1;  
    f = -1;  
}
```





size = 6.

$$(0 + 1) \% 6 = 1$$

$$(1 + 1) \% 6 = 2$$

$$(2 + 1) \% 6 = 3$$

$$(3 + 1) \% 6 = 4$$

$$(4 + 1) \% 6 = 5$$

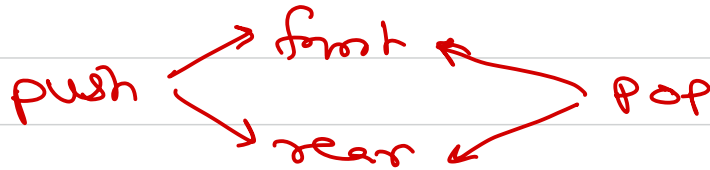
$$(5 + 1) \% 6 = 0$$

$$n = (s + 1) \% \text{size}$$

$$f = (f + 1) \% \text{size}$$

Deque: Double Ended Queue.

push & pop ops are possible from both ends



push_front()

push_rear()

pop_front()

pop_rear()

is_empty()

priority queue

- * each ele is associated with priority.
- * this queue is NOT FIFO.
- * ele with highest priority comes first.
- * most efficient Impl of priority queue is using max heap,
Time Complexity of push & pop = $O(\log n)$

Stack

init:

top = -1

peek:

return arr[top];

push:

top++;

arr[top] = ele;

is_empty:

top == -1

top →

	4
	3
33	2
22	1
11	0
	-1

pop:

top--;

is_full

top == size - 1

Expression Notations

infix : $a + b$ \leftarrow human

postfix : $a b +$ \nearrow Computer

prefix : $+ a b$ \searrow algo.

3
5
4
6
2
1
7

$$1 \$ 9 + 3^* 4 - (6 + 8 / 2) + 5$$

$$1 \$ 9 + 3^* 4 - (6 + \underline{8 / 2}) + 5$$

$$1 \$ 9 + 3^* 4 - \underline{6 \ 8 \ 2 / +} + 5$$

$$\underline{1 \ 9 \$} + 3^* 4 - \underline{6 \ 8 \ 2 / +} + 5$$

$$\underline{1 \ 9 \$} + \underline{3 \ 4^*} - \underline{6 \ 8 \ 2 / +} + 5$$

$$\underline{1 \ 9 \$ \ 3 \ 4^* +} - \underline{6 \ 8 \ 2 / +} + 5$$

$$\underline{1 \ 9 \$ \ 3 \ 4^* + \ 6 \ 8 \ 2 / + -} + 5$$

$$\underline{1 \ 9 \$ \ 3 \ 4^* + \ 6 \ 8 \ 2 / + - \ 5 +}$$

()
 \$
 * /
 + - ↓

✓ ③	✓ ⑤	✓ ④	✓ ⑥	✓ ②	✓ ①	✓ ⑦	()
1	\$	9	+	3	*	4	- (6 + 8 / 2) + 5
1	\$	9	+	3	*	4	- (6 + <u>8 2 /</u>) + 5
1	\$	9	+	3	*	4	- <u>6 8 2 / +</u> + 5
<u>1</u>	<u>9</u>	<u>\$</u>	+	3	*	4	- <u>6 8 2 / +</u> + 5
<u>1</u>	<u>9</u>	<u>\$</u>	+	<u>3</u>	<u>4</u>	<u>*</u>	- <u>6 8 2 / +</u> + 5
<u>1</u>	<u>9</u>	<u>\$</u>	<u>3</u>	<u>4</u>	<u>*</u>	<u>+</u>	- <u>6 8 2 / +</u> + 5
<u>1</u>	<u>9</u>	<u>\$</u>	<u>3</u>	<u>4</u>	<u>*</u>	<u>+</u>	<u>6 8 2 / + -</u> + 5
<u>1</u>	<u>9</u>	<u>\$</u>	<u>3</u>	<u>4</u>	<u>*</u>	<u>+</u>	<u>6 8 2 / + - 5 +</u>

\$
* /
+ -
↓

$$\textcircled{3} \quad \textcircled{5} \quad \textcircled{4} \quad \textcircled{6} \quad \textcircled{2} \quad \textcircled{1} \quad \textcircled{7}$$

$$1 \$ 9 + 3 * 4 - (6 + 8 / 2) + 5$$

$$+ - + \$ 19 * 34 + 6 / 825 \leftarrow \underline{\underline{pre}}$$

$$\underline{19 \$ 34 * + 6 82 / + - 5 +} \leftarrow \underline{\underline{pre}}$$

()
\$
* /
+ -
↓

Assignments

- ① Implement stack. Pass size of stack to the constructor & dynamically allocate array.
- ② Implement stack. Instead of initializing $\text{top} = -1$, start with $\text{top} = 0$. Do necessary changes in `push`, `pop` & other functions.
- ③ Input a string (`char[]`) from user. Reverse string using stack.
- ④ How we can simulate stack using queues?



Thank you!

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