ADA LAB-1

(Leet Code Questions)

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Section: 4C (B1)

Q) Implement a last-in-first-out (LIFO) stack using only two queues. The implemented stack should support all the functions of a normal stack (push, top, pop, and empty).

Link: https://leetcode.com/problems/implement-stack-using-queues/description/

CODE:

```
typedef struct {
   int q1[101];
  int q2[101];
  int f1,r1,f2,r2;
} MyStack;
MyStack* myStackCreate() {
   MyStack *nn = (MyStack *) malloc(sizeof(MyStack));
   nn->f1=nn->r1=nn->f2=nn->r2=-1;
  return nn;
}
void myStackPush(MyStack* obj, int x) {
   if(obj->f1 == -1){
      obj->f1 = 0;
   }
       obj->q1[++obj->r1] = x;
}
```

```
int myStackPop(MyStack* obj) {
   int k;
   if(obj->f1!=-1){
       for(int i=obj->f1;i<obj->r1;i++) {
           if(obj->f2==-1){
               obj->f2++;
           }
           obj->q2[++obj->r2] = obj->q1[i];
       }
       k = obj->q1[obj->r1];
       obj->f1=obj->r1=-1;
   }
   else{
       for(int i=obj->f2;i<obj->r2;i++) {
           if(obj->f1==-1){
               obj->f1++;
           }
           obj->q1[++obj->r1] = obj->q2[i];
       }
       k = obj->q2[obj->r2];
       obj->f2=obj->r2=-1;
   }
   return k;
}
int myStackTop(MyStack* obj) {
   if(obj->f1 != -1){
       return obj->q1[obj->r1];
   }
   else if(obj->f2 != -1){
       return obj->q2[obj->r2];
```

```
}
   else{
      return -1;
   }
}
bool myStackEmpty(MyStack* obj) {
   return (obj->f1==-1 && obj->f2==-1);
}
void myStackFree(MyStack* obj) {
   free(obj);
}
/**
* Your MyStack struct will be instantiated and called as such:
* MyStack* obj = myStackCreate();
* myStackPush(obj, x);
* int param 2 = myStackPop(obj);
* int param 3 = myStackTop(obj);
* bool param 4 = myStackEmpty(obj);
* myStackFree(obj);
*/
```

OUTPUT:

