

# STACKS

# The Stack Concepts

**Linear List or Linear Array: any place deletion, insertion, reading possible**

# The Stack Abstract Data Type

Designed to store data on a **LAST IN FIRST OUT** basis

**LIFO Data Structure**

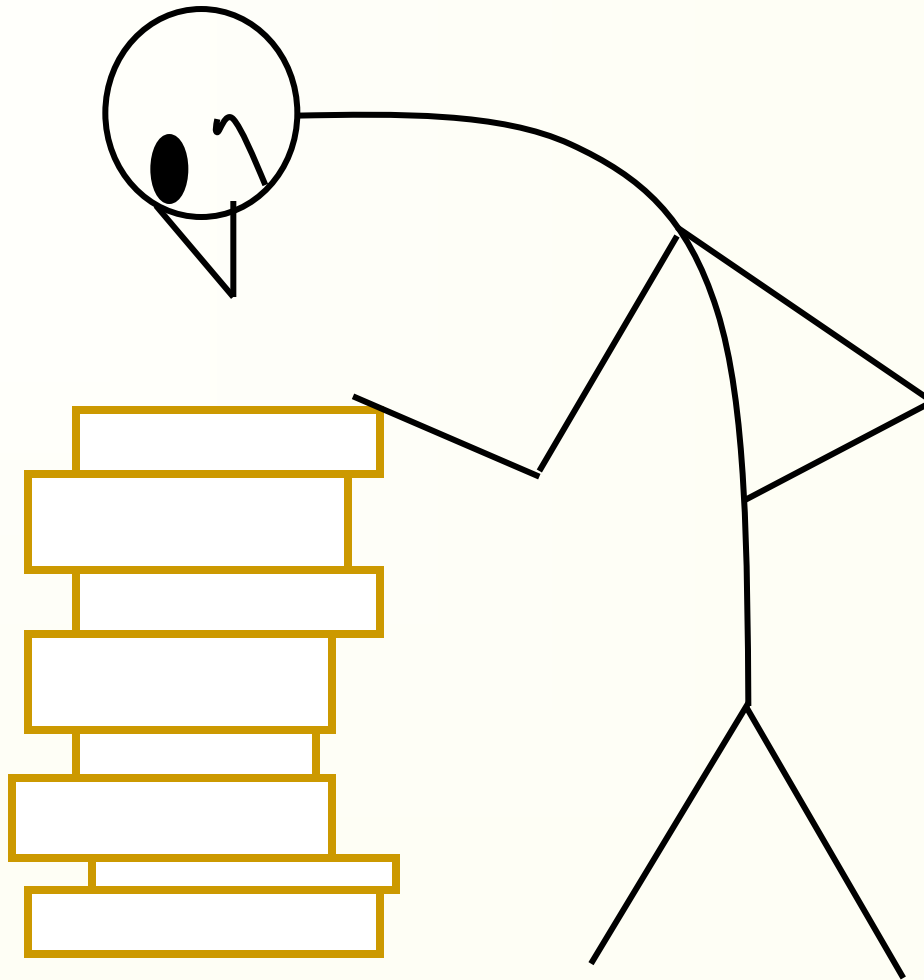
Functions

- ☐ push
- ☐ pop
- ☐ peek = pop + push
- ☐ initialize

*Stacks are also called PILES/ PUSH Down Lists*

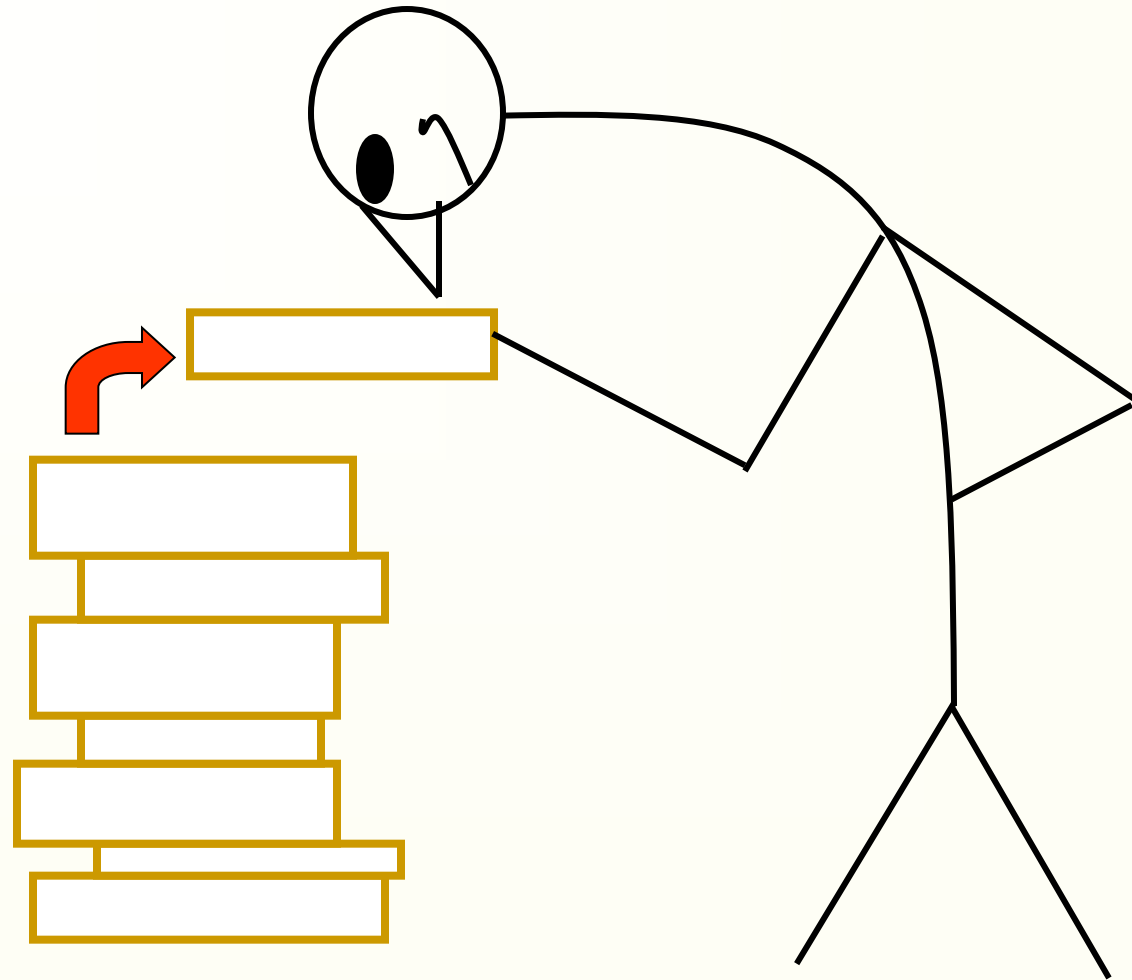
# An Example – Stack of Books

**Question**  
**How many books are there?**



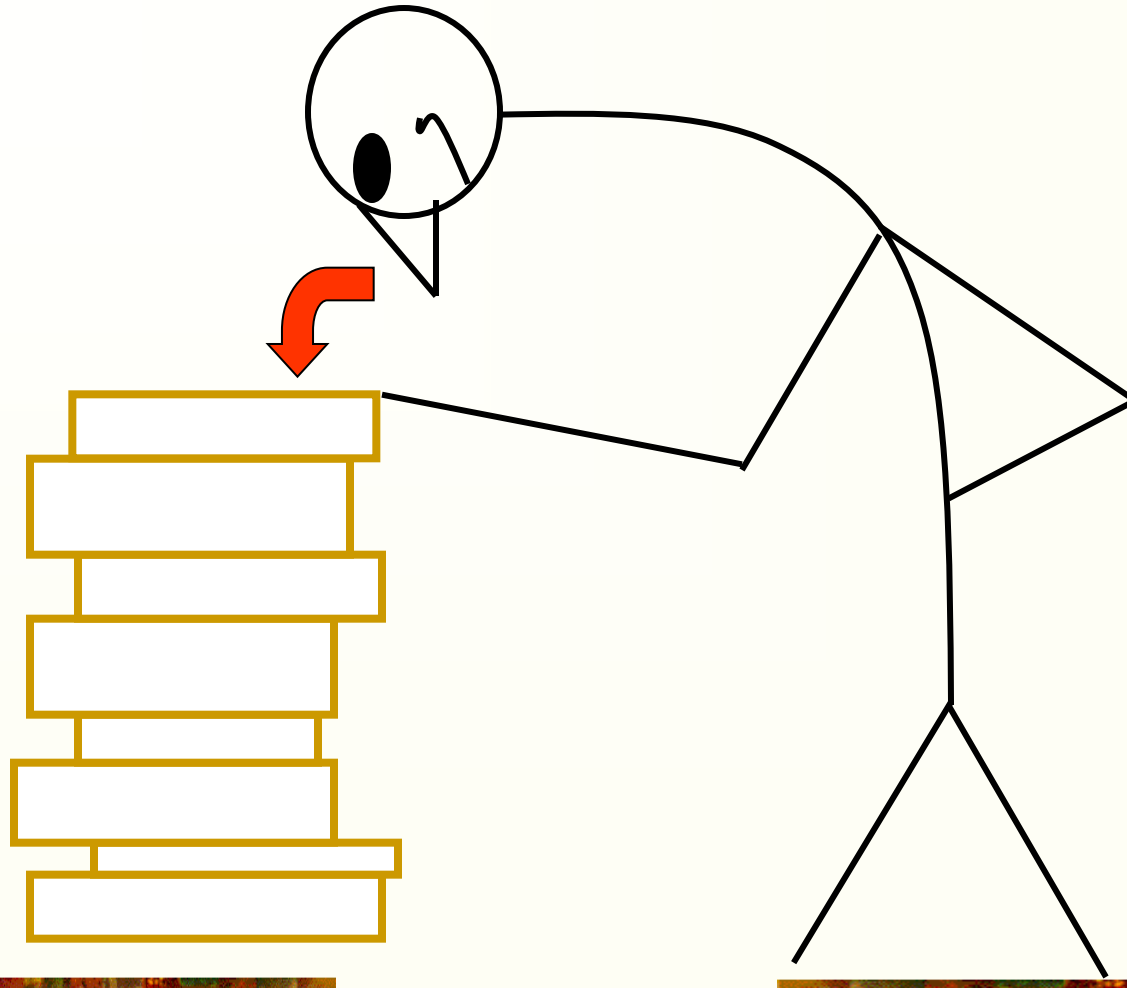
# The pop operation – remove an item

Stack Using Array



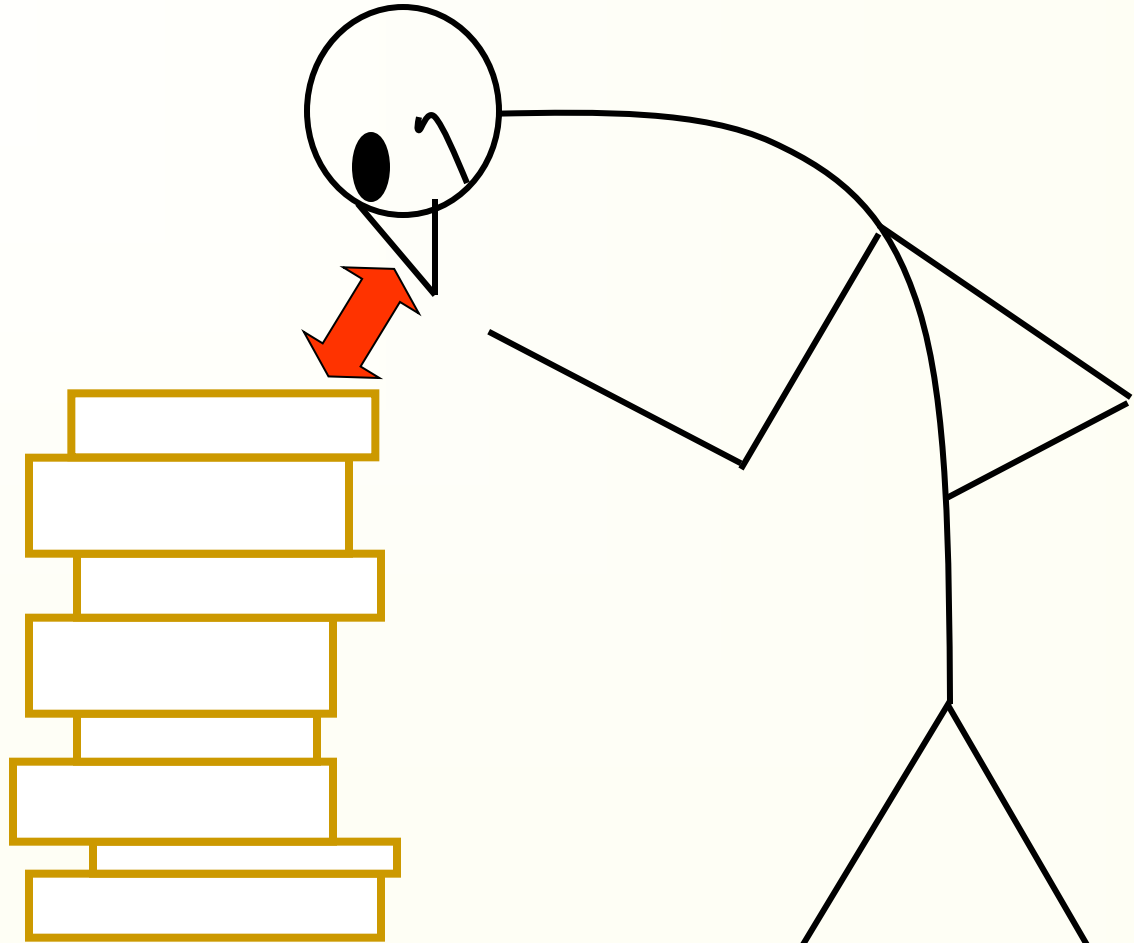
# The push operation – add an item

Stack Using Array



# The peek operation – examine an item

same as  
pop  
followed  
by  
push



# The Complete ADT

|                |                                    |
|----------------|------------------------------------|
| <b>push</b>    | <b>inserts an ITEM</b>             |
| <b>pop</b>     | <b>removes an ITEM</b>             |
| <b>peek</b>    | <b>gives ITEM without removing</b> |
| <b>isEmpty</b> | <b>checks if stack is EMPTY</b>    |
| <b>isFull</b>  | <b>checks if stack is FULL</b>     |
| <b>init</b>    | <b>initializes stack</b>           |



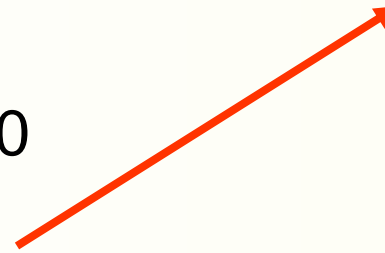
# Review of stack1.c

```
/* stack declarations */
#define MAXSTACKSIZE 100

typedef double ITEMTYPE;

typedef struct
{
    ITEMTYPE store[MAXSTACKSIZE];
    int top;
} STACK;
```

**General  
purpose  
design for any  
type of data to  
be stored in  
stack.**



# Review of stack1.c

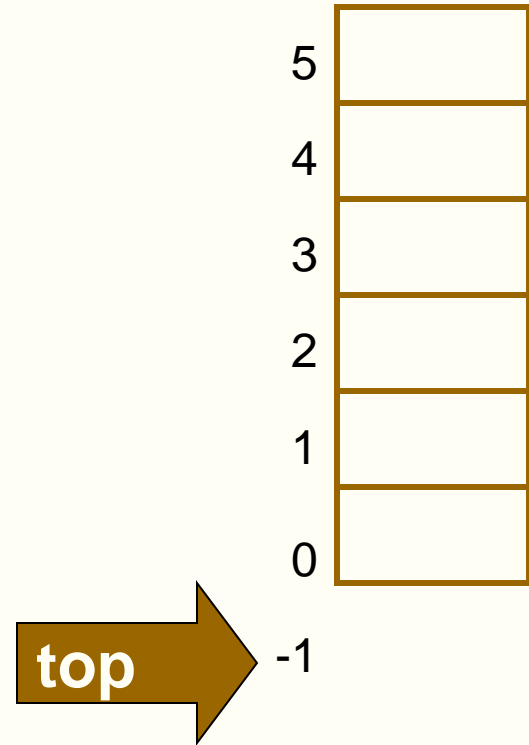
```
void initStack(STACK * sp);  
void push(STACK * sp, ITEMTYPE x);  
ITEMTYPE pop(STACK * sp);  
ITEMTYPE peek(STACK * sp);  
int isEmptyStack(STACK * sp);  
int isFullStack(STACK * sp);
```

send only address  
to function

space economy –  
no duplicate of  
stack is created  
by the call-by-  
value mechanism  
of C language

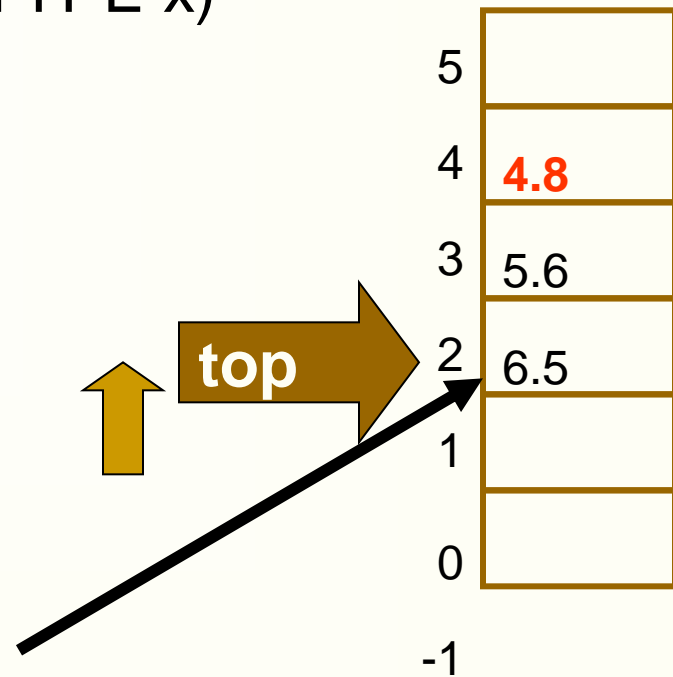
# Review of stack1.c

```
void initStack(STACK * sp)
{
    sp->top=-1; //( *sp).top
    return;
}
```



# Review of stack1.c

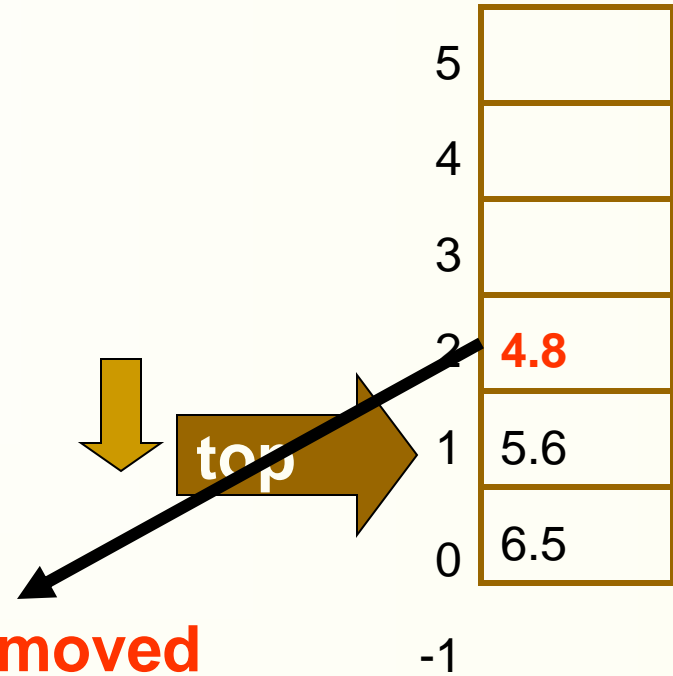
```
void push(STACK * sp, ITEMTYPE x)
{
    sp->top++;
    sp->store[sp->top]=x;
    return;
}
```



new value  
inserted

# Review of stack1.c

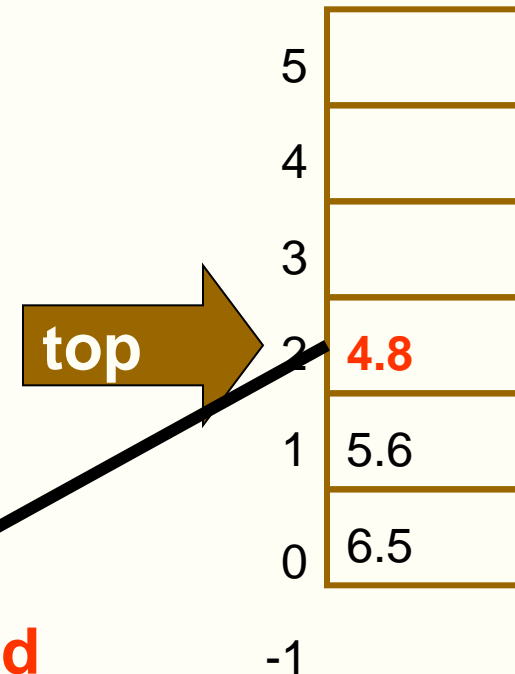
```
ITEMTYPE pop(STACK * sp)
{
    return sp->store[sp->top--];
}
```



top value removed

# Review of stack1.c

```
ITEMTYPE peek(STACK * sp)
{
    return sp->store[sp->top];
}
```



**top value returned  
but not removed**

# Review of stack1.c

```
int isEmptyStack(STACK * sp)
{
    if(sp->top==-1)
        return 1;
    else
        return 0;
}
```

```
int isFullStack(STACK * sp)
{
    if(sp->top==MAXSTACKSIZE-1)
        return 1;
    else
        return 0;
}
```

# Uses of Stack

- To reverse a string
- To check whether a string is palindrome or not
- To convert an infix expression to its postfix expression
- To evaluate one postfix expression



**THANK YOU!**