

COMP 2611: Data Structures

Assignment #1: Manipulating Stacks, Queues and Linked Lists

Date Due: 11:55 p.m., 9th June, 2019

Overview

This assignment is designed to give you experience in
(a) manipulating stacks and queues implemented with linked lists, and
b) writing both recursive and non-recursive linked list functions

Description

Part (a)

You are supplied with two (2) Dev C++ project containing various .h and .cpp files. You do not have to modify the project. The code for this assignment must be written in the `Main.cpp` file. There is no need to modify the code in the other files supplied.

Structure Definition of a Node in a Stack, Queue and Linked List (Defined in `NodeType.h`)

The functions that have to be written for this assignment assume that a node in a stack, queue and linked list is defined as follows:

```
struct Node {  
    char data;  
    Node * next;  
};
```

Write a program which:

- (1) Reads a series of pairs of strings from a text file, `strings.txt`. A string can consist of spaces and other punctuation characters (e.g., -, ', .).
- (2) Stores both each pair in separate queues `input` and `output` and determines if `output` is possible through stack permutation
For example:
 - if the `input` queue has the string *apple* and the `output` queue contains the string the *lappe* the stack permutation is possible.
 - if the `input` queue has the string *hello* and the `output` queue contains the string the *holde* the stack permutation is not possible.

A *stack permutation* is a permutation of objects in the given input queue which is done by transferring elements from input queue to the output queue with the help of a stack.

The well-defined rules are:

- Use inbuilt push, pop functions in the single stack.
- Stack and input queue must be empty at the end.

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Part (b)

In addition to the usual linked list operations, write the code for the following functions:

Return Type	Prototype of Function and Description
Node *	Node * recursiveCopy (Node *top) Creates a copy of the linked list. Returns the address of the first node of the new list.
Node *	Node * removeAll (Node *top, char c) Removes all the occurrences of <i>c</i> in the linked list using recursion. Returns the address of the first node of the modified list. A helper method may be used if necessary.
Node *	Node * nonRecRemoveAll (Node *top, char c) Removes all the occurrences of <i>c</i> in the linked list without the use of recursion. Returns the address of the first node of the modified list.
Node *	Node * nonRecursiveMerge (Node *top1, Node *top2) Merges two linked lists (assumed to be in sorted order) and produces a new linked list, also in sorted order. Returns the address of the first node of the merged list.
char	int compare (Node * top1, Node * top2) Compares the two linked lists of characters based on "dictionary" ordering. A linked list of characters represents a string. The <i>compare()</i> function should behave like the <i>strcmp()</i> function in C, except that its parameters are two linked lists rather than two strings.
void	void nonRecursivePrint(Node * top) Prints the contents of the linked list from the end of the linked list without using recursion.
Node *	Node * nthNodeFromEnd(Node* top, int n) Find and returns the <i>n</i> th node of the linked list starting from the end of the linked list. You may use a stack in this implementation
Node*	Node * segregateEvenOdd (Node * top) Modify the linked list such that all the ASCII equivalence of a character that is an even number appear before all the ASCII equivalence of a character that odd numbers in the modified linked list.

Add code to Main.cpp which tests all the functions in the table above.

NB: In all the functions above, *top* is the address of the first node of a linked list.

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Files Required (Available at Course Web Site in myElearning)

File
NodeType.h
Stack.h
Stack.cpp
Queue.h
Queue.cpp
LinkedList.h
LinkedList.cpp
Main.cpp
Assignment1.dev

Submission Details

Submit one zipped folder labelled with your UWI student Id number. The contents of the zipped folder are the Dev C++ project files, all the .cpp and .h files and the .txt file.