

Stack Mechanism Discussion with Time Complexity

7. Traverse Operation

```
void traverseStack(int stack[])
{
    if (top == -1)
    {
        cout << "Stack is empty" << endl;
        return;
    }

    for (int i = top; i >= 0; i--)
    {
        cout << stack[i] << " ";
    }
    cout << endl;
}

.....
case 4:
    traverseStack(stack);
    break;
```

If ($top = -1$) then:

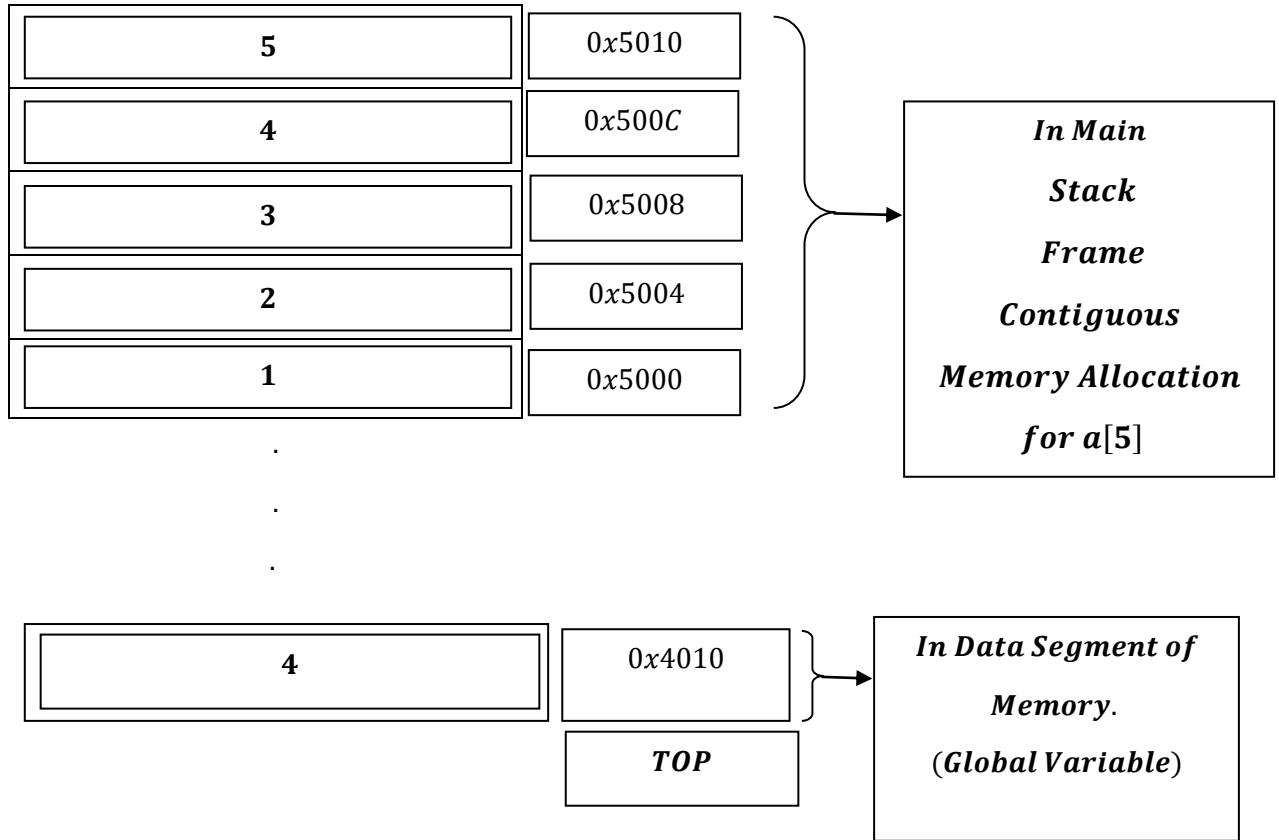
print output: ``Stack is empty``.

return void and exit.

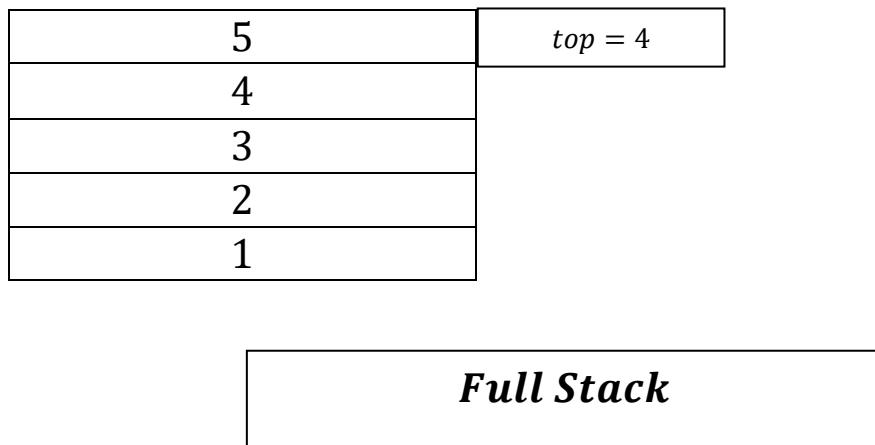
Else

[Stack Traversal]

Full Stack



This is Physical Demonstration



This is Logical Demonstration

Stack Traversal

As now, $i = Top = 4$ and $i = 4 \geq 0$

$Stack[i = 4]$.

$\Rightarrow Stack + 4.$ [*Stack + 4, represents contiguous memory allocation*]

$\Rightarrow Base\ Address + 4[index] \times 4bytes.$

$\Rightarrow 0x5000 + 16.$

$\Rightarrow 0x5000 + 10.$ [$16_{10} \approx 10_{16}$]

$\Rightarrow 0x5010$

Print ``value stored at address : 0x5010 → 5``.

Now, $i -- \Rightarrow i = i - 1 \Rightarrow i = 4 - 1 = 3.$ [*Post Decrement*]

$i = 3$ and $i = 3 \geq 0$

$Stack[i = 3]$.

$\Rightarrow Stack + 3.$ [*Stack + 3, represents contiguous memory allocation*]

$\Rightarrow Base\ Address + 3[index] \times 4bytes.$

$\Rightarrow 0x5000 + 12.$

$\Rightarrow 0x5000 + C.$ [$12_{10} \approx C_{16}$]

$\Rightarrow 0x500C$

Print ``value stored at address : 0x500C → 4``.

Now, $i-- \Rightarrow i = i - 1 \Rightarrow i = 3 - 1 = 2$. [Post Decrement]

$i = 2$ and $i = 2 \geq 0$

Stack[i = 2].

$\Rightarrow Stack + 2$. [Stack + 2, represents contiguous memory allocation]

$\Rightarrow Base\ Address + 2[index] \times 4\ bytes.$

$\Rightarrow 0x5000 + 8.$

$\Rightarrow 0x5008.$

Print ``value stored at address : 0x5008 $\rightarrow 3$ ``.

Now, $i-- \Rightarrow i = i - 1 \Rightarrow i = 2 - 1 = 1$. [Post Decrement]

$i = 1$ and $i = 1 \geq 0$

Stack[i = 1].

$\Rightarrow Stack + 1$. [Stack + 1, represents contiguous memory allocation]

$\Rightarrow Base\ Address + 1[index] \times 4\ bytes.$

$\Rightarrow 0x5000 + 4.$

$\Rightarrow 0x5004.$

Print ``value stored at address : 0x5004 $\rightarrow 2$ ``.

Now, $i-- \Rightarrow i = i - 1 \Rightarrow i = 1 - 1 = 0$. [Post Decrement]

$i = 0$ and $i = 0 \geq 0$

$\text{Stack}[i = 0]$.

$\Rightarrow \text{Stack} + 0.$ [$\text{Stack} + 0$, represents contiguous memory allocation]

$\Rightarrow \text{Base Address} + 0[\text{index}] \times 4\text{bytes}$.

$\Rightarrow 0x5000 + 0.$

$\Rightarrow 0x5000.$

Print ``value stored at address : 0x5000 \rightarrow 1``.

Now, $i -- \Rightarrow i = i - 1 \Rightarrow i = 0 - 1 = -1$. [Post Decrement]

Now, $i = -1$ and $i = -1 \geq 0$, loop condition becomes false and loop exists.

Time Complexity

```
void traverseStack(int stack[])
{
    if (top == -1)
    {
        cout << "Stack is empty" << endl;
        return;
    }

    for (int i = top; i >= 0; i--)
    {
        cout << stack[i] << " ";
    }
    cout << endl;
}
```

1. Function overhead due to function call which includes creation of stack frame for the function `traverseStack()` takes constant amount of time : $O(1)$.

2. if (`top = -1`) True [Takes constant `c` time : $O(1)$] then:

→ Print ``Stack is empty.'' $\left[\begin{matrix} \text{Takes constant `c` time:} \\ O(1) \end{matrix} \right]$

→ return void and exit . $\left[\begin{matrix} \text{Takes constant `c` time:} \\ O(1) \end{matrix} \right]$

3. if ($\text{top} = -1$) False then:

3. a. for loop runs $n - 1$ to 0 times:

inner statement `stack[i]` runs `n` times i.e.

$$[0 + 1 + 2 + \dots + n - 1 \Rightarrow 1 + 2 + \dots + n = n \text{ times} = O(n).]$$

3. b. Print `endl` i.e. newline takes $O(1)$ time.

→ When if condition is true: [Best Case]

$$\text{Time Complexity: } O(1) + (O(1) + (O(1) + O(1))) = \Omega(1)$$

→ When if condition is false: [Worst Case]

$$\text{Time Complexity: } O(1) + (O(1) + (O(n) + O(1))) = O(n)$$
