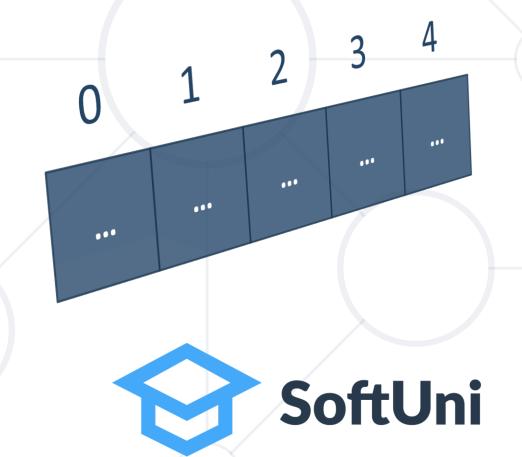
## **Stacks and Queues**

**Processing Sequences of Elements** 





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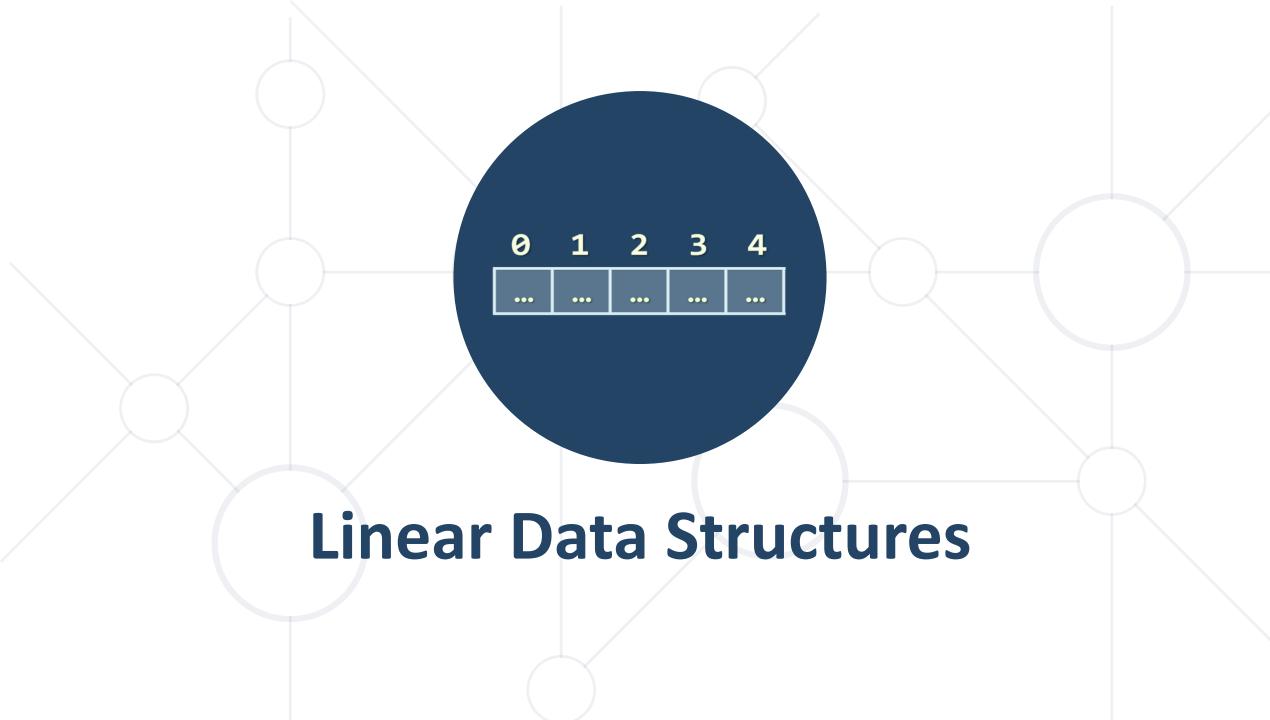
#### **Table of Contents**



#### 1. Data Structures

- Linear Data Structures
- 2. Stack<T> (LIFO last in, first out)
  - Push(), Pop(), Peek(), ToArray(), Contains() and Count
- 3. Queue<T> (FIFO first in, first out)
  - Enqueue(), Dequeue(), Peek(), ToArray(),
     Contains() and Count





#### What is a Data Structure?



"In computer science, a data structure is a particular way of storing and organizing data in a computer so that it can be used efficiently."

-- Wikipedia

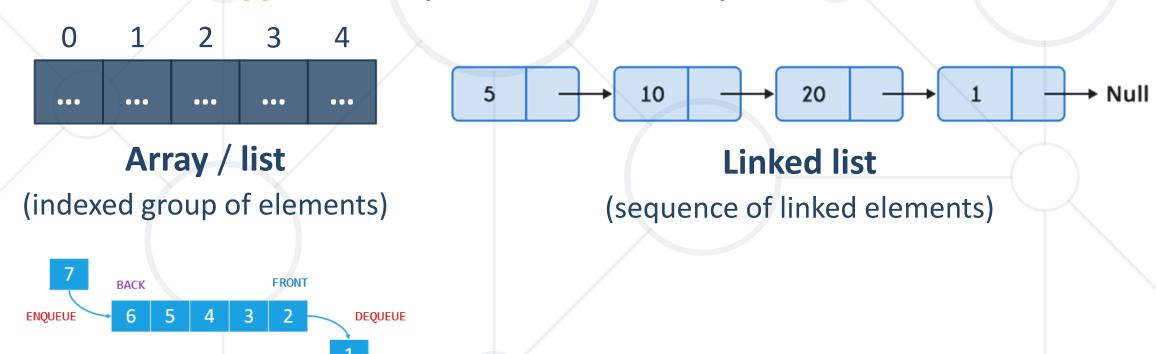
- Examples of data structures:
  - Person structure (first name + last name + age)
  - Array of integers int[]
  - List of strings List<string>
  - Queue of people Queue < Person >

#### **Data Structures**

Queue



- Data structures are representations of data in the computer memory, which allow efficient access and modification
- Linear data types: arrays, lists, stacks, queues



#### **List of Numbers – Example**



250

List of numbers, representing a sequence of income amounts:

```
var incomes =
  new List<double>() {
    150, 200, 70.50, 120
  };
```



Element	Value	
incomes[0]	150	
incomes[1]	200	
incomes[2]	70.50	
incomes[3]	120	
incomes[4]	300	

Adding a new income:

```
incomes.Add(300);
```

Modifying an existing income:

```
incomes[1] = 250;
```

#### Why Are Data Structures So Important?



- Data structures and algorithms are the foundation of computer programming
- Algorithmic thinking, problem-solving and data structures are vital for software engineers
  - C# developers should know when to use T[], LinkedList<T>, List<T>, Stack<T>, Queue<T>, Dictionary<K, T>, HashSet<T>, SortedDictionary<K, T> and SortedSet<T>
- Programming == algorithms + data structures!



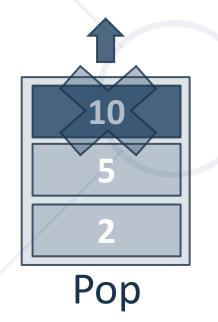
## Stack – Abstract Data Type

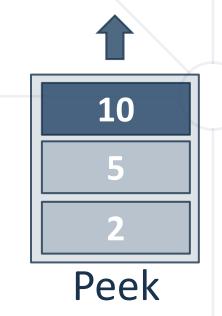




- Pushing an element at the top of the stack
- Popping element from the top of the stack
- Peeking the topmost element without removing it

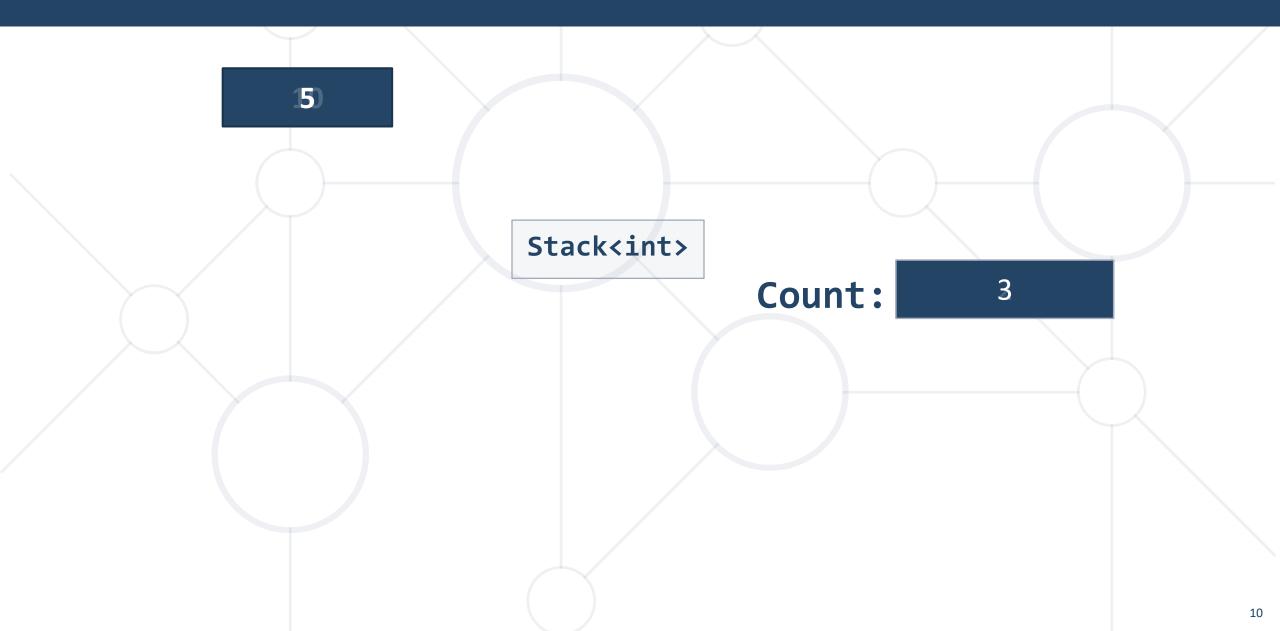






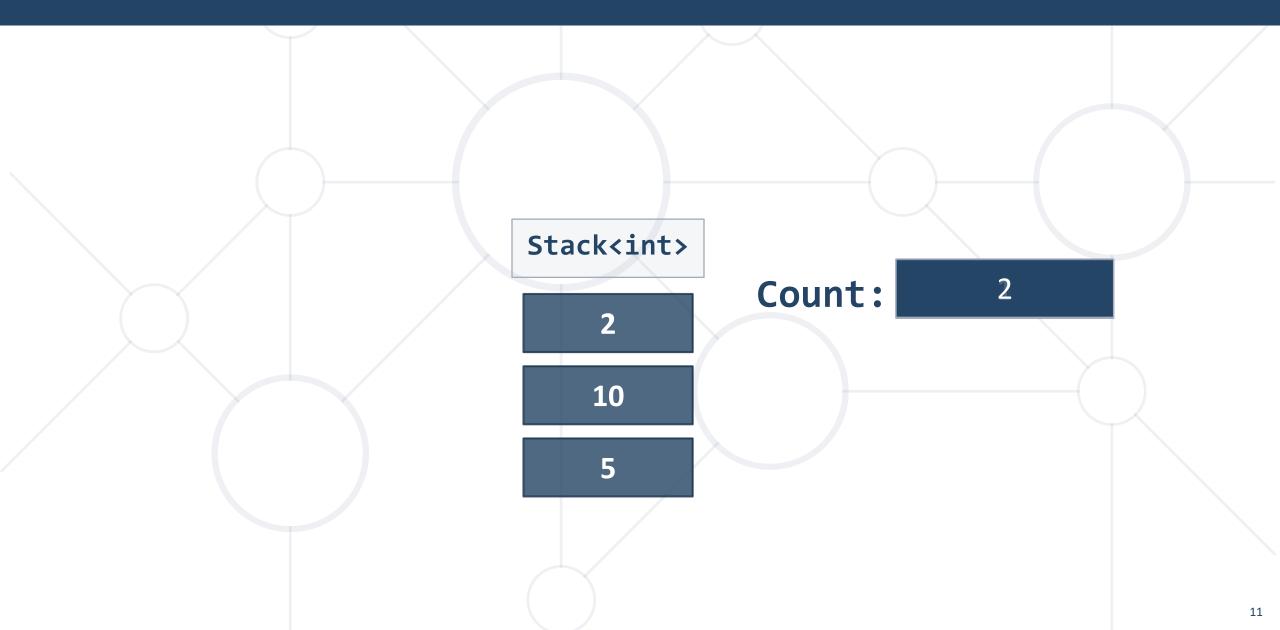
## Push() – Adds an Element On Top of the Stack





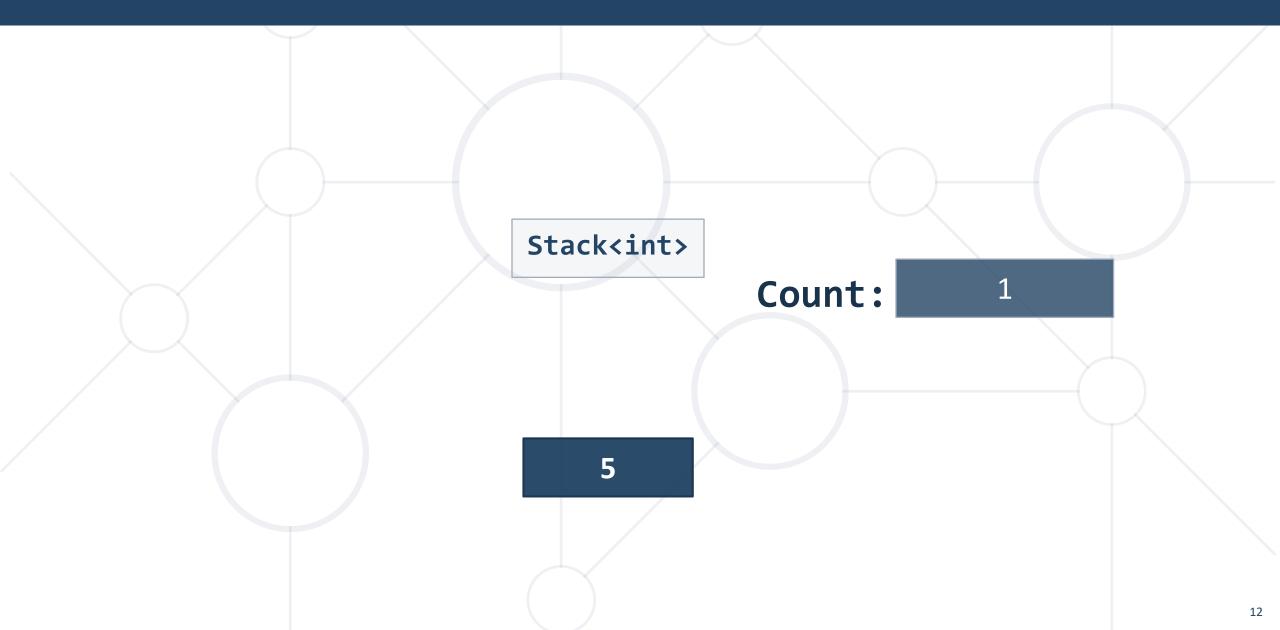
## Pop() – Returns and Removes the Top Element





## Peek() – Returns the Element at the Top

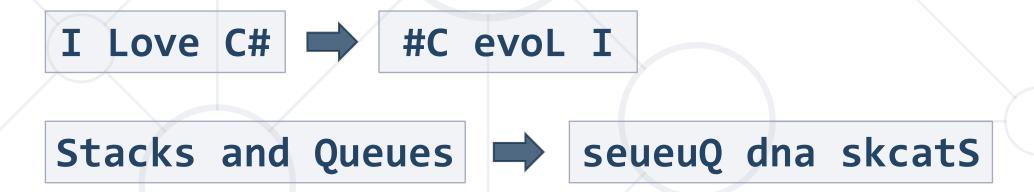




#### **Problem: Reverse Strings**



- Create a program that:
  - Reads an input string
  - Reverses it using a stack



#### **Solution: Reverse Strings**



```
var input = Console.ReadLine();
var stack = new Stack<char>();
foreach (var ch in input)
  stack.Push(ch);
while (stack.Count != 0)
  Console.Write(stack.Pop());
Console.WriteLine();
```

#### Stack – Methods



```
Stack<int> stack = new Stack<int>();
int count = stack.Count;
bool exists = stack.Contains(2);
                                        Retains the order
int[] array = stack.ToArray(); <</pre>
                                          of elements
stack.Clear(); Remove all elements
stack.TrimExcess();
                            Resize the
                           internal array
```

## **Problem: Simple Calculator**



 Implement a simple calculator that can evaluate simple expressions (only addition and subtraction)

## **Solution: Simple Calculator (1)**



```
var input = Console.ReadLine();
var values = input.Split(' ');
var stack = new Stack<string>(values.Reverse());
while (stack.Count > 1)
  int first = int.Parse(stack.Pop());
  string operator = stack.Pop();
  int second = int.Parse(stack.Pop());
 // TODO: Add switch for operation
Console.WriteLine(stack.Pop());
```

## **Solution: Simple Calculator (2)**

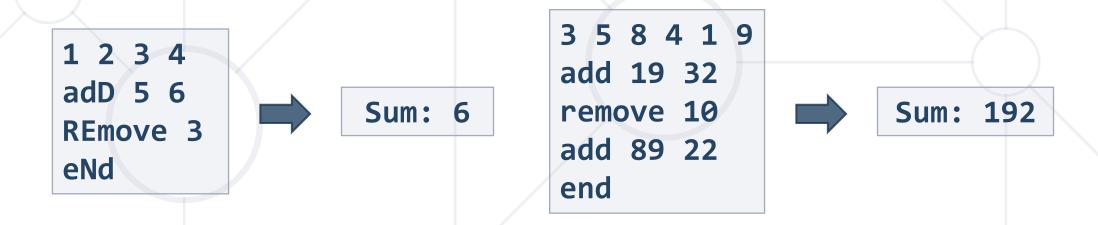


```
switch (operator)
 case "+":
    stack.Push((first + second).ToString());
    break;
  case "-":
    stack.Push((first - second).ToString());
    break;
```

#### **Problem: Stack Sum**



- Calculate the sum in the stack
  - Before that you will receive commands
    - Add: adds the two numbers
    - Remove: removes count numbers



## Solution: Stack Sum (1)



```
var input =
     Console.ReadLine().Split().Select(int.Parse).ToArray();
Stack<int> stack = new Stack<int>(input);
var commandInfo = Console.ReadLine().ToLower();
while (commandInfo != "end")
  var tokens = commandInfo.Split();
  var command = tokens[0].ToLower();
  if (command == "add")
    // TODO: Parse the numbers and add them
  else if(...)
```

#### Solution: Stack Sum (2)



```
else if(command == "remove") {
    var countOfRemovedNums = int.Parse(tokens[1]);
    if (stack.Count < countOfRemovedNums)</pre>
      continue;
    for (int i = 0; i < countOfRemovedNums; i++)</pre>
      stack.Pop();
  commandInfo = Console.ReadLine().ToLower();
var sum = stack.Sum();
Console.WriteLine($"Sum: {sum}");
```

## **Problem: Matching Brackets**



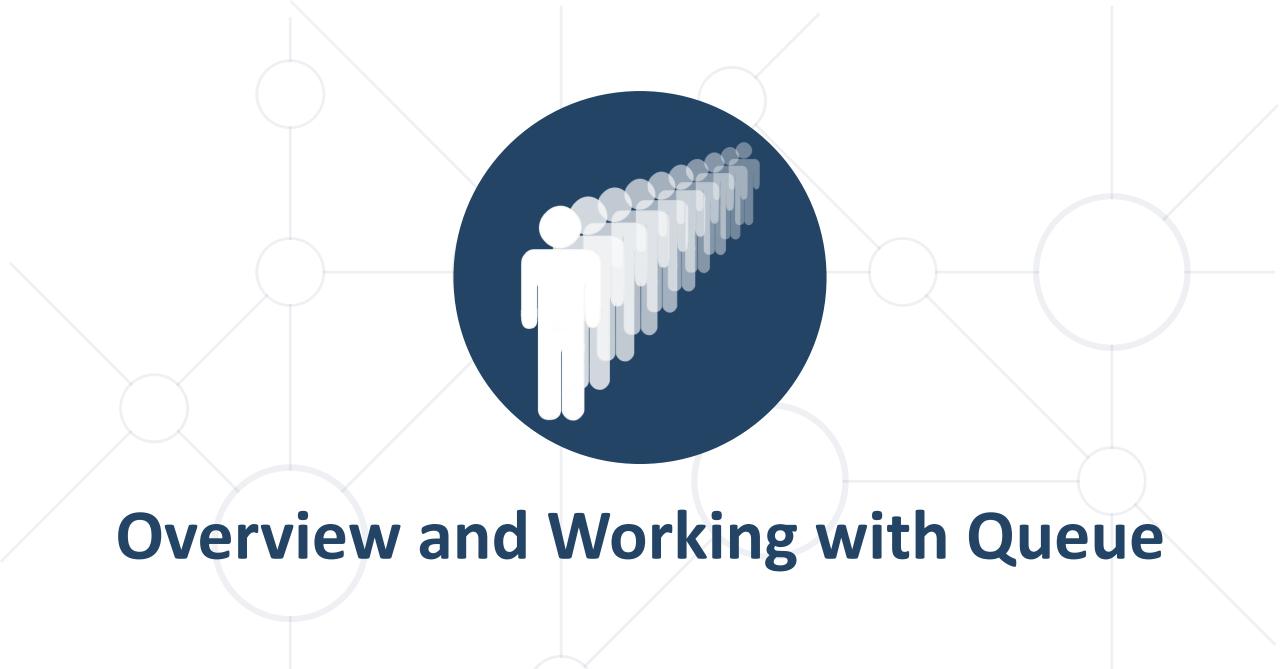
- We are given an arithmetic expression with brackets (with nesting)
- Extract all sub-expressions in brackets



## Solution: Matching Brackets



```
var input = Console.ReadLine();
var stack = new Stack<int>();
for (int i = 0; i < input.Length; i++) {</pre>
  char ch = input[i];
  if (ch == '(') {
    stack.Push(i);
  } else if (ch == ')') {
    int startIndex = stack.Pop();
    string contents = input.Substring(
                      startIndex, i - startIndex + 1);
    Console.WriteLine(contents);
```

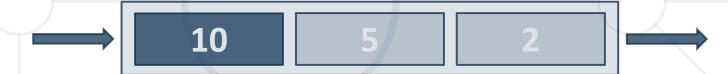


#### Queue - Abstract Data Type



• Queues provide the following functionality:

Adding an element at the end of the queue



Removing the first element from the queue



Getting the first element of the queue without removing it



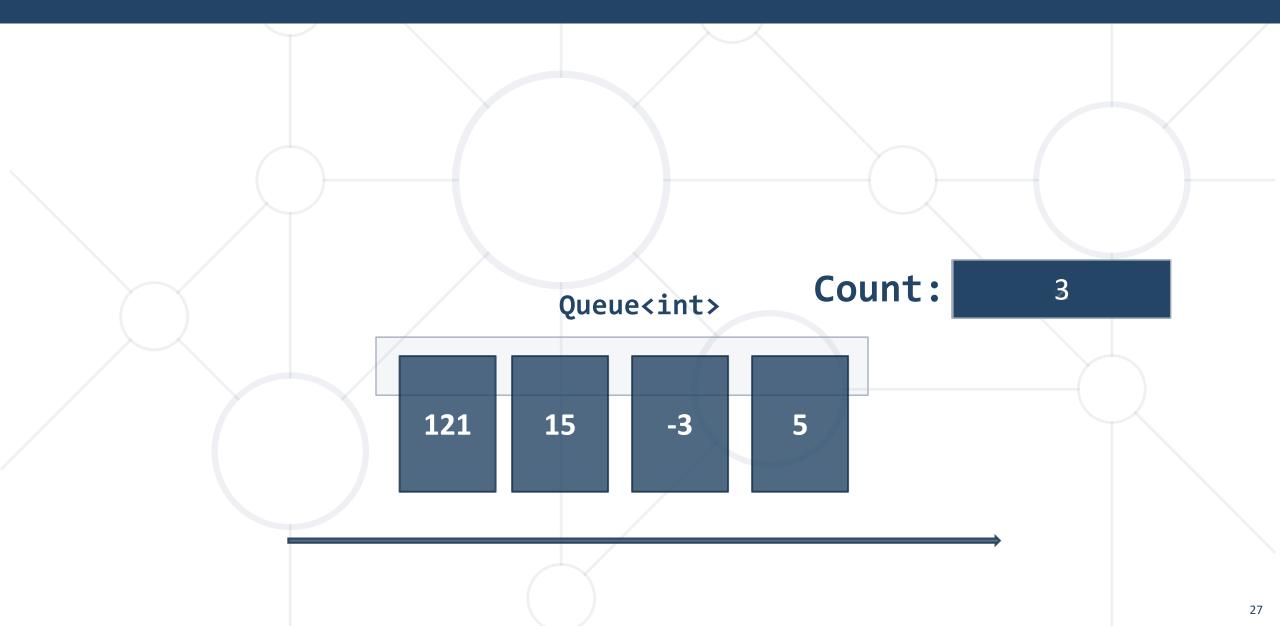
## Enqueue() – Adds an Element to the Front





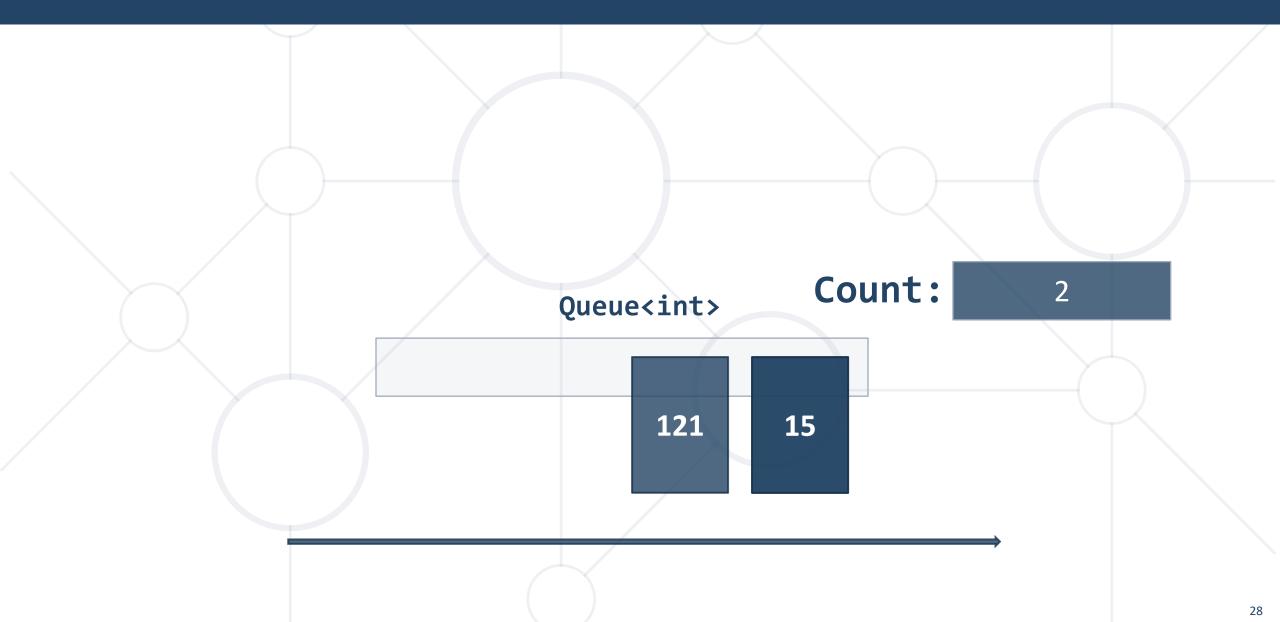
#### Dequeue() – Returns and Removes the First Element





## Peek() – Returns the First Element





#### **Problem: Hot Potato**



- Children form a circle and pass a hot potato clockwise
- Every n-th toss a child is removed until only one remains
- Upon removal the potato is passed along
- Print the child that remains last



#### **Solution: Hot Potato**



```
var children = Console.ReadLine().Split(' ');
var number = int.Parse(Console.ReadLine());
Queue<string> queue = new Queue<string>(children);
while (queue.Count != 1)
                                            Copies elements from
  for (int i = 1; i < number; i++)
                                           the specified collection
                                            and keeps their order
    queue.Enqueue(queue.Dequeue());
  Console.WriteLine($"Removed {queue.Dequeue()}");
Console.WriteLine($"Last in {queue.Dequeue()}");
```

#### Queue – Methods



```
Queue<int> queue = new Queue<int>();
int count = queue.Count;
bool exists = queue.Contains(2);
int[] array = queue.ToArray();
    queue.Clear();
    queue.TrimExcess();
Retains the order of elements
```

Remove all elements

Resize the internal array

#### **Problem: Traffic Jam**



- Cars are queuing up at a traffic light
- Every green light n cars pass the crossroads
- After the end command, print how many cars have passed

Enzo's car
Jade's car
Mercedes CLS
Audi
green
BMW X5
green
end



Enzo's car passed!
Jade's car passed!
Mercedes CLS passed!
Audi passed!
BMW X5 passed!
5 cars passed the crossroads.

#### **Solution: Traffic Jam**



```
int n = int.Parse(Console.ReadLine());
var queue = new Queue<string>();
int count = 0;
string command;
while ((command = Console.ReadLine()) != "end")
  if (command == "green")
   // TODO: Add green light logic
  else
    queue.Enqueue(command);
Console.WriteLine($"{count} cars passed the crossroads.");
```

#### Summary



- Linear data structures hold sequences of elements
- Stack<T>
  - LIFO data structure
- Queue<T>
  - FIFO data structure
- Working with built-in methods



# Questions?

















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