

TUTORIAL-10

STACK AND QUEUE USING LINKED LIST

(A) Write an Algorithm for each of the following:

1) Implementation of Stack using Linked List

> In linked list implementation of stack, every new element is inserted at 'top' element. That means every new inserted element is pointed by 'top'.

> Whenever we want to remove an element from stack, simply remove the node which is pointed by 'top' by moving 'top' to previous node in the list.

(I) push (value) - Inserting an element to stack

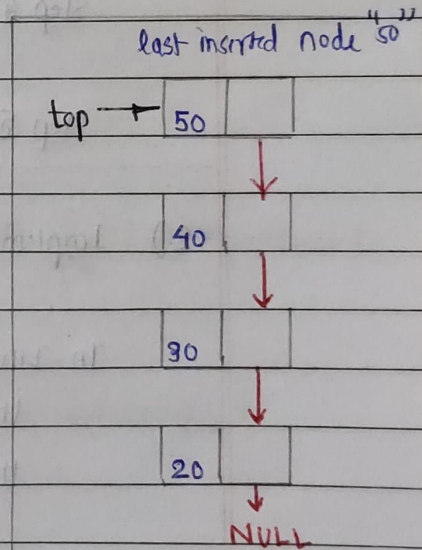
Step 1> Create a newNode with given value

Step 2> Check whether stack is Empty
(top == NULL)

Step 3> If it is Empty, then set
newNode → next = NULL

Step 4> If it is Not Empty, then set
newNode → next = top

Step 5> Finally, set top = newNode



Stack using Linked List

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(II) pop() - Deleting an Element from a Stack

Step 1 > Check whether stack is Empty
($top == NULL$)

Step 2 > IF it is Empty,
then display "Stack is empty! Deletion not Possible!"
and terminate the function

Step 3 > IF it is Not Empty,
then define a Node pointer 'temp'
and set it to 'top'

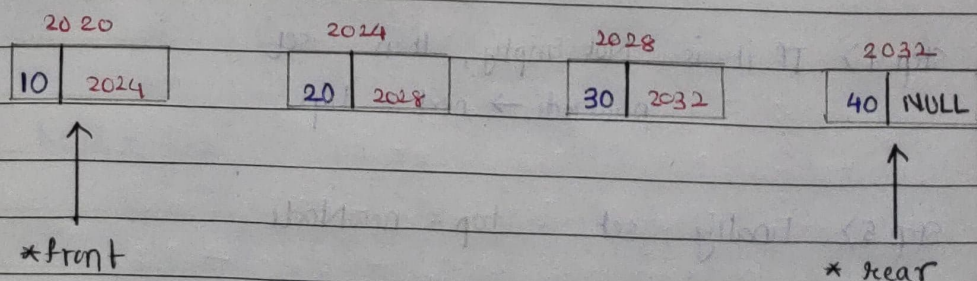
Step 4 > Then set $top = top \rightarrow next$

Step 5 > Finally, delete 'temp' ($free(temp)$)

2) Implementation of Queue using Linked List

In Linked list implementation of Queue,

the last inserted node is always pointed by 'rear'
the first node is always pointed by 'front'



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(I) enqueue (value) - Inserting an element into the Queue

Step 1> Create a newNode with given value and
set $\text{newNode} \rightarrow \text{next} = \text{NULL}$

Step 2> Check whether queue is Empty ($\text{rear} == \text{NULL}$)

Step 3> If it is Empty,
then set $\text{front} = \text{newNode}$
and $\text{rear} = \text{newNode}$

Step 4> If it is Not Empty,
then set $\text{rear} \rightarrow \text{next} = \text{newNode}$
and $\text{rear} = \text{newNode}$

(II) dequeue () - Deleting an element from Queue

Step 1> check whether queue is Empty ($\text{front} == \text{NULL}$)

Step 2> If it is Empty
then display "Queue is Empty! Deletion Not Possible!"
and terminate from the function

Step 3> If it is Not Empty
then, define a Node pointer 'temp'
set it to 'front'

Step 4> Then set $\text{front} = \text{front} \rightarrow \text{next}$
and delete 'temp' ($\text{free}(\text{temp})$)