CODE FOR QUEUE, STACK AND DEQUE:

```
Activity #1 (Queue).py
                         Activity #1 (Stack).py
                                                  LinkedStack.py ×
                                                                      LinkedDeque.py
       class LinkedStack:
           class _Node:
                   self._element = element
           def is_empty(self):
               return self._size == 0
               self._head = self._Node(e, self._head)
               if self.is_empty():
               return self._head._element #top of the stack is the head of the list
           def pop(self):
```

```
if self.is_empty():
    raise Exception("The stack is empty!")
answer = self._head._element
self._head = self._head._next
self._size -=1
return answer
```

```
🗬 Activity #1 (Queue).py
                         Activity #1 (Stack).py
                                                 LinkedStack.py
                                                                     🥏 LinkedDeque.py 🗵
       from DoublyLinkedBase import _DoublyLinkedBase
      cass LinkedDeque(_DoublyLinkedBase):#note the use of inheritance
           def first(self):
              if self.is_empty():
                  raise Exception("Deque is empty!")
              return self._header._next._element #real item just after header
              if self.is_empty():
                   raise Exception("Deque is empty!")
              return self._trailer._prev._element #real item just before trailer
           def insert_first(self, e):
               self._insert_between(e, self._header, self._header._next)#after header
           def insert_last(self, e):
              self._insert_between(e, self._trailer._prev, self._trailer)#before trailer
          def delete_first(self):
              if self.is_empty():
                   raise Exception("Deque is empty!")
              return self._delete_node(self._header._next)#use inherited method
           def delete_last(self):
               '''Raise Exception if the deque is empty.'''
              if self.is_empty():
                  raise Exception("Deque is empty!")
              return self._delete_node(self._trailer._prev)#use inherited method
```

```
🗬 Activity #1 (Queue).py
                       Activity #1 (Stack).py
                                                 LinkedStack.py
                                                                     LinkedDeque.py
      class LinkedQueue:
          '''FIFO queue implementation using a singly linked list for storage.'''
          class _Node:
              def __init__(self, element, next):
                  self._element = element
                  self._next = next
              self._head = None
              self._tail = None
              self._size = 0
          def __len__(self):
              return self._size
          def is_empty(self):
              return self._size == 0
          def first(self):
              if self.is_empty():
                  raise Exception('Queue is empty')
              return self._head._element #front aligned with the head of the list
          def dequeue(self):
              '''Raise empty exception if the queue is empty'''
              if self.is_empty():
                  raise Exception('Queue is empty')
              answer = self._head._element
```

```
def dequeue(self):

'''Remove and return the first element of the queue (FIF0)'''

'''Raise empty exception if the queue is empty'''

if self.is_empty():

raise Exception('Queue is empty')

answer = self._head._element

self._head = self._head._next

self._size -= 1

if self.is_empty():#special case as queue is empty

self._tail = None#removed head had been the tail

return answer

3 usages

def enqueue(self, e):

'''Add an element to the back of queue.'''

newest = self._Node(e, next: None)#node will be new tail node

if self.is_empty():

self._is_empty():

self._head = newest#special case: previously empty

else:

self._tail._next = newest

self._tail = newest#update reference to tail node

self._size += 1
```

```
🔷 Activity #1 (Queue).py 🗴 🛛 🝦 Activity #1 (Stack).py
                                                  LinkedDeque.py
       from LinkedQueue import LinkedQueue as Queue
       from LinkedDeque import LinkedDeque as Deque
      D = Deque()
       Q = Queue()
       for i in range(1, 9):
           D.insert_last(i)
       for i in range(3):
           Q.enqueue(D.delete_last())#[8,7,6]
       D.insert_first(D.delete_last())#[5,1,2,3,4]
       Q.enqueue(D.delete_last())#[8,7,6,4]
       D.insert_last(D.delete_first())#[1,2,3,5]
       for i in range(4):
           D.insert_last(Q.dequeue())
       for i in range(4):
           Q.enqueue(D.delete_last())
       for i in range(4):
           D.insert_last(Q.dequeue())
       while not D.is_empty():
           print(D.delete_first())
```

```
🕏 Activity #1 (Stack).py × 👨 LinkedDeque.
🗬 Activity #1 (Queue).py
    from LinkedStack import LinkedStack as Stack
    from LinkedDeque import LinkedDeque as Deque
    D = Deque()
    S = Stack()
    for i in range(1, 9):
        D.insert_last(i)
    for i in range(3):
        S.push(D.delete_last())#[8,7,6]
    D.insert_first(D.delete_last())#[5,1,2,3,4]
    S.push(D.delete_last())#[8,7,6,4]
    D.insert_last(D.delete_first())#[1,2,3,5]
    for i in range(4):
        D.insert_last(S.pop())
    while not D.is_empty():
        print(D.delete_first())
```

OUTPUT FOR QUEUE PROBLEM:

```
"C:\Program Files\Python312\python.exe" "Z:\DSALGO1-IDB2\FINALS\LinkedList_Activites\Activity #1 (Queue).py"

1

2

3

5

4

6

7

8
```

OUTPUT FOR STACKS AND DEQUE:

```
"C:\Program Files\Python312\python.exe" "Z:\DSALGO1-IDB2\FINALS\LinkedList_Activites\Activity #1 (Stack).py"
1
2
3
5
4
6
7
```