



មហាវិទ្យាល័យវិស្វកម្ម
FACULTY OF ENGINEERING

Data Structure & Algorithm

Lecture 6

Abstract Data Types: Stacks

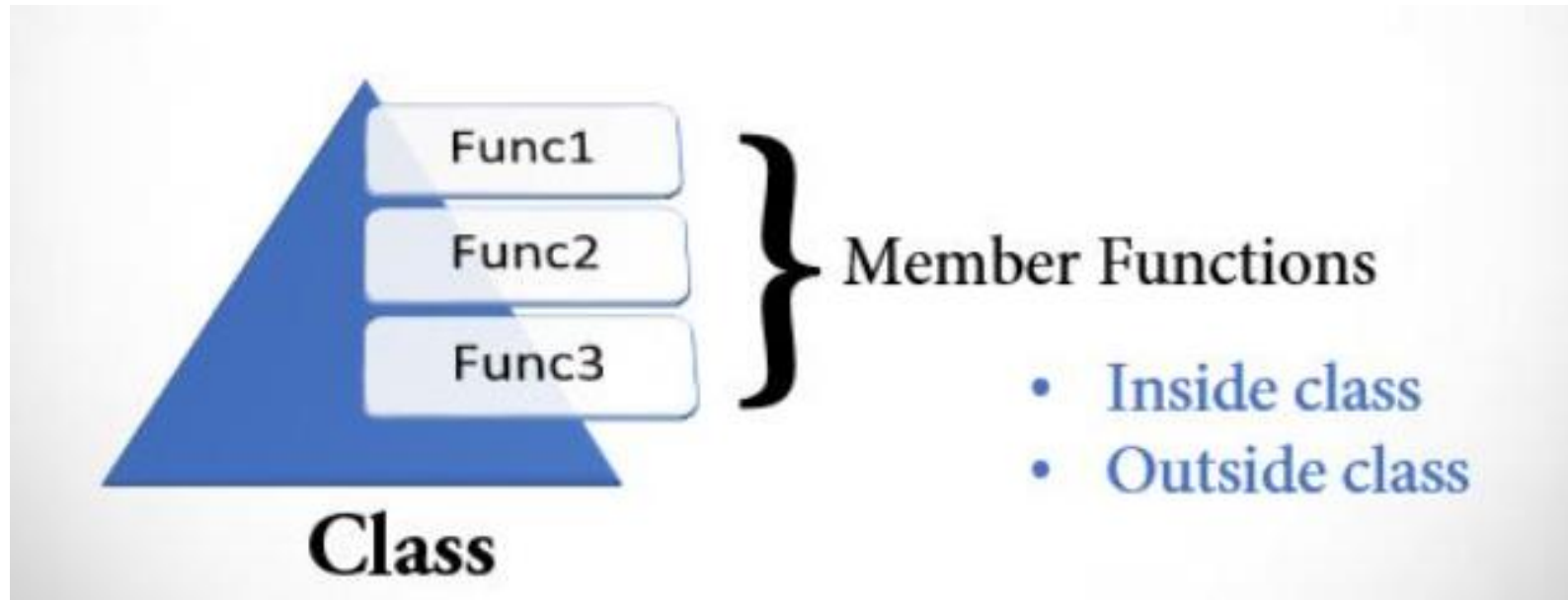
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Content

- Class and Functions in C++
- Abstract Data Types
 - Stacks
 - Queues and Priority Queues
 - Linked Lists
 - Abstract Data Types
 - Specialized Lists

Class and Functions in C++

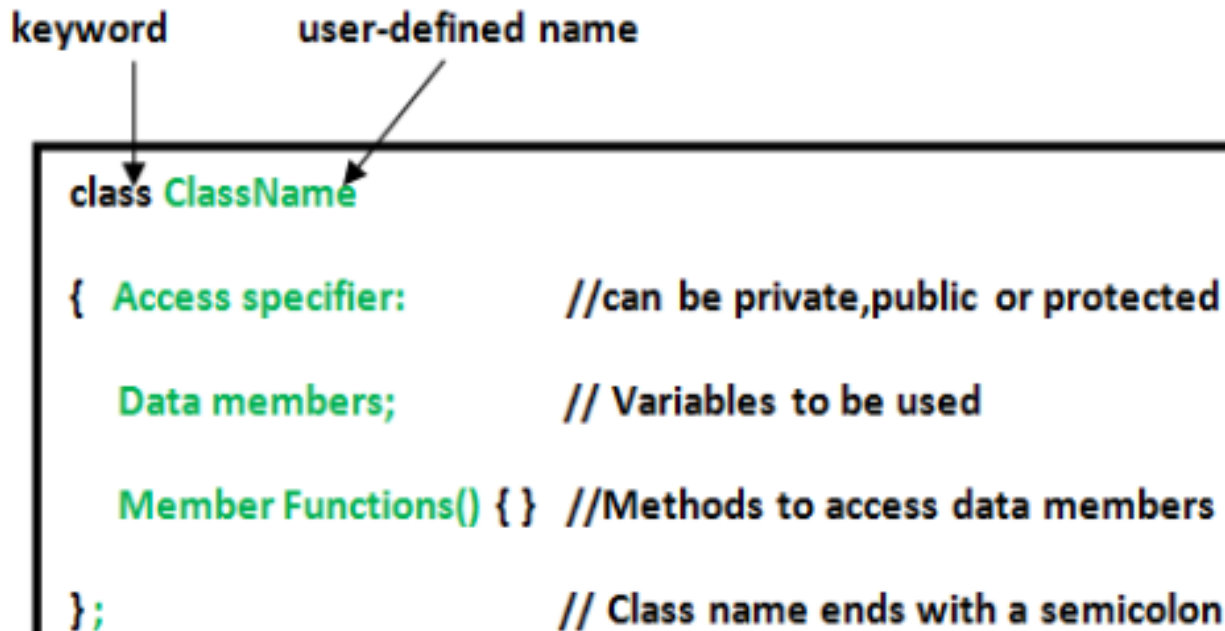


Class: Member Function

- Inside the class definition

keyword user-defined name

```
class ClassName  
  
{ Access specifier:           //can be private,public or protected  
  
  Data members;              // Variables to be used  
  
  Member Functions() { }     //Methods to access data members  
  
};                           // Class name ends with a semicolon
```

A diagram showing a C++ class definition. The word 'class' is labeled as a 'keyword' with an arrow pointing to it. 'ClassName' is labeled as a 'user-defined name' with an arrow pointing to it. The class body is enclosed in curly braces. Inside, there are three lines of code: 'Access specifier:' with a comment '//can be private,public or protected', 'Data members;' with a comment '// Variables to be used', and 'Member Functions() { }' with a comment '//Methods to access data members'. The class definition ends with a semicolon, with a comment '// Class name ends with a semicolon'.

Class: Member Function

- Outside the class definition

```
class class_name
{
    .....
    .....
    public:
        return_type function_name (args); //function declaration
};
//function definition outside class
return_type class_name :: function_name (args)
{
    .....; // function definition
}
```

What is the video all about?

top
▼



```
class Stack{  
    int data_[15];  
    int top_;  
public:  
    Stack();  
        top_=0;  
    }  
    void push(int data);  
    void pop();  
    int top() const;  
    boolean isEmpty() const;  
    boolean isFull() const;  
};
```

```
void Stack::pop(){  
    if(top_>0){  
        top_--;  
    }  
}
```

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push

pop

isEmpty

isFull

top

Abstract Data Types?

- Abstract Data type (ADT) is a **type (or class)** for objects whose behavior is **defined** by a **set of values** and a **set of operations**.
- The definition of ADT only **mentions what operations** are to be performed but **not how these operations** will be implemented.

The List ADT Functions is given below:

- **get()** – Return an element from the list at any given position.
- **insert()** – Insert an element at any position of the list.
- **remove()** – Remove the first occurrence of any element from a non-empty list.
- **removeAt()** – Remove the element at a **specified location** from a non-empty list.

The List ADT Functions is given below:

- **replace()** – Replace an element at any position by another element.
- **size()** – Return the number of elements in the list.
- **isEmpty()** – Return true if the list is empty, otherwise return false.
- **isFull()** – Return true if the list is full, otherwise return false.

Stack as an ADT

- When we define a **stack as an ADT**, then we are only interested in knowing the stack operations from the user's point of view.
- Means we are **not interested** in knowing the implementation **detail** at this moment.
- We are **only interested** in knowing what **type of operations** we **can perform** on the stack.

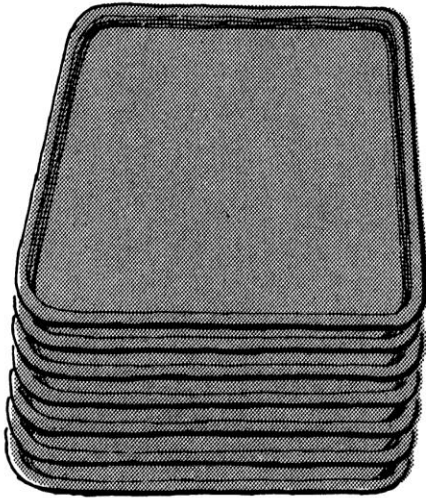
What is a stack?

- It is an ordered group of **homogeneous items** of elements.
- It is a linear data structure
- Elements are **added to and removed** from the **top** of the stack (the most recently added items are at the top of the stack).
- The **last** element to be **added** is the **first** to be **removed** (LIFO: **Last In, First Out**).

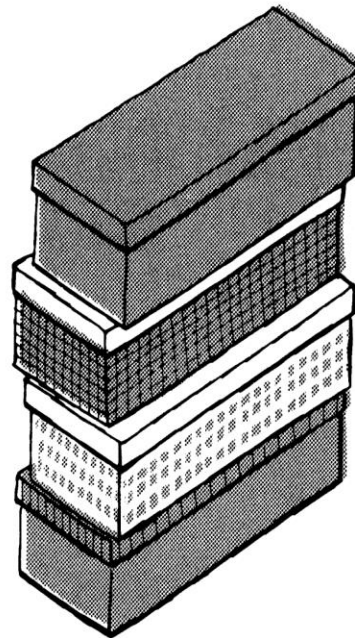
What is a stack?

- Example of stack

A stack of
cafeteria trays

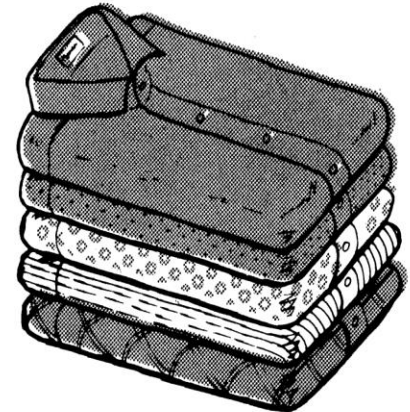


A stack
of pennies



A stack of shoe boxes

A stack of
neatly folded shirts



Stack Specification

- Definitions: (provided by the user)
 - MAX_ITEMS: Max number of items that might be on the stack
 - ItemType: Data type of the items on the stack

Stack Specification

- Stack operations:
 - push (data)
 - pop ()
 - top ()
 - peek ()
 - size ()
 - isEmpty()
 - isFull()

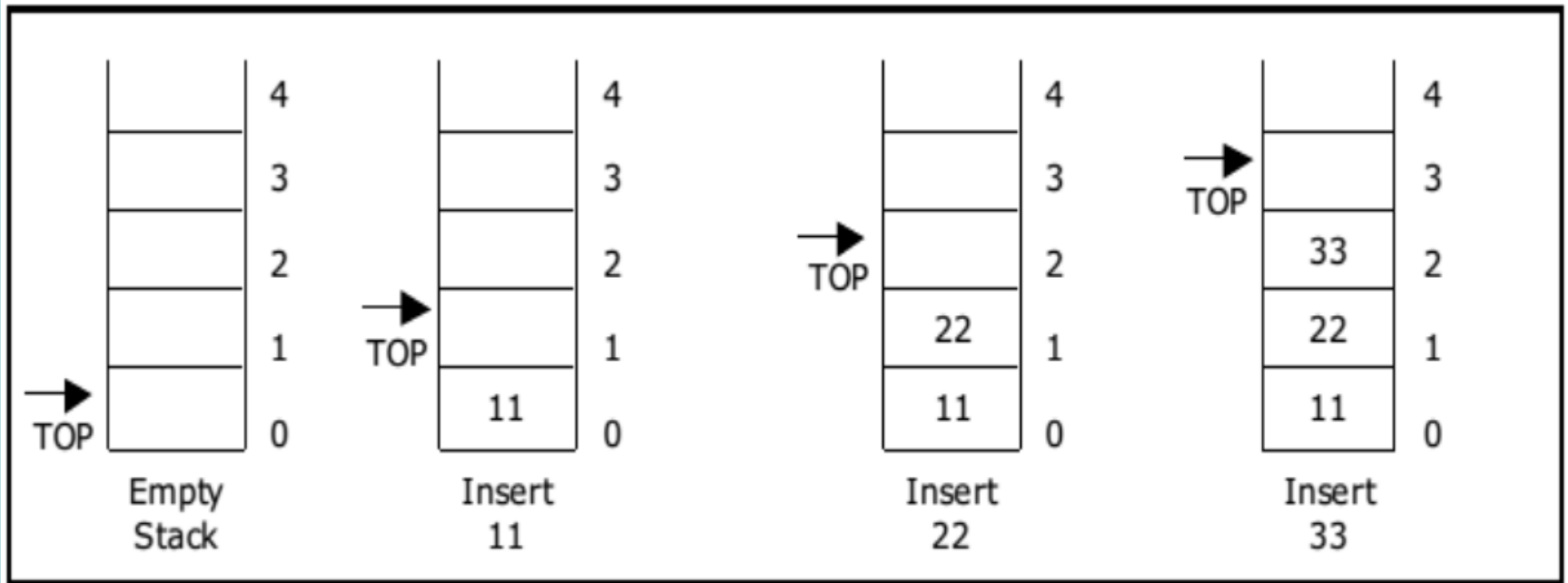
Push (ItemType newItem)

- **Function:** Adds **newItem** to the top of the stack.
- **Preconditions:** The stack has been initialized and is not full.
- **Postconditions:** newItem is at the top of the stack.

Pop (ItemType& item)

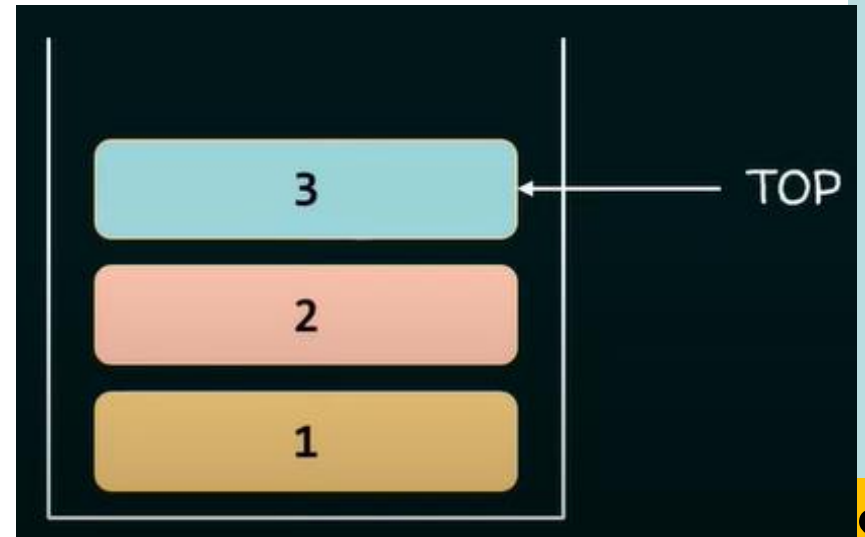
- **Function:** Removes topItem from stack and returns it in item.
- **Preconditions:** Stack has been initialized and is not empty.
- **Postconditions:** Top element has been removed from stack and item is a copy of the removed element.

Pop (ItemType& item)

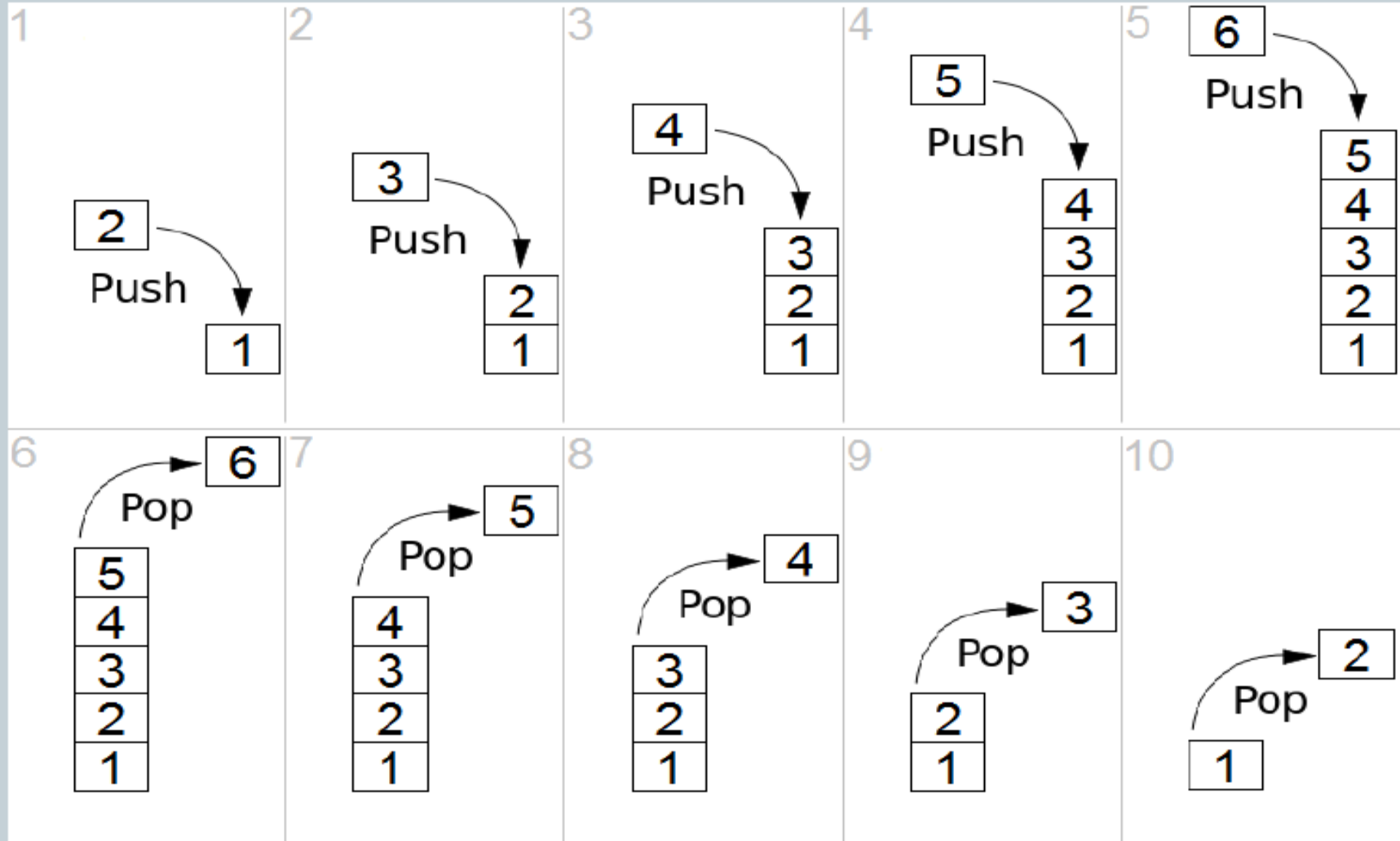


Stack: Operation

- **Top()** - Return the last inserted element without removing it
- **Peek()** - to read value from the top of the stack without removing it (Somewhere called **top**)
- **size ()** - to return the number of items in the stack

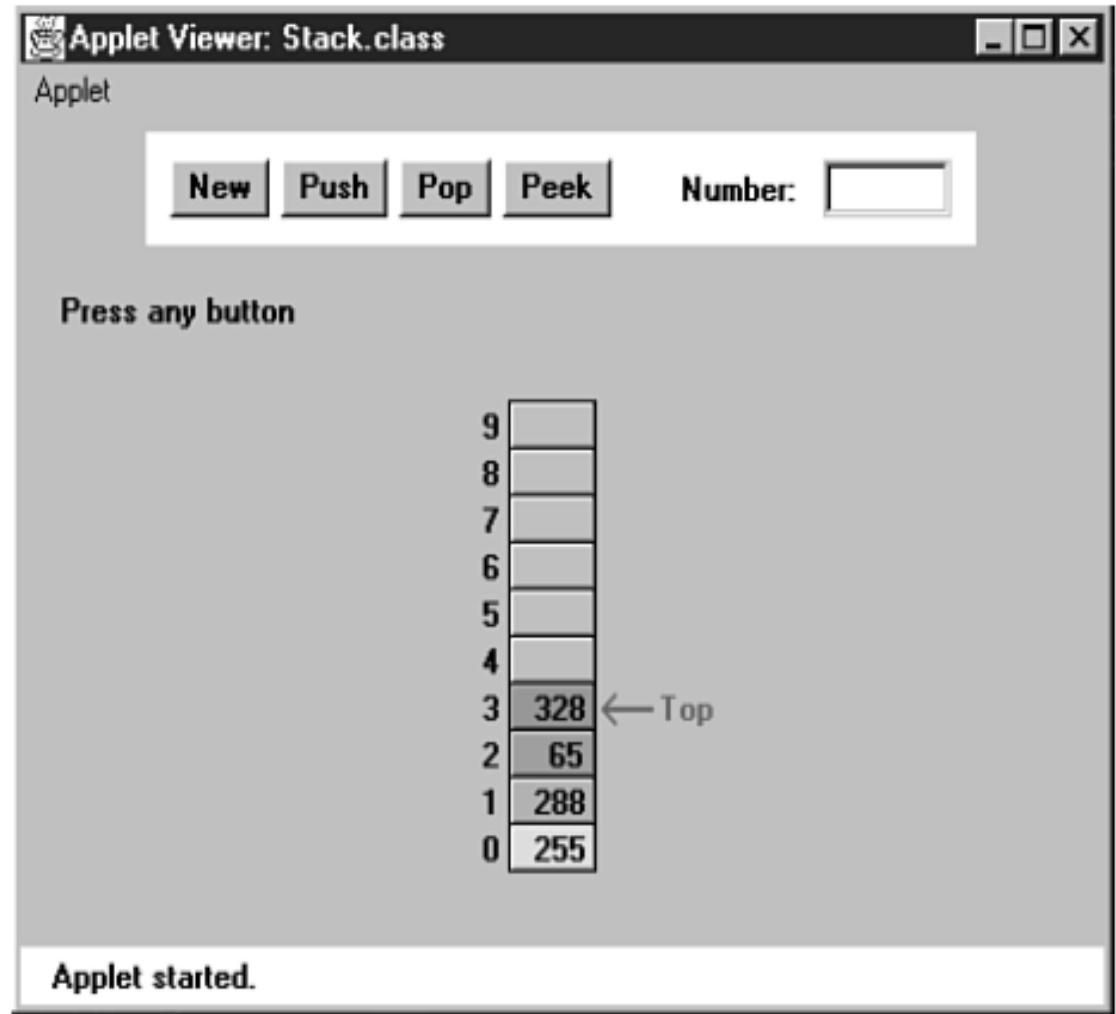


Stacks: Example of Push and Pop Operations



Stack example: stack operation

- The Stack Workshop applet.



Summary

- A stack **allows** access to the last item inserted, at the top of the stack.
- The important stack operations are **pushing** (inserting) an item onto the top of the stack and **popping** (removing) the item from the **top**.
- A stack is often helpful in **parsing a string** of characters, among other applications.
- A stack can be implemented with an **array** or with another mechanism, such as a **linked list**.

W6 – Lab 6

Exercise

- Create a class of Stack of anything (cafeteria trays, pennies, boxes, folded shirts) with the full operations:
 - push,
 - pop,
 - peek,
 - size,
 - isEmpty,
 - isFull

Thanks!