

# Computer Programming 143 – Lecture 29

## Dynamic Data Structures II

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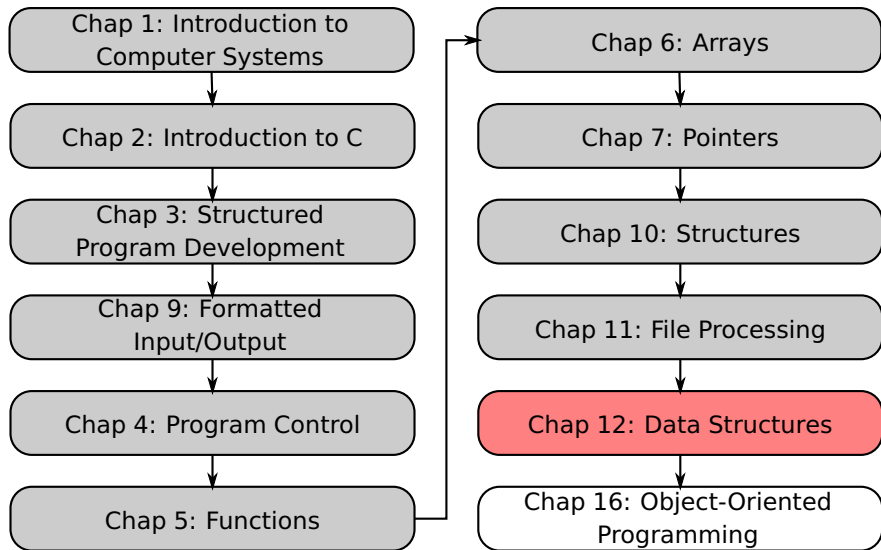
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# Module Overview



# Lecture Overview

1 Stacks (12.5)

2 Queues (12.6)

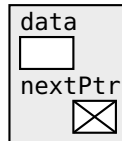
# 12.5 Stacks

## Stacks

- Constrained version of a linked list
  - Is a row/line of self-referential structures
- Elements may only be inserted or deleted from the top (front) of a stack
  - A stack is therefore a last-in-first-out structure (LIFO)

```
struct stackNode {  
    int data;  
    struct stackNode *nextPtr;  
};  
typedef struct stackNode StackNode;
```

StackNode

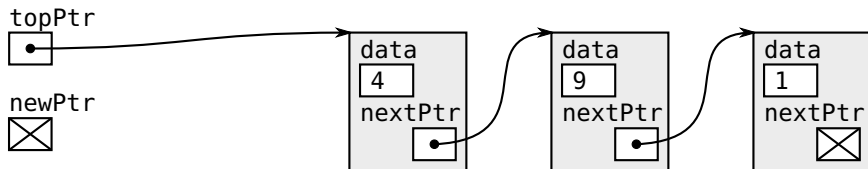


## Use of stacks

- Function calls – store of return address and automatic local variables
- Used by compilers when evaluating expressions

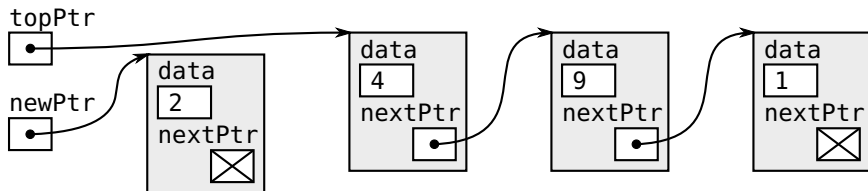
## 12.5 Insertion in Stacks ("Push")

```
newPtr = malloc( sizeof( StackNode ) );  
newPtr->data = value;  
newPtr->nextPtr = topPtr;  
topPtr = newPtr;
```



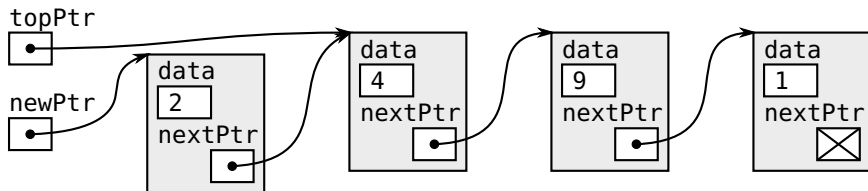
## 12.5 Insertion in Stacks ("Push")

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## 12.5 Insertion in Stacks ("Push")

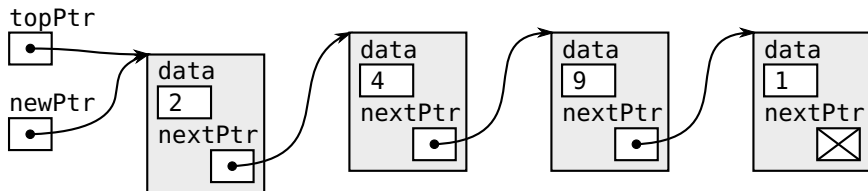
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newPtr = malloc( sizeof( StackNode ) );  
newPtr->data = value;  
newPtr->nextPtr = topPtr;  
topPtr = newPtr;
```





## 12.5 Insertion in Stacks ("Push")

```
newPtr = malloc( sizeof( StackNode ) );  
newPtr->data = value;  
newPtr->nextPtr = topPtr;  
topPtr = newPtr;
```



## 12.5 Deletion in Stacks (“Pop”)

\\ Class exercise / Klasoefening

\\

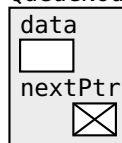
# 12.6 Queues

## Queues

- Constrained version of a linked list
  - Is a row/line of self-referential structures
- Elements may only be deleted from the front (head) of a stack and inserted at the back (tail)
  - A queue is therefore a first-in-first-out structure (FIFO)

```
struct queueNode {  
    int data;  
    struct queueNode *nextPtr;  
};  
typedef struct queueNode QueueNode;
```

QueueNode



## Use of Queues

- Supporting print spooling
- Routing of data packets in computer systems
- Buffers

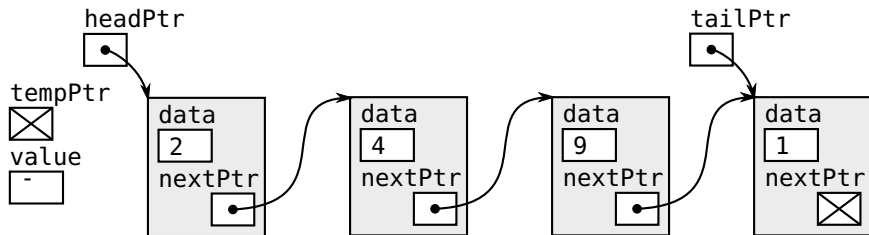
## 12.6 Insertion in Queues (“Enqueue”)

\\ Class exercise / Klasoefening

\\

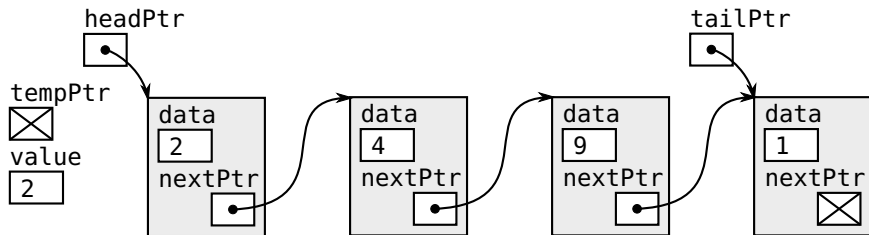
## 12.6 Deletion in Queues (“Dequeue”)

```
value = headPtr->data;  
tempPtr = headPtr;  
headPtr = headPtr->nextPtr;  
free( tempPtr );
```



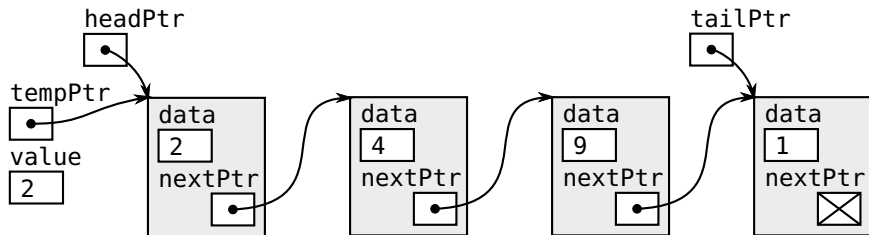
## 12.6 Deletion in Queues ("Dequeue")

```
value = headPtr->data;  
tempPtr = headPtr;  
headPtr = headPtr->nextPtr;  
free( tempPtr );
```



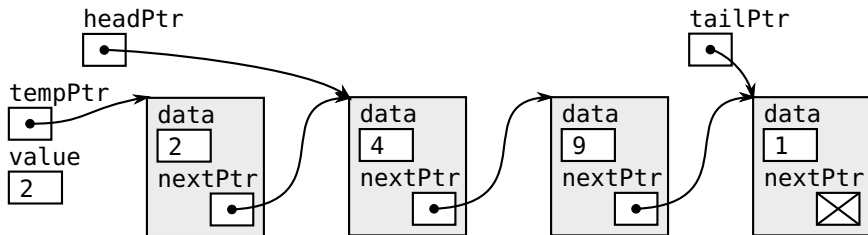
## 12.6 Deletion in Queues ("Dequeue")

```
value = headPtr->data;  
tempPtr = headPtr;  
headPtr = headPtr->nextPtr;  
free( tempPtr );
```



## 12.6 Deletion in Queues ("Dequeue")

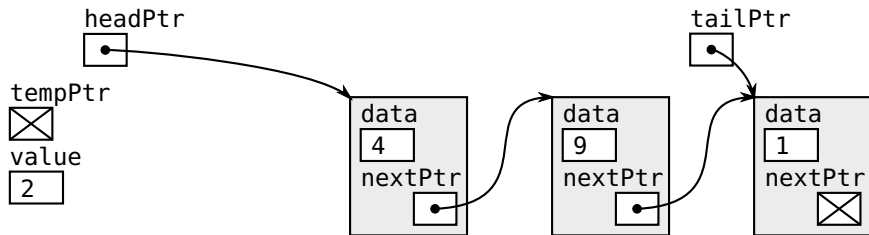
```
value = headPtr->data;  
tempPtr = headPtr;  
headPtr = headPtr->nextPtr;  
free( tempPtr );
```





## 12.6 Deletion in Queues ("Dequeue")

```
value = headPtr->data;  
tempPtr = headPtr;  
headPtr = headPtr->nextPtr;  
free( tempPtr );
```



## Today

### Dynamic Data Structures II

- Stacks
- Queues

## Next lecture

### Dynamic Data Structures III

- Trees

# Homework

- 1 Study Sections 12.5-12.6 in Deitel & Deitel
- 2 Do Self Review Exercises 12.2, 12.3 in Deitel & Deitel
- 3 Do Exercise 12.11 in Deitel & Deitel