# Python 2: More Abstract Data Types

**IN608: Intermediate Application Development Concepts** 

#### **Last Session's Content**

- Abstract data types
  - List
  - o Tuple
  - Set
  - Dictionary
- OOP recap
  - Access modifiers
  - Encapsulation
  - Abstraction
  - Single inheritance
  - Multiple inheritance
  - Multi-level inheritance
  - Polymorphism

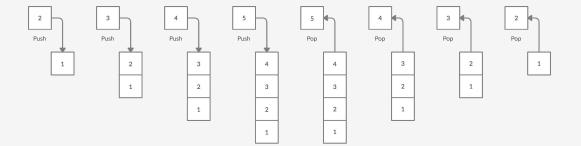
## Today's Content

- More abstract data types
  - List as a stack
  - Stack class
  - List as a queue
  - Queue class
  - Circular queue

# **More Abstract Types**

#### Stack

- Last in, first out (LIFO)
- Two primary operations:
  - o push
  - o pop
- Additional operations:
  - o peek
  - isEmpty
  - o isFull
- Implementations:
  - Array
  - Singly linked list



#### List as a Stack

- List methods:
  - append(x) add x to the end of the list
  - o pop() remove & return the last item in the list
- Resource: <a href="https://docs.python.org/3/tutorial/datastructures.html#using-lists-as-stacks">https://docs.python.org/3/tutorial/datastructures.html#using-lists-as-stacks</a>

```
stack = []
print(stack) # []
stack.append('apple')
print(stack) # ['apple']
stack.append('banana')
print(stack) # ['apple', 'banana']
stack.append('cherry')
print(stack) # ['apple', 'banana', 'cherry']
stack.pop()
print(stack) # ['apple', 'banana']
stack.pop()
print(stack) # ['apple']
stack.pop()
print(stack) # ['apple']
stack.pop()
print(stack) # []
```

#### **Stack Class**

```
class Stack:
    def __init__(self):
        self.stack = []

    def push(self, item):
        pass

    def pop(self):
        pass

    def peek(self):
        pass

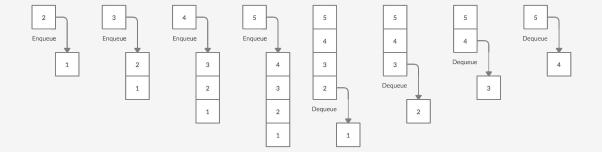
    def is_empty(self):
        pass

def main():
        stack = Stack()

if __name__ == '__main__':
    main()
```

#### Queue

- First in, first out (FIFO)
- Two primary operations:
  - o enqueue
  - o dequeue
- Additional operations:
  - o peek
  - isEmpty
  - isFull
- Implementations:
  - Singly or doubly linked list
  - o Double-ended queue



#### List as a Queue

- collections module
- Deque methods:
  - $\circ$  append (x) add x to the right side of the deque
  - o popleft()-remove & return an item from the left side of the deque
- Lists are not efficient for this purpose
- Resources:
  - https://docs.python.org/3/tutorial/datastructures.html#using-lists-as-queues
  - https://docs.python.org/3/library/collections.html#collections.deque

```
from collections import deque
queue = deque([])
print(queue) # deque([])
queue.append('apple')
print(queue) # deque(['apple'])
queue.append('banana')
print(queue) # deque(['apple', 'banana'])
queue.append('cherry')
print(queue) # deque(['apple', 'banana', 'cherry'])
queue.popleft()
print(queue) # deque(['banana', 'cherry'])
queue.popleft()
print(queue) # deque(['cherry'])
queue.popleft()
print(queue) # deque([])
```

#### Queue

```
from collections import deque
class Queue:
    def __init__(self):
       self.queue = deque([])
    def enqueue(self, item):
       pass
   def dequeue(self):
       pass
    def peek(self):
       pass
    def is_empty(self):
       pass
def main():
    queue = Queue()
if __name__ == '__main__':
    main()
```

# Programming Activity (30 Minutes)

### **Programming Activity**

- Checkout to master git checkout master
- Create a new branch called 02-practical git checkout -b 02-practical
- Copy 02-practical.ipynb from the course materials repository into your practicals repository
- Open up the Anaconda Prompt (it should be install on all lab computers) & cd to your practicals repository
- Run the following command: jupyter notebook

### **Programming Activity**

- Please open 02-practical.ipynb
- Please **ONLY** answer questions 1-2
- We will go through the solutions after 30 minutes

## Solutions

#### **Circular Queue**

- Alternative names:
  - Circular buffer
  - Cyclic buffer
  - Ring buffer
- How does it work?
- Implementation using four pointers:
  - Buffer start in memory
  - Buffer end in memory
  - Start of valid data, i.e., index or pointer
  - o End of valid data, i.e., index or pointer
- You can prevent overwriting the data & return an error or raise an exception

