# Stacks

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  - that Java didn't even bother making it an Interface.
- Like any kind of stack we can think of,
  - the top entry is easy to add, view, or remove.
  - Trying to add, view, or remove entries in the middle is messy and awkward.

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- When I put something on top of one of the towering stacks of papers on my desk,
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  - Peek and empty make sense though.

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- The power cord is to run a dish warmer.
- It doesn't shoot the dishes up when it pops!
- Instead, it always keeps the top dish level with the top of the dispenser,
- although I don't think that requires electricity.

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stack.pop();                    // returns "banana"
stack.empty();                  // returns false
stack.pop();                    // returns "mango"
stack.peek();                   // throws EmptyStackException
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It has to be a class, however, so for primitive data types you have to use the class version of those types:

- char $\rightarrow$ Character
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This is less efficient (by a constant factor in space and time) than creating a specific StackOfChar, etc., but it is usually good enough.

# Examples

Stack<Puppy>

Stack<Cat>

Stack<Stack<Cash>>

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- So push is O(1),
- (unless the array is full and needs to be reallocated).
- This is the fastest way to implement a stack,
- but it might not be good for real time programming.

(Sorry the laser stopped in the middle of your eye, but we have to allocate a bigger array!)

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- Set its next to the current top Node.
- Set top to the new Node.

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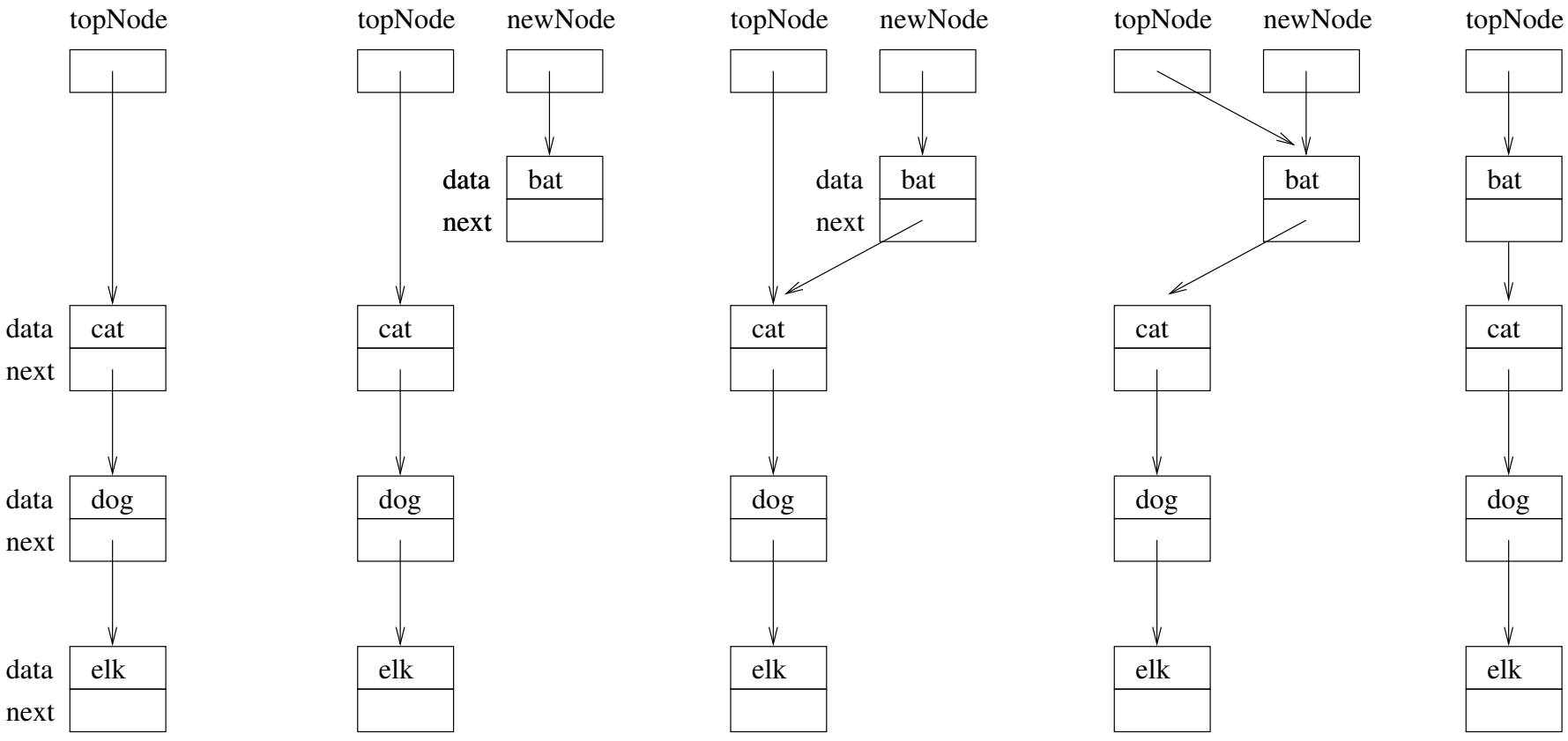

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- Describes a list.
- add(item) means add an item to the end of the list.
- We will use add() to implement push().

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- ArrayList implementation uses partially filled array.
- LinkedList is another implementation of List using a doubly linked list.