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Faheem

[company name]

ADVANCE PROGRAMMING

ASSIGNMENT

SOLUTION:

**public** **class** Stack

{

**int** a,b;

**int** arr[]=**new** **int**[10];

**int** value;

**int** top;

Stack()

{

top=-1;

}

**boolean** isempty()

{

**if**(top==-1)

**return** **true**;

**else**

**return** **false**;

}

**void** push(**int** value)

{

top++;

arr[top]=value;

}

**int** pop()

{

**if**(top==-1)

{

System.***out***.print("EMPTY ARRAY");

}

**else**

{

a=arr[top];

top--;

}

**return** a;

}

**int** top1()

{

b=arr[top];

**return** b;

}

}

**import** java.awt.Container;

**import** java.awt.FlowLayout;

**import** java.awt.event.ActionEvent;

**import** java.awt.event.ActionListener;

**import** javax.swing.JApplet;

**import** javax.swing.JButton;

**import** javax.swing.JTextField;

**public** **class** GUI **extends** JApplet **implements** ActionListener

{

**int** down=2;

**int** top=-1;

Stack s=**new** Stack();

JButton b1;

JButton b2;

JTextField f1;

JTextField f2;

JTextField f3;

JTextField f4;

**public** **void** init()

{

f1=**new** JTextField(10);

f2=**new** JTextField(10);

f3=**new** JTextField(10);

f4=**new** JTextField(10);

b1=**new** JButton("PUSH");

b2=**new** JButton("POP");

b1.addActionListener(**this**);

b2.addActionListener(**this**);

f1.addActionListener(**this**);

Container c=getContentPane();

FlowLayout f=**new** FlowLayout();

c.setLayout(f);

c.add(b1);

c.add(b2);

c.add(f1);

c.add(f2);

c.add(f3);

c.add(f4);

}

**public** **void** actionPerformed(ActionEvent e)

{

**if**(e.getSource()==b1)

{

**if** (top==-1)

{

s.push(20);

f4.setText(""+s.pop());

validate();

}

**else** **if**(top==0)

{

s.push(10);

f3.setText(""+s.pop());

validate();

}

**else** **if**(top==1)

{

s.push(10);

f2.setText(""+s.pop());

validate();

}

**else** **if**(top==2)

{

s.push(10);

f1.setText(""+s.pop());

validate();

}

top=top+1;

}

**else** **if**(e.getSource()==b2)

{

**if**(top==3)

{

f1.setText("");

}

**else** **if**(top==2)

{

f2.setText("");

}

**else** **if**(top==1)

{

f3.setText("");

}

**else** **if**(top==0)

{

f4.setText("");

}

top--;

}

}

}