

## Ex1

Stacks and queues are examples of containers with special insertion and removal behaviors and a special access behavior.

**Stacks:** Insertion and removal in a stack must be carried out in such a way that the last data inserted is the first one to be removed. One can only retrieve and remove a data element from a stack by way of special access point called the "top". Traditionally, the insertion and removal methods for a stack are called `push` and `pop`, respectively. `push` inserts a data element at the top of the stack. `pop` removes and returns the data element at the top of the stack. A stack is used to model systems that exhibit LIFO (Last In First Out) insert/removal behavior.

**Queues:** Data insertion and removal in a queue must be carried out in such a way that the first one to be inserted is the first one to be removed. One can only retrieve and remove a data element from a queue by way of special access point called the "front". Traditionally, the insertion and removal methods for a queue are called `enqueue` and `dequeue`, respectively. `enqueue` inserts a data element at the "end" of the queue. `dequeue` removes and returns the data element at the front of the queue. A queue is used to model systems that exhibit FIFO (First In First Out) insertion/removal behavior.

Stacks and queues can be easily implemented by adapting with a list. Using the adapter pattern, design and implement those classes. Our starting interfaces are the following:

```
public interface MyQueue<E> {  
    public void enqueue(E element);  
    public E dequeue();  
}
```

```
public interface MyStack<E> {  
    public void push(E element);  
    public E pop();  
}
```

## Ex2

Actually, they are two versions of the adapter pattern: object adapter and class adapter. In the course, we presented the object adapter. Explain shortly what a class adapter is. Give a general class diagram for that.