

### DSA\_Stack

- private Object[] stack
- int top

- public void push (Object x)
- public void pop()
- public void peek()
- public void display()

### DSA\_Queue

- Object[] Queue
- int front
- int rear
- int n

- public int getN
- public void setN
- public int get front
- public void set front
- public int get rear
- public void set rear
- public Object[] get queue
- public void set queue
- public void enqueue ("int n")
- public void dequeue
- public void peek
- public void display