Assignment 5 - Stacks and Queues

- The problems of this assignment must be solved in C.
- Your programs should have the input and output formatting according to the testcases listed after the problems.
- Your programs should consider the grading rules: https://grader.eecs.jacobs-university.de/courses/320112/2019_1gA/Grading-Criteria-C2.pdf

Problem 5.1 A stack of integers

(3 points)

Course: JTSK-320112

February 28th, 2019

Presence assignment, due by 18:30 h today Graded automatically with testcases only Implement a stack, which is able to hold maximum 12 integers using an array implementation. You need to implement the functions ... push(...), ... pop(...), ... empty(...) for emptying the stack, and ... isEmpty(...) for checking if the stack is empty. Your program should consist of stack.h (struct definition and function declarations), stack.c (function definitions) and teststack.c (main function) and should use the following struct:

```
struct stack {
  unsigned int count;
  int array[12];  // Container
};
```

Input structure

There are several commands that manipulate the stack. These commands are:

- s followed by a number pushes the number into the stack,
- p pops a number on the top off the stack and prints it on the standard output,
- e empties the stack by popping one element after the other and printing them on the standard output,
- q quits the execution of the program.

Output structure

If an element is popped off the stack then the element is printed. Stack underflow and overflow should be detected and an informational message (either "Stack Overflow" or "Stack Underflow" should be printed on the screen. In these cases no operation takes place.

You can assume that the input will be correct. To pass the testcases your output has to be identical with the provided ones.

Testcase 5.1: input	Testcase 5.1: output
S	Pushing 5
5	Pushing 7
S	Popping 7
7	Pushing 3
p	Emptying Stack 3 5
S	Popping Stack Underflow
3	Quit
е	
p	
q	

Problem 5.2 A stack for converting numbers

(2 points)

Due by Tuesday, March 5th, 10:00 AM

Graded manually

Modify the stack implemented for **Problem 5.1** such that you can use it for converting a positive decimal number stored in an unsigned int into the binary representation of the number using division by 2 and storing the remainder of the division by 2 in the stack.

Upload again all files related to this problem (i.e., stack.h, stack.c and convertingstack.c). You can assume that the input will be valid. To pass the testcases your output has to be identical with the provided ones.

Testcase 5.2: input

Testcase 5.2: output

75

The binary representation of 75 is 1001011.

Problem 5.3 A stack of words

(3 points)

Due by Tuesday, March 5th, 10:00 AM

Graded manually

Modify the struct from **Problem 5.1** and write a program that tests a stack of words (the words will not be longer than 30 characters). Keep in mind the functions strcpy(), strcmp() and strcat().

Use the word stack to check if a sentence (assume that the words are separated by spaces, all letters are lowercase and no punctuation marks are contained) is palindromic by words. For example, the sentence "dogs like cats and cats like dogs" is palindromic by words, because it reads the same from backwards (word by word). The program should terminate its execution if "exit" is entered as a sentence.

Your program should consist of one header file and two .c files (i.e., stack.h, stack.c and wordstack.c).

You can assume that the input will be valid. To pass the testcases your output has to be identical with the provided ones.

Testcase 5.3: input

Testcase 5.3: output

dogs like cats and cats like dogs bob likes tomatos do not like bob exit

The sentence is palindromic by words!
The sentence is not palindromic by words!

Problem 5.4 Adding to the queue

(2 points)

Due by Tuesday, March 5th, 10:00 AM

Graded automatically with testcases only

Download the files:

```
https://grader.eecs.jacobs-university.de/courses/320112/c/queue.h https://grader.eecs.jacobs-university.de/courses/320112/c/queue.c https://grader.eecs.jacobs-university.de/courses/320112/c/testqueue.c
```

Take a look at the three files and understand the source code. Extend the code of queue.c by implementing the enqueue() function. Follow the hints given in the slides (see Lecture 5 & 6, slide 16).

You can assume that the input will be valid. To pass the testcases your output has to be identical with the provided ones.

Testcase 5.4: input

а	
3	
а	
5	
а	
7	
q	

Testcase 5.4: output

```
add int: Putting 3 into queue
1 items in queue
Type a to add, d to delete, q to quit:
add int: Putting 5 into queue
2 items in queue
Type a to add, d to delete, q to quit:
add int: Putting 7 into queue
3 items in queue
Type a to add, d to delete, q to quit:
Bye.
```

How to submit your solutions

- Your source code should be properly indented and compile with gcc without any warnings (You can use gcc -Wall -o program program.c). Insert suitable comments (not on every line...) to explain what your program does.
- Please name the programs according to the suggested filenames (they should match the description of the problem) in Grader. Otherwise you might have problems with the inclusion of header files. Each program **must** include a comment on the top like the following:

```
/*
   JTSK-320112
   a5_p1.c
   Firstname Lastname
   myemail@jacobs-university.de
```

• You have to submit your solutions via Grader at

https://cantaloupe.eecs.jacobs-university.de.

If there are problems (but only then) you can submit the programs by sending mail to k.lipskoch@jacobs-university.de with a subject line that begins with JTSK-320112. It is important that you do begin your subject with the coursenumber, otherwise I might have problems to identify your submission.

• Please note, that after the deadline it will not be possible to submit any solutions. It is useless to send late solutions by mail, because they will not be accepted.

This assignment is due by Tuesday, March 5th, 10:00 AM.