

3.4

解: (1) 栈中的数据元素逆置

(2) 如果栈中存在元素e, 将其从栈中清除

3.13

解: 该功能为队列逆置.

3.14

解: (1) 4|32

(2) 42|3

(3) 423|

3.15

解: ~~初始化双向栈~~

void Inistack_TWS_3_15(TWStack *S)

{
(*S).t[Left] = -1;

(*S).t[Right] = N;

}

Status Push_TWS_3_15(TWStack *S, StackName name, SElemType x)

{
if ((*S).t[Left] + 1 == (*S).t[Right])
return ~~ERROR~~ ERROR;

switch(name)

{
case Left:

(*S).t[name]++;

break;

case Right:

(*S).t[name]--;

break;

}

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```
}  
(*s).s[(*s).t[name]] = x;  
  
return OK;  
  
}  
Status Pop_TWS_3_15(TWStack *S, StackName name, SElemType *x)  
{  
    switch(name)  
    {  
        case Left:  
            if ((*s).t[name] == -1)  
                return ERROR;  
            *x = (*s).s[(*s).t[name]];  
            (*s).t[name] --;  
            break;  
        case Right:  
            if ((*s).t[name] == N)  
                return ERROR;  
            *x = (*s).s[(*s).t[name]];  
            (*s).t[name] ++;  
            break;  
    }  
}
```


3.28

解: Status InitQueue (LinkQueue *Q) // 队列初始化

{ (*Q).rear = (QueuePtr) malloc (sizeof(QNode));

if (!(*Q).rear)
exit(OVERFLOW);

(*Q).rear → next = (*Q).rear;

return OK;

} Status EnQueue (LinkQueue *Q, QElemType e) // 入队

{ QueuePtr p;

p = (QueuePtr) malloc (sizeof(QNode));

if (!p)

exit(OVERFLOW);

p → data = e;

p → next = (*Q).rear → next;

(*Q).rear → next = p;

(*Q).rear = p;

return OK;

} Status DeQueue (LinkQueue *Q, QElemType *e) // 出队

{ QueuePtr h, p;

h = (*Q).rear → next;

if (h → next == (*Q).rear → next)
return ERROR;

p = h → next;

*e = p → data;

h → next = p → next;

if (p == (*Q).rear)

(*Q).rear = h;

tree(p);

return OK;

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3.29

解: ~~Status EnQueue(SqQueue *Q, QElemType e)~~
 Status EnQueue(CTagQueue &Q, QElemType x)

```
{
    if (Q.tag) {
        return ERROR;
    }
    Q.elem[Q.rear] = x;
    if (Q.rear == MAXQSIZE - 1) {
        Q.rear = 0;
    }
    else {
        ++Q.rear;
    }
    if (Q.rear == Q.front) {
        Q.tag = 1;
    }
    return OK;
}
```

Status DeCQueue(CTagQueue &Q, QElemType &x)

```
{
    if (Q.front == Q.rear && 0 == Q.tag) {
        return ERROR;
    }
    else {
        x = Q.elem[Q.front];
        if (Q.front != MAXQSIZE - 1) {
            ++Q.front;
        }
        else {
            Q.front = 0;
        }
        if (Q.front == Q.rear) {
            Q.tag = 0;
        }
    }
}
```

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```
}  
  
}  
return OK;  
  
}
```