Data Structures CS-204

Lecture 4

STACKS

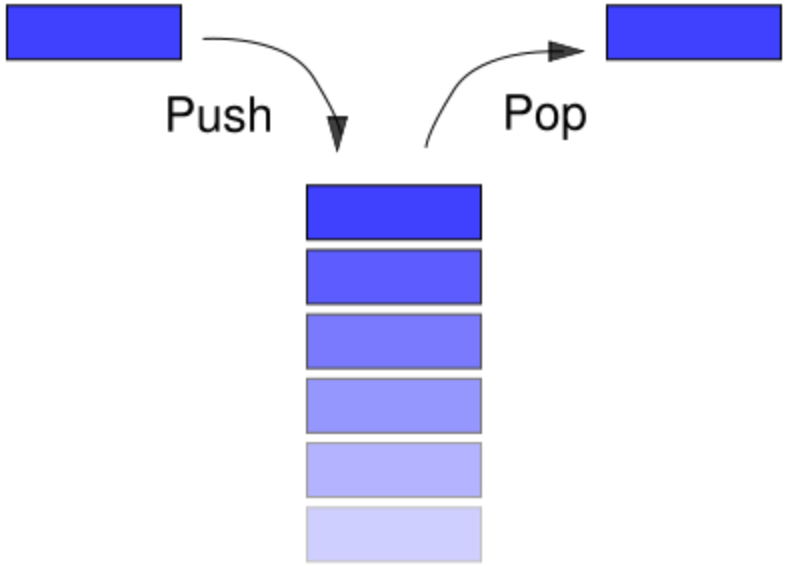
Stacks

- A stack is a list in which insertion and deletion take place at the same end
  - This end is called top
  - The other end is called bottom

- Stacks are known as LIFO (Last In, First Out) lists.
  - The last element inserted will be the first to be retrieved

- E.g. a stack of Plates, books, boxes etc.

Insertion and deletion on stack

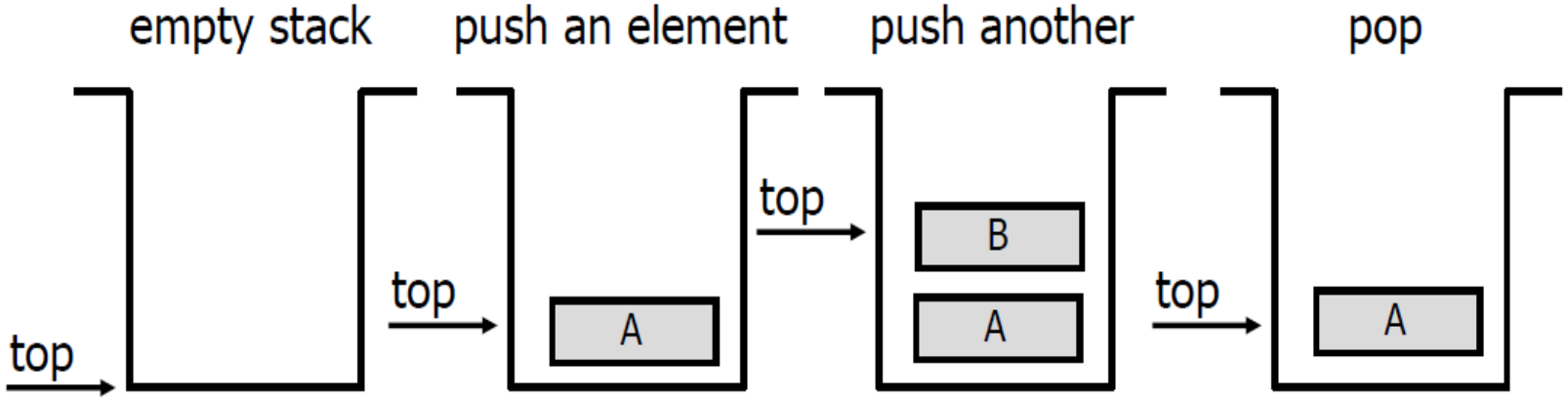


Operation On Stack

- Creating a stack
- Checking stack---- either empty or full
- Insert (PUSH) an element in the stack
- Delete (POP) an element from the stack
- Access the top element
- Display the elements of stack

Push and Pop

- Primary operations: Push and Pop
- Push
  - Add an element to the top of the stack.
- Pop
  - Remove the element at the top of the stack.



Stack-Related Terms

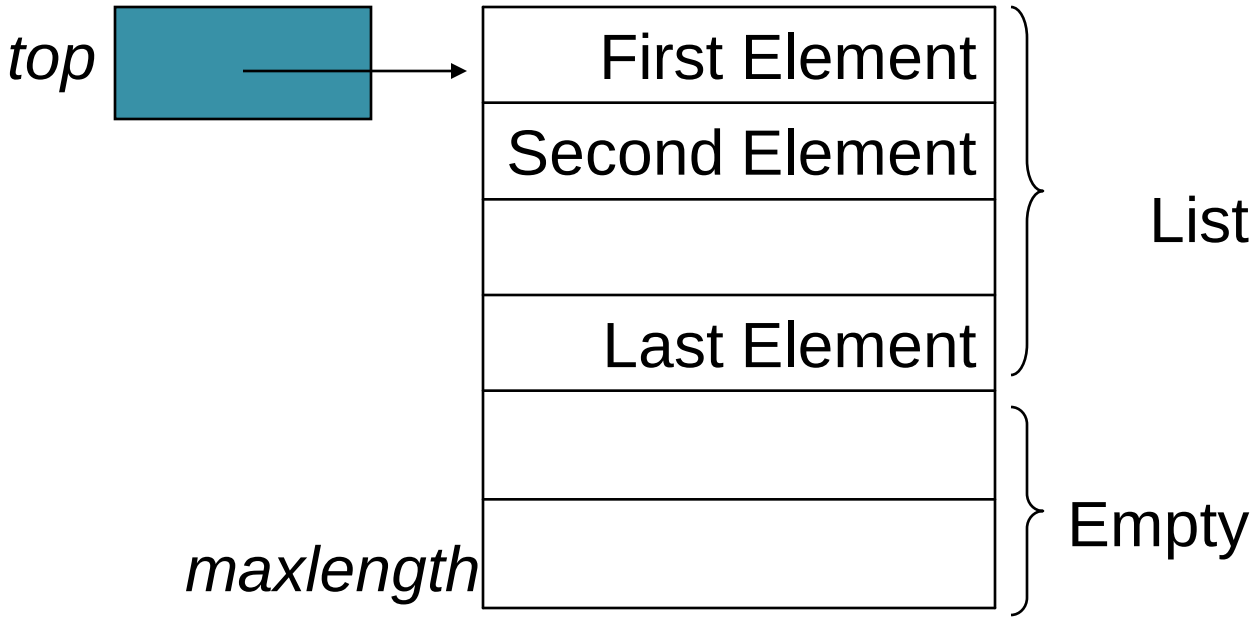
- Top
  - A pointer that points the top element in the stack.
- Stack Underflow
  - When there is no element in the stack or stack holds elements less than its capacity, the status of stack is known as stack underflow.
- Stack Overflow
  - When the stack contains equal number of elements as per its capacity and no more elements can be added, the status of stack is known as stack overflow

Stack Implementation

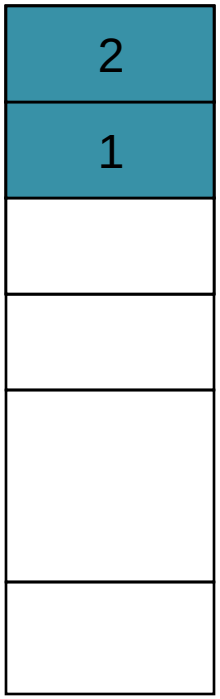
- Implementation can be done in two ways
  - Static implementation
  - Dynamic Implementation
- Static Implementation
  - Stacks have **fixed size**, and are implemented as **arrays**
  - It is also inefficient for utilization of memory
- Dynamic Implementation
  - Stack **grow in size** as needed, and implemented as **linked lists**
  - Dynamic Implementation is done through pointers
  - The memory is efficiently utilize with Dynamic Implementations

Static Implementation

- Elements are stored in contiguous cells of an array.
- New elements can be inserted to the top of the list.



Static Implementation



Problem with this implementation

- Every PUSH and POP requires moving the entire array up and down.

Static Implementation

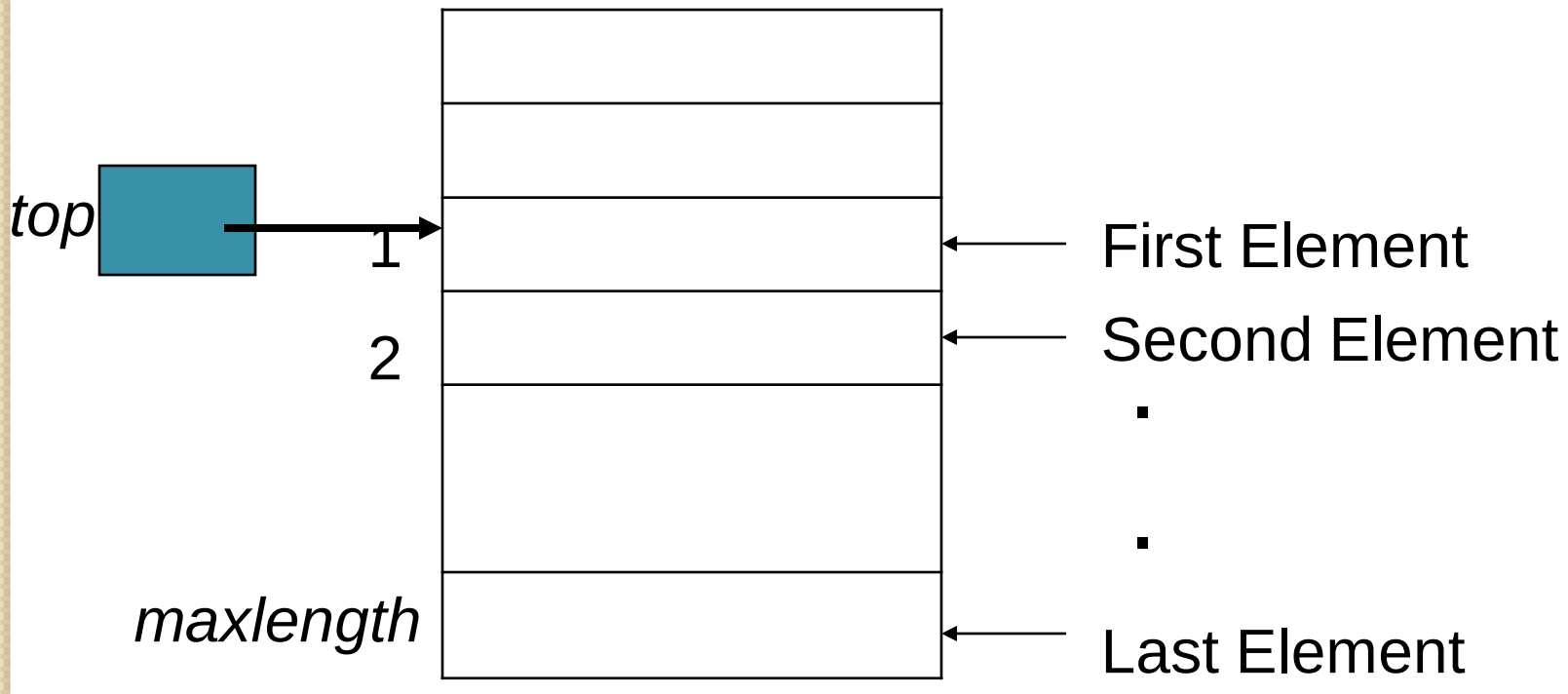
Since, in a stack the insertion and deletion take place only at the top, so…

A better Implementation:

- Anchor the bottom of the stack at the bottom of the array
- Let the stack grow towards the top of the array
- *Top* indicates the current position of the first stack element.

Static Implementation

A better Implementation:



A Simple Stack Class

```
class IntStack{
    private:
      int *stackArray;
      int stackSize;
      int top;
   public:
      IntStack(int);
      bool isEmpty();
      bool isFull();
      void push();
      void pop();
      void displayStack();
      void displayTopElement();
};
```

Constructor

```
IntStack::IntStack(int size)
{
   stackArray = new int[size];
   stackSize = size;
   top = -1;
}
```

Push( )

```
void IntStack::push()
{
   clrscr();
   int num;
   if(top>=stackSize)
            cout<<"stack Overflow"<<endl;
   else
   {
    cout<<"Enter Number=";
    cin>>num;
    top++;
      stackArray[top]=num;
   }
}
```

Pop( )

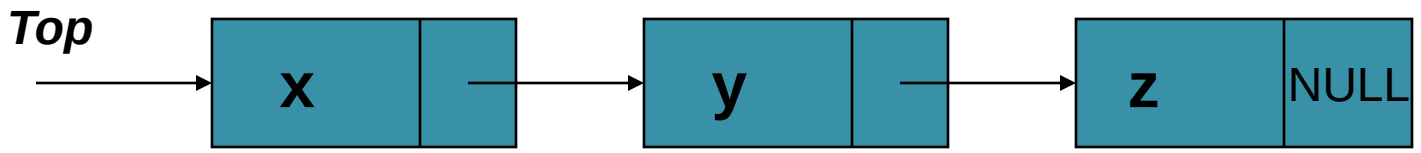
```
void IntStack::pop()
{
    clrscr();
   if(top == -1)
    cout<<"Stack Underflow"<<endl;
   else
   {
    cout<<"Number Deleted From the stack=";
      cout<<stackArray[top];
      top--;
   }
   getche();
}
```

Main( )

```
void main ()
{
  IntStack stack(5);
   int choice;
   do
   {
    cout<<“Menu"<<endl;
      cout<<"1-- PUSH"<<endl;
      cout<<"2-- POP"<<endl;
      cout<<"3– DISPLAY "<<endl;
      cout<<"4-- Exit"<<endl;
      cout<<"Enter choice=";
      cin>>choice;
      switch(choice)
{
      case 1:
            stack.push();  break;
      case 2:
            stack.pop();  break;
      case 3:
            stack.displayStack();
             break;
}
   }while(choice!=4);
   getche();
}
```

Dynamic Implementation of Stacks

- As we know that dynamic stack is implemented using linked-list.
- In dynamic implementation stack can expand or shrink with each PUSH or POP operation.
- PUSH and POP operate only on the first/top cell on the list.



Dynamic Implementation of Stack

Class Definition

```
class ListStack{
    private:
                    struct node{
                    int num;
                    node *next;
            }*top;
    public:
            ListStack(){ top=NULL;}
            void push();
            void pop();
            void display();
};
```

Push( ) Function

- This function creates a new node and ask the user to enter the data to be saved on the newly created node.

```
void ListStack::push()
{
    node *newNode;
    newNode= new node;
    cout<<“Enter number to add on stack";
    cin>> newNode->num;
    newNode->next=top;
    top=newNode;
}
```

Pop( ) Function

```
void ListStack::pop()
{
    node *temp;
    temp=top;
    if(top==NULL)
            cout<<"Stack UnderFlow"<<endl;
    else
    {
            cout<<"deleted Number from the stack =";
            cout<<top->num;
            top=top->next;
            delete temp;
    }
}
```

Main( ) Function

```
void main()
{
    clrscr();
   ListStack LS;
    int choice;
    do{
            cout<<"Menu "<<endl;
            cout<<"1.Push" <<endl;
            cout<<"2.Pop"<<endl;
            cout<<"3.Show"<<endl;
            cout<<"4.EXIT"<<endl;
            cin>>choice;
```

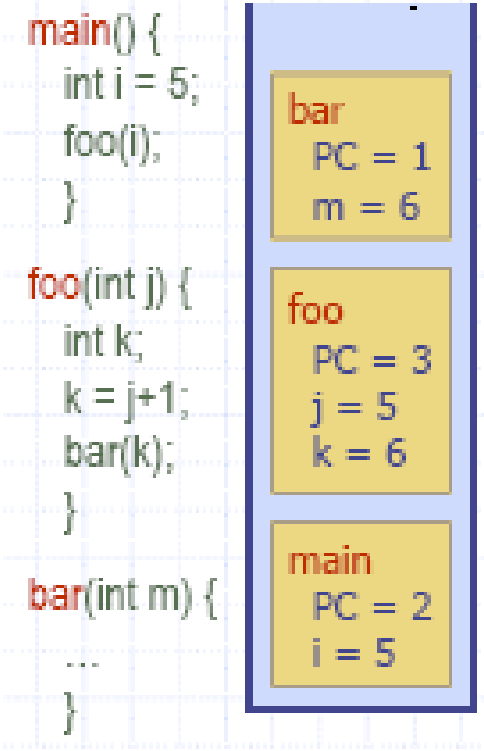
```
switch(choice){
    case 1:
            LS.push();
            break;
    case 2:
            LS.pop();
            break;
    case 3:
            LS.display();
            break;
    }
    }while(choice!=4);
}
```

Stack applications

- “Back” button of Web Browser
  - History of visited web pages is pushed onto the stack and popped when “back” button is clicked
- “Undo” functionality of a text editor
- Reversing the order of elements in an array
- Saving local variables when one function calls another, and this one calls another, and so on.

C++ Run-time Stack

- The C++ run-time system keeps track of the chain of active functions with a stack
- When a function is called, the run-time system pushes on the stack a frame containing
  - Local variables and return value
  - Program counter, keeping track of the statement being executed
- When a function returns, its frame is popped from the stack and control is passed to the method on top of the stack



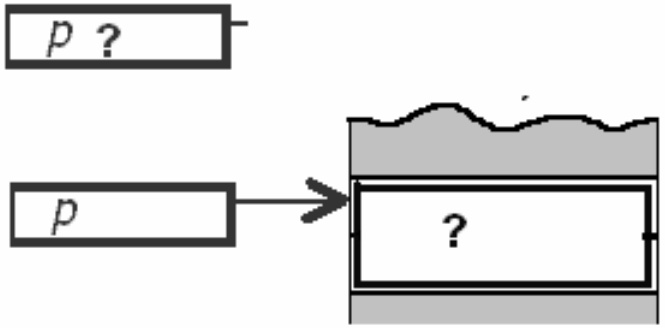
Pointers

“new” & “delete” Operators

Dynamic Variables: ‘new’ operator

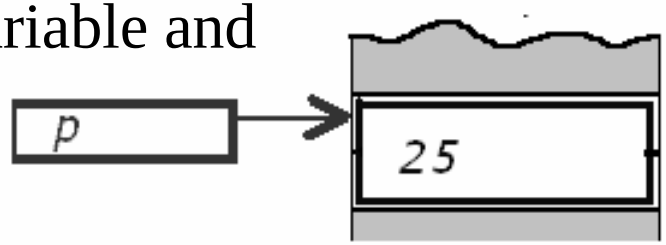
A **dynamic variable** is created and destroyed while the program is running

int *p ;



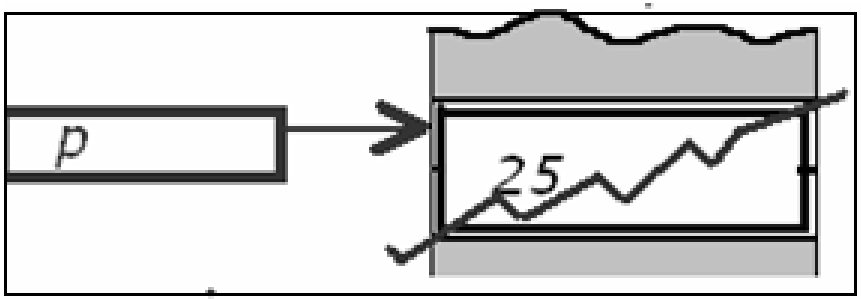
p = **new** int ;

creates a new dynamic integer variable and leaves p to point to this variable



*p = 25 ;

Dynamic Variables: ‘delete’ operator



delete p ; destroys the dynamic variable pointed by p
After delete p, p becomes an undefined pointer variable: **a dangling pointer.**
Take care: before using * again, be sure p points to something and is not a dangling pointer. Otherwise unpredictable effects.