

# CS121 Data Structures A, C Stacks

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# Stacks

A **stack** is a collection of objects that are inserted and removed according to the **last-in, first-out (LIFO)** principle

A user can only access or remove the most recently inserted object, at the 'top' of the stack

Stacks are a simplest and fundamental data structure. They are among the most important, as they are used in many applications

# The Stack Abstract Data Type

Formally, a stack is an ADT that supports the following methods:

`push(e)`: Adds element *e* to the top of the stack

`pop()`: Removes and returns the top element from the stack  
(or `null` if the stack is empty)

`top()`: Returns the top element of the stack, without  
removing it (or `null` if the stack is empty)

`size()`: Returns the number of elements in the stack

`isEmpty()`: Returns a boolean indicating whether the stack is  
empty

By convention, elements added to the stack can have arbitrary  
type and a newly created stack is empty

# Example

Method	Return Value	Stack Contents
push(5)	—	(5)
push(3)	—	(5, 3)
size()	2	(5, 3)
pop()	3	(5)
isEmpty()	false	(5)
pop()	5	()
isEmpty()	true	()
pop()	null	()
push(7)	—	(7)
push(9)	—	(7, 9)
top()	9	(7, 9)
push(4)	—	(7, 9, 4)
size()	3	(7, 9, 4)
pop()	4	(7, 9)
push(6)	—	(7, 9, 6)
push(8)	—	(7, 9, 6, 8)
pop()	8	(7, 9, 6)

# The Stack Application Programming Interface (API)

In Java, we define an **interface** corresponding to our Stack ADT

```
1 public interface Stack<E> {  
2     int size( );  
3     boolean isEmpty( );  
4     void push(E e);  
5     E top( );  
6     E pop( );  
7 }
```

Note that this is different from `java.util.Stack`

Our Stack ADT	Class <code>java.util.Stack</code>
<code>size()</code>	<code>size()</code>
<code>isEmpty()</code>	<code>empty()</code>
<code>push(e)</code>	<code>push(e)</code>
<code>pop()</code>	<code>pop()</code>
<code>top()</code>	<code>peek()</code>

In C++, the Standard Template Library (STL) provides an implementation of a stack

# Array-Based Stack

A simple way of implementing the Stack ADT uses an array

We add elements from left to right

A variable keeps track of the index of the top element

The array storing the stack elements may become full

A push operation will then throw a `FullStackException`, which is:

- ▶ Limitation of the array-based implementation
- ▶ Not intrinsic to the Stack ADT



# Array-Based Stack Implementation

```
1 public class ArrayStack<E> implements Stack<E> {
2     public static final int CAPACITY=1000; // default array capacity
3     private E[] data; // generic array used for storage
4     private int t = -1; // index of the top element in stack
5     public ArrayStack() { this(CAPACITY); } // constructs stack with default capacity
6     public ArrayStack(int capacity) { // constructs stack with given capacity
7         data = (E[]) new Object[capacity]; // safe cast; compiler may give warning
8     }
9     public int size() { return (t + 1); }
10    public boolean isEmpty() { return (t == -1); }
11    public void push(E e) throws IllegalStateException {
12        if (size() == data.length) throw new IllegalStateException("Stack is full");
13        data[++t] = e; // increment t before storing new item
14    }
15    public E top() {
16        if (isEmpty()) return null;
17        return data[t];
18    }
19    public E pop() {
20        if (isEmpty()) return null;
21        E answer = data[t];
22        data[t] = null; // dereference to help garbage collection
23        t--;
24        return answer;
25    }
26 }
```

# Array-Based Stack: Analysis

*Drawback:* fixed-capacity array, limiting the ultimate stack size

If the application needs much less space than the reserved capacity, memory is wasted

If we try to push an element into a full stack, the implementation throws an exception and refuses to store the new element

*Analysis:* each method executes a constant number of statements involving arithmetic operations, comparisons, and assignments, or calls to `size` and `isEmpty`, which both run in constant time

Method	Running Time
<code>size</code>	$O(1)$
<code>isEmpty</code>	$O(1)$
<code>top</code>	$O(1)$
<code>push</code>	$O(1)$
<code>pop</code>	$O(1)$

Space usage:  $O(N)$ , where  $N$  is the size of the array, independent from the number  $n \leq N$  of elements in the stack



## Linked-List-Based Stack

A second simple way of implementing the Stack ADT uses a singly linked list

We add elements (to the top of the stack) at the front of the list

Thus all methods execute in constant time

The linked-list approach has memory usage proportional to the number of actual elements currently in the stack

No arbitrary capacity limits

Using the **adapter** design pattern, we modify an existing class so that its methods match those of a related, but different, class or interface

E.g. we can adapt our `SinglyLinkedList` class to define a new `LinkedStack` class

# Linked-List-Based Stack Implementation

```
1 public class LinkedStack<E> implements Stack<E> {  
2     private SinglyLinkedList<E> list = new SinglyLinkedList<>(); // an empty list  
3     public LinkedStack() { } // new stack relies on the initially empty list  
4     public int size() { return list.size(); }  
5     public boolean isEmpty() { return list.isEmpty(); }  
6     public void push(E element) { list.addFirst(element); }  
7     public E top() { return list.first(); }  
8     public E pop() { return list.removeFirst(); }  
9 }
```

# Reversing an Array

```
1  /** A generic method for reversing an array. */
2  public static <E> void reverse(E[ ] a) {
3      Stack<E> buffer = new ArrayStack<>(a.length);
4      for (int i=0; i < a.length; i++)
5          buffer.push(a[i]);
6      for (int i=0; i < a.length; i++)
7          a[i] = buffer.pop();
8  }
```

# Matching Parentheses

In arithmetic expressions that may contain various pairs of grouping symbols, like

- ▶ Parentheses: '(' and ')'
- ▶ Braces: '{' and '}'
- ▶ Brackets: '[' and ']'

each opening symbol must match its corresponding closing symbol.

Example:  $[(5 + x) - (y + z)]$

Problem: check if the grouping symbols of an arithmetic expression match up correctly

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- ▶  $(\{ [ ]\})$  Incorrect
- ▶  $($  Incorrect

# Matching Parentheses (cont'd)

**Algorithm** ParenMatch( $X, n$ )

**Input:** An array  $X$  of  $n$  tokens, each of which is either a grouping symbol, a variable, an arithmetic operator, or a number

**Output:** **true** if and only if all the grouping symbols in  $X$  match

Let  $S$  be an empty stack

**for**  $i \leftarrow 0$  to  $n - 1$  **do**

**if**  $X[i]$  is an opening grouping symbol **then**

$S.\text{push}(X[i])$

**else if**  $X[i]$  is a closing grouping symbol **then**

**if**  $S.\text{empty}()$  **then**

**return false**

▷nothing to match with

**if**  $S.\text{top}()$  does not match the type of  $X[i]$  **then**

**return false**

▷wrong type

$S.\text{pop}()$

**if**  $S.\text{empty}()$  **then**

**return true**

▷every symbol matched

**else**

**return false**

▷some symbols were never matched

# Matching Parentheses: Implementation

```
1  /** Tests if delimiters in the given expression are properly matched. */
2  public static boolean isMatched(String expression) {
3      final String opening  = "{[(";           // opening delimiters
4      final String closing  = "}]";           // respective closing delimiters
5      Stack<Character> buffer = new LinkedStack<>();
6      for (char c : expression.toCharArray()) {
7          if (opening.indexOf(c) != -1)        // this is a left delimiter
8              buffer.push(c);
9          else if (closing.indexOf(c) != -1) {  // this is a right delimiter
10             if (buffer.isEmpty())             // nothing to match with
11                 return false;
12             if (closing.indexOf(c) != opening.indexOf(buffer.pop()))
13                 return false;                // mismatched delimiter
14         }
15     }
16     return buffer.isEmpty();                 // were all opening delimiters matched?
17 }
```

# Matching Tags in a Markup Language

Application of matching delimiters: validation of markup languages such as HTML or XML

```
<body>
<center>
<h1> The Little Boat </h1>
</center>
<p> The storm tossed the little
boat like a cheap sneaker in an
old washing machine. The three
drunken fishermen were used to
such treatment, of course, but
not the tree salesman, who even as
a stowaway now felt that he
had overpaid for the voyage. </p>
<ol>
<li> Will the salesman die? </li>
<li> What color is the boat? </li>
<li> And what about Naomi? </li>
</ol>
</body>
```

(a)

## The Little Boat

The storm tossed the little boat like a cheap sneaker in an old washing machine. The three drunken fishermen were used to such treatment, of course, but not the tree salesman, who even as a stowaway now felt that he had overpaid for the voyage.

1. Will the salesman die?
2. What color is the boat?
3. And what about Naomi?

(b)

# HTML Document

In an HTML document, portions of text are delimited by **HTML tags**

Opening HTML tag: `<name>`

Closing HTML tag: `</name>`

Commonly used tags:

1. `<body>` document body
2. `<h1>` section header
3. `<center>` center justify
4. `<p>` paragraph
5. `<ol>` numbered (ordered) list
6. `<li>` list item

How can we check if an HTML document has matching tags?

# Summary

## Reading

Section 6.1 Stacks

## Questions?