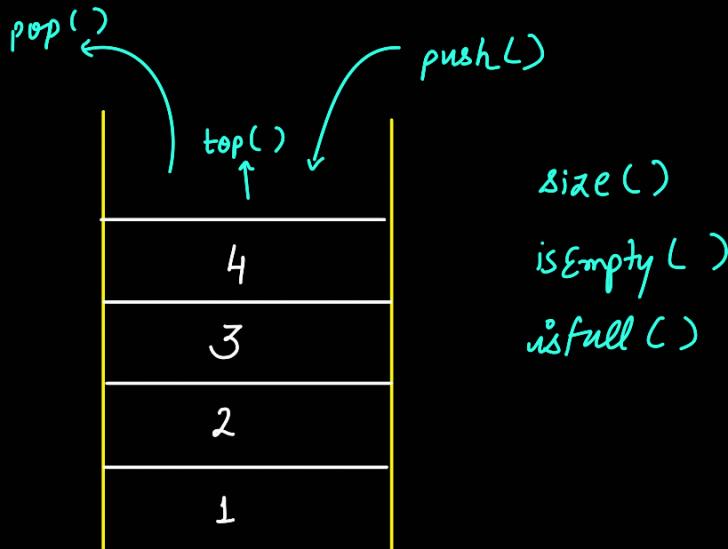


[STACKS]:

↳ Last in First Out Principle followed.



push()
(LIFO)

size()
isEmpty()
isFull()

note: all stack f'n work under
 $O(1)$ complexity (time)

Stack using arrays / linked list :

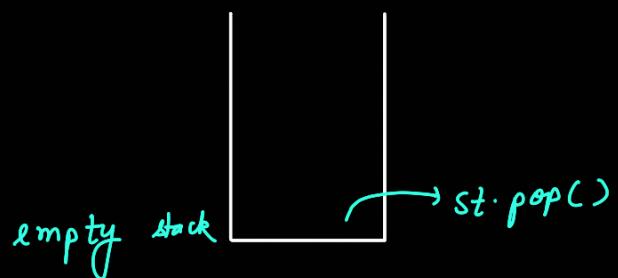
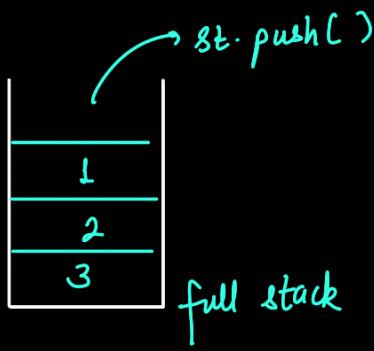
Stack size = 3

i) overflow

↳ stack ke size se jyada element add karne ke time.

ii) Underflow

↳ trying to remove when the stack is currently empty
chahiye size kuch bhi ho.



* Implementing stacks using arrays : VS code :

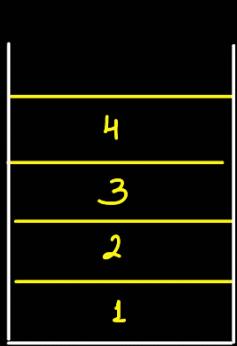
class stack {

int capacity; // we have hidden the implementation of array
as we didn't want them to be shown.

```
int* arr;  
int top;
```

{

Copy Stack Recursive ↳



[PROBLEMS:] ① Balanced Parenthesis
② Next Greater Element / next smaller / prev smaller / prev greater.

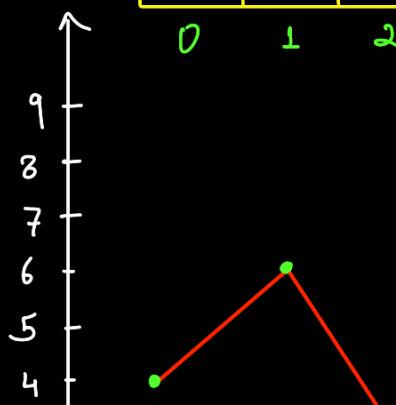
→ Given an array of integers return the array of next greater elements.

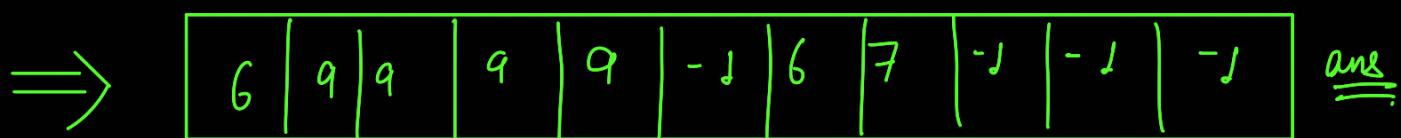
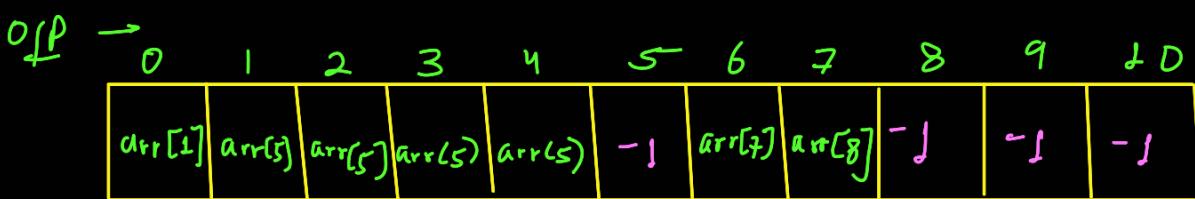
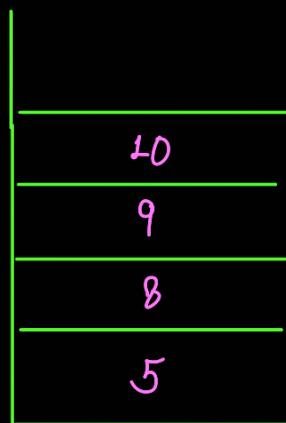
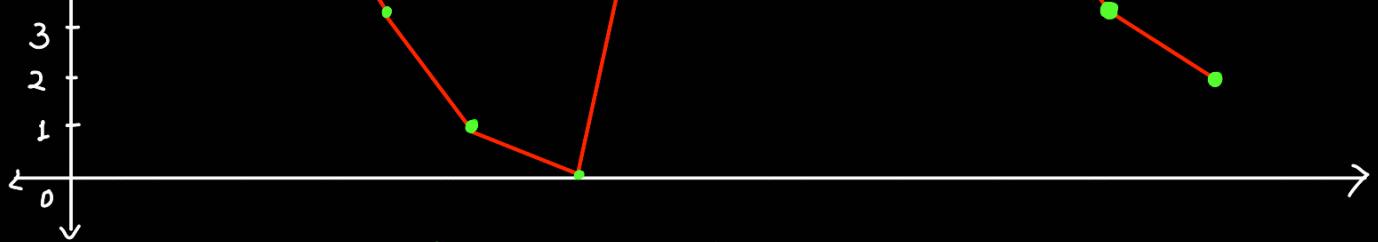
use stacks when last element thing in question, we have to let some elements wait for their turn to get the answer.

Time and Space : $O(n)$ and $O(n)$

i/p →

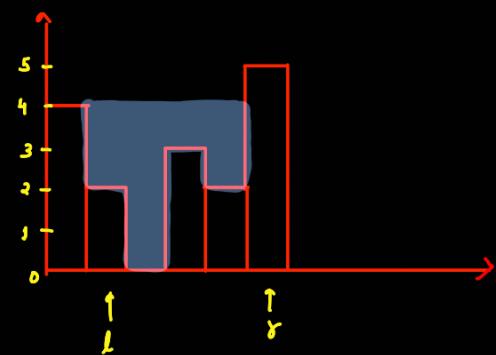
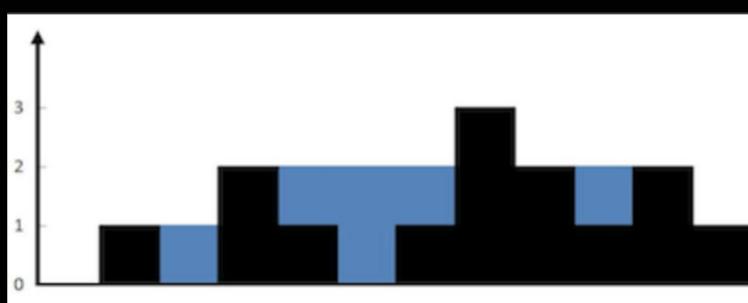
4	6	3	1	0	9	5	6	7	3	2
0	1	2	3	4	5	6	7	8	9	10





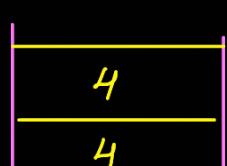
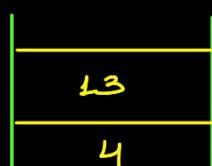
* most of the good problems of stacks are based on next greater/next smaller/prev greater/prev smaller tactics.

e.g. → Stock Span, Largest Area Histogram.



Interview Problems on Stacks: Post fix / Pre fix / In fix etc.

⇒ #1 Implement min stack:



$\min_ele = \min(\minEle, ele);$
 if $element < temp.top();$
 $temp.push(\minEle);$

6	
5	
10	

$10 \rightarrow 5 \rightarrow 6 \rightarrow 4 \rightarrow 13$

5	
5	
10	

temp

$$\left. \begin{array}{l} \text{temp.top()} = \min \text{ element} \\ \text{T.C.} = O(1) \\ \text{S.C.} = O(N) \end{array} \right\}$$

↳ maintain a temporary stack and push only if the element is less than the top element of temporary stack.

$$\Downarrow \quad \begin{array}{ll} \text{T.C.} & \text{S.C.} \\ O(1) & \underline{\text{and}} \quad O(1) \end{array}$$

-5	$\min = -5$
-1	$\min = -1$
1	$\min = 1$
6	$\min = 1$
5	$\min = 5$
10	$\min = 10$

```
void push(int val) {
    if (this->st.empty()) { // for 1st element
        this->mn = val;
        this->st.push(val); }

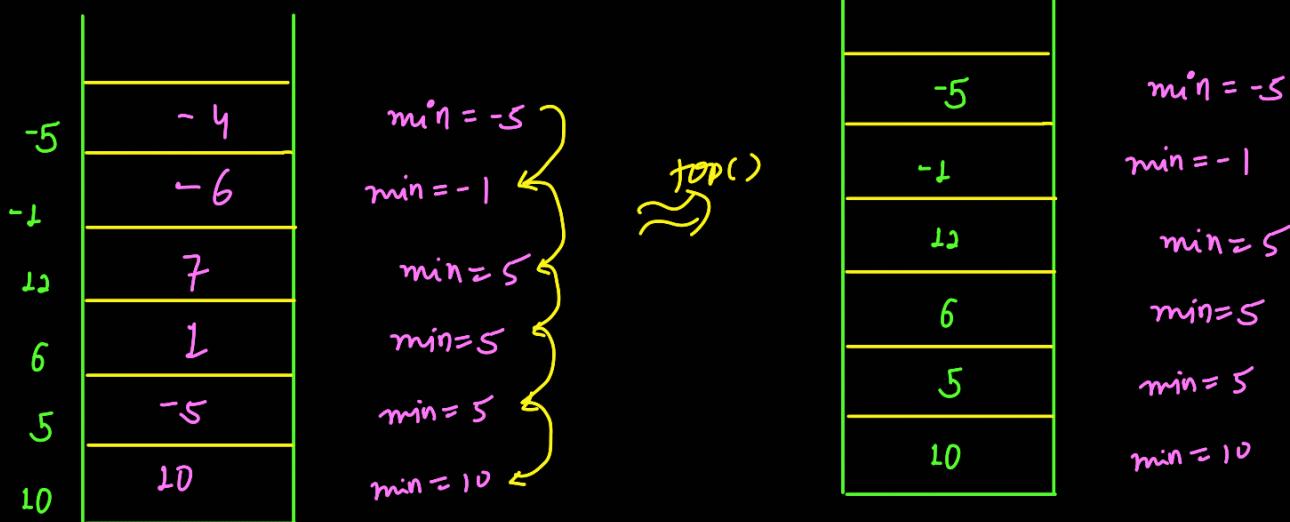
    else {
        if (this->mn > val) {
            this->st.push(val - this->mn);
            this->min = val; }
    }
}
```

pop \Rightarrow

-5	$\min = -5$
-1	$\min = -1$
1	$\min = 1$
6	$\min = 1$
5	$\min = 5$
10	$\min = 10$

```
void pop() { // will effect minimum
    if (not st.empty()) {
        if (st.top() >= 0) {
            st.pop(); }

        else {
            mn = mn - st.top();
            st.pop(); }
    }
}
```



```
int top() {
    if (st.size() == 1) {
        return st.top();
    }
    else {
        if (st.top() < 0) {
            return mn;
        }
        else
            return mn + st.top();
    }
}
```

```
int getMin() {
    return mn;
}
```

Post|pre|Infix Implementations :

Infix expressions : $a+b \times (c-d+e) \times r$

operator operand operator (BODMAS)
 $(x+y) - z$

Postfix expressions : (Reverse Polish notation)

$\hookrightarrow A B C D + - +$

$= AB \underset{\downarrow}{C+D} - +$

$= A B \underset{\curvearrowright}{- E} +$

$$= \underline{\underline{A}} + \underline{\underline{F}} = \underline{\underline{\text{result}}}$$

Postfix / Polish notation :

$$\begin{array}{c} + - A B C \\ + \overbrace{A - B}^D C \\ D + C = \underline{\underline{\text{result}}} \end{array}$$

Evaluation of postfix expressions : → code in VS Code.

$$2 \ 3 \ 1^2 + 9 -$$

↓
also eval of prefix and infix operations.

$$2 \ 3 \times 1 + 9 -$$

$$2 \ 3 + 9 -$$

$$2 + 3 \ 9 -$$

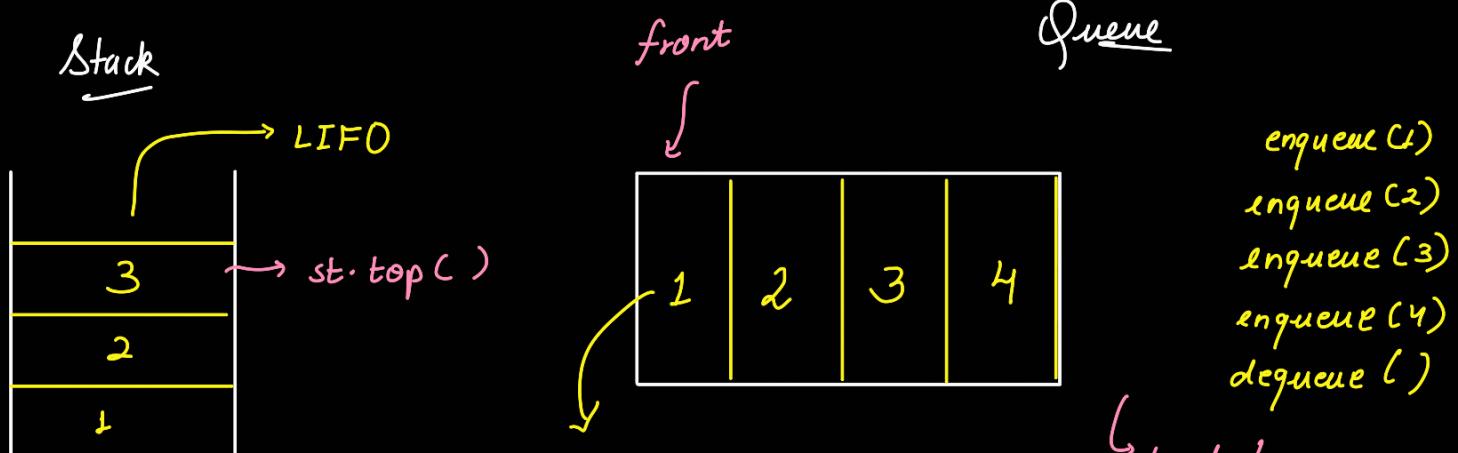
$$5 \ 9 -$$

$$5 - 9$$

$$= -\underline{\underline{4}}$$

[QUEUES :] (Data linear structure)

⇒ principle → FIFO (first in first Out)
FCFS (First come first serve)



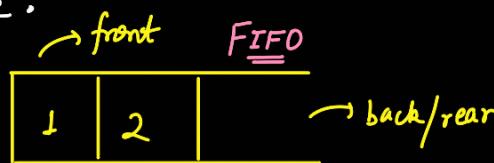
→ back/rear

* Types of Operations on Queues :

- (1) Enqueue : this operation will help us to add a new element in queue.
- (2) Dequeue : this operation will help us to remove a new element in the queue.
- (3) isFull
- (4) isEmpty
- (5) front → gives us the element that came first.

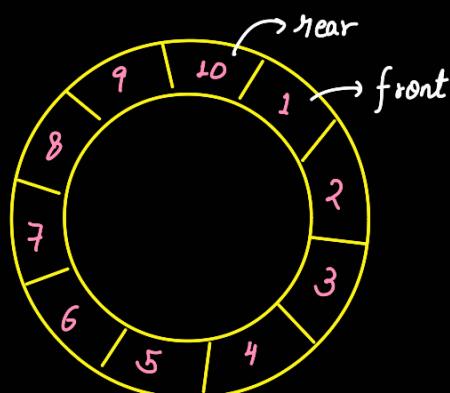
Types of Queues :

(I) Simple :

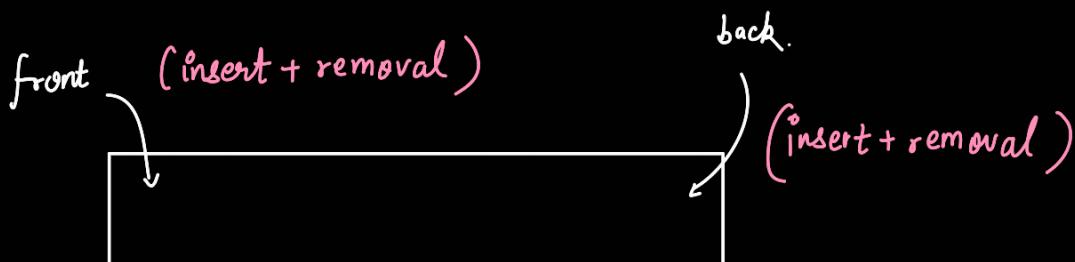


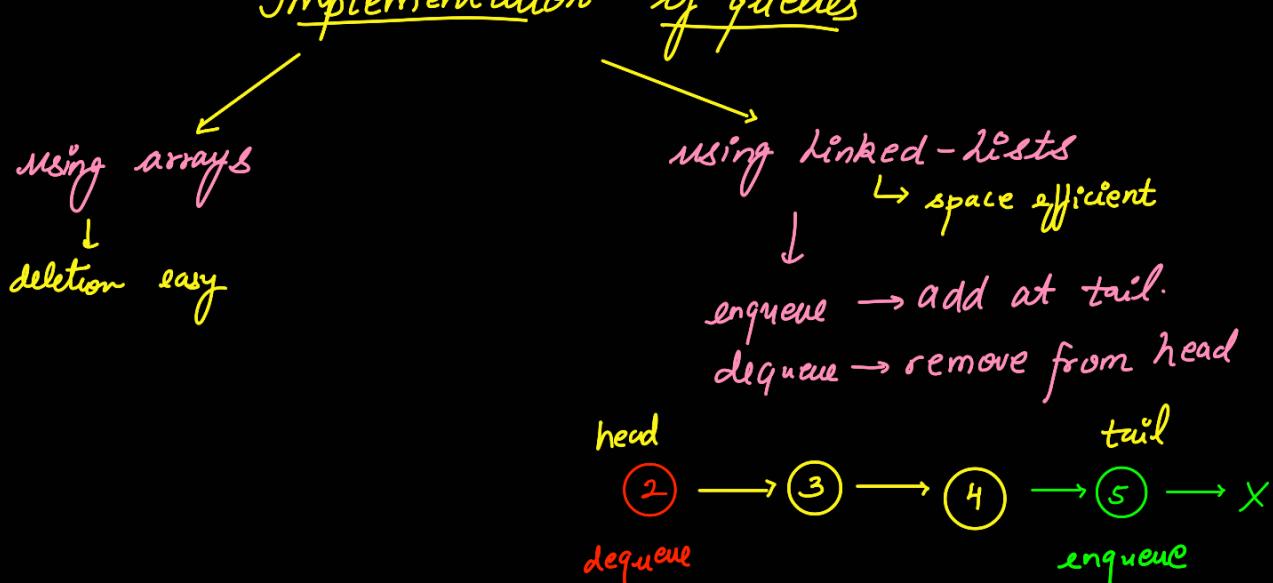
- (II) Priority queue : queue based on a property not time based.
(e.g. → max queue → max elements at front ---)

(III) Circular queue :



(IV) Double ended queue : (Deque)

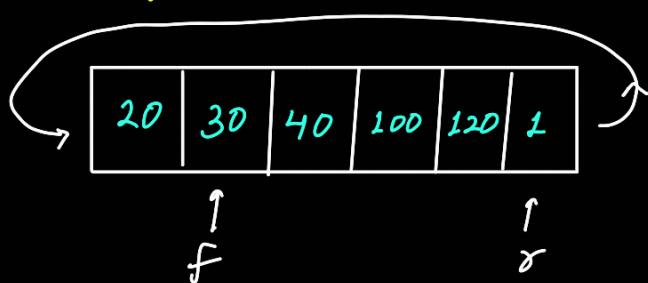




Degue : addition and removal from any end.
D
(read as deck)

HW ⇒ Implement deque using $\mathcal{O}(L^2)$.

Circular Queues :



$$\Rightarrow r = (r+1) \cdot n \quad \forall \quad r \in [0, n-1]$$

$$\Rightarrow f = (f+1) \circ n$$

when $f = r \Rightarrow$ single element present in circular queue.

when $f > r \Rightarrow$ Circular queue empty.

