



# DSA Toolkit (C++ Terminal App)

**Developer:** Mohd Meraaz

**Timeline:** May 2025

**Technologies Used:**

- C++
- File Handling
- Custom DSA Algorithms (No STL)



## Overview

The **DSA Toolkit** is a terminal-based C++ application designed to reinforce core Data Structures and Algorithms (DSA) without relying on the Standard Template Library (STL). It serves as a practical tool for students and professionals to interactively learn, implement, and test key data structures like arrays, stacks, queues, and linked lists.

The toolkit includes a multi-functional menu-driven system that allows users to perform a wide range of operations, including sorting, traversal, and a unique undo functionality using a stack.









## Objectives

- Strengthen core DSA understanding without STL dependencies.
- Provide a practical tool to explore array, stack, queue, and linked list operations.
- Implement undo functionality using stack as a real-world application.
- Reinforce modular programming practices using functions and switch-case control logic.



## Key Features

-  **Array Operations:** Insertion, Deletion, Sorting, Traversal
-  **Stack:** Push, Pop, Peek, Undo Feature
-  **Queue:** Enqueue, Dequeue, Display
-  **Linked List:** Insert at beginning/end/position, Delete, Reverse, Display
-  **Undo Functionality:** Implemented using stack to reverse recent actions

-  **File Handling:** Optional saving/loading of data (future-ready)

## Challenges & Solutions

### 1. Designing a Versatile Switch-Case System

**Challenge:** Handling multiple operations cleanly

**Solution:** Structured the code with separate functions for each data structure and operation to ensure modularity and smooth user experience.

### 2. No STL Usage

**Challenge:** Manually managing memory and data structures

**Solution:** Implemented arrays and pointers from scratch for every DSA operation to build stronger control over memory and logic flow.

### 3. Undo Functionality

**Challenge:** Efficiently tracking and reversing actions

**Solution:** Used a custom stack to record each significant change and allow state restoration, showcasing the practical use of stacks.

## Project Links

-  GitHub Repository: [DSA Toolkit](#)

## Learning Outcomes

- In-depth understanding of memory and pointer manipulation in C++
- Real-world application of stack for undo features
- Importance of modular code and clean control structures
- File handling basics in terminal-based applications
- Confidence in implementing DSA without relying on libraries

## Future Improvements

- Add Graph and Tree data structures