

#### **STACKS**

- What is Stacks?
- How Stacks are used?
- Stack Application
- Operations on Stacks
- Representation of Stacks
- Evaluation of Expressions
- Stack Implementation



# **Objectives:**

- Define stacks.
- Identify stacks are used in data structure,
- Enumerate the applications and operations in stacks,
- Identify how stacks are represented,
- Identify how expressions are evaluated, and
- Convert infix notation to postfix notation and vice versa



#### **STACKS**

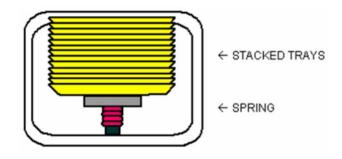
• A stack is an ordered list where all operations are restricted at one end of the list known as the **top**.

 Stacks are also used by compilers in the process of evaluating process and expressions and generating machine code language.

**STACK** is a linear data structure which follows a particular order in which the operations are performed. The order is LIFO.

**LIFO or LAST-IN-FIRST-OUT.** The last object inserted in the list will be the first one to be retrieved.

#### Example:

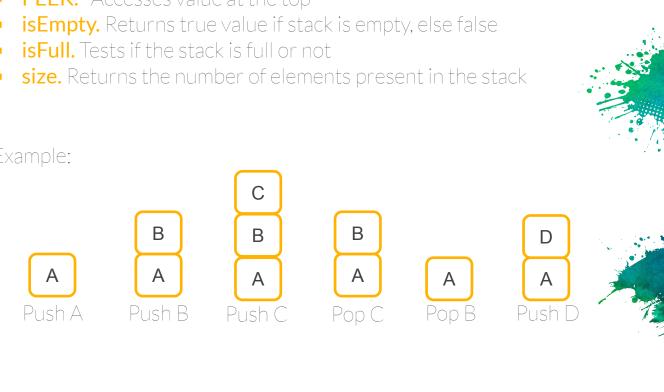




#### **Stack Operations**

- PUSH. Add items at the top
- **POP.** Removes element from the top
- **PEEK.** Accesses value at the top

#### Example:





## **Stack Applications**

- Balancing of symbols
- Infix to Postfix Notation or vice versa
- Redo-undo features at many places like editors, photoshop
- Forward and backward feature in web browsers
- Used in many algorithms like Towers of Hanoi, tree traversals
- Backtracking
- Memory management
- String reversal

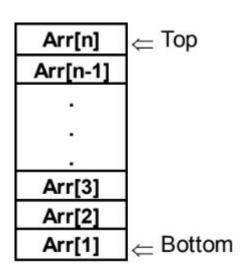


#### **Stack Representation**

There are two ways to represent a stack:

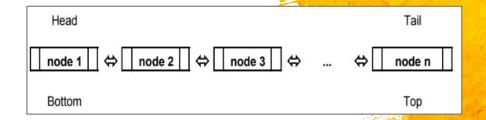
One-dimensional array

Insertion, deletion, and retrieval in using one-dimensional array, it is done from the last element in the array.



Doubly-Linked List

Insertion, deletion, and retrieval in using doubly-linked list, it is done from the tail.



in white was a second

**STACKS** 

#### **Evaluation of Expressions**

An expressions is made up of operators and operands.

Example: J/K\*L+M-O

Operator: /\*+Operand: JKLMO

- The operations to be performed on the operands are described by the associated operator.
- Operators of a higher precedence are processed first
- Evaluation is performed from left-to-right



Evaluation of Expressions : Infix and Postfix Notation

- Infix Notation operand operator operand
- Postfix Notation operand operand operator

Infix expression may be directly translated to postfix form by beginning with the conversion of the sub expression with the highest precedence



Evaluation of Expressions : Infix Notation to Postfix Notation

$$A + B =$$

• 
$$((A/B/C)*(D+E)) =$$

ABC//DE+

ABC//DE+\*

$$((A+B)/(C-A))+(D*E) = A$$

AB+CA-/

AB+CA-/DE\*+



Exercise Problem : Infix Notation to Postfix Notation

Convert the following infix notation to postfix notation

1.) 
$$(A * B + C) / D - E * F$$

2.) 
$$P/O + D - S * R$$

3.) 
$$J * Q + S - V / B - N$$

4.) 
$$H - (A + K) + E * D$$

5.) 
$$L/(F-R)+(O*R-(W/D))$$



#### **Postfix Notation**

The algorithm for Postfix performs the following operations on expressions written in infix notation:

- Detects errors in the syntax of the infix expression.
- Transforms the infix expression into postfix notation.

#### Algorithm

- If recognize an operand, push it on the stack.
- If recognize an operator, pop its operands, apply the operator and push the value on the stack.
- Upon conclusion, the value of the postfix expression is on the top of the stack.



#### Postfix Notation to Infix Notation

ABCD\*+/E\*F-

, NO		
STACKS		
A		
В	А	
A		
/ (B+ (C*D)		
/ (B+ (C*D) * E		
/	(B+ (C*D)	

#### Postfix Notation to Infix Notation

AB+

A + B

XYZ/\*

X \* (Y/Z)

■ ABC/-JK/L-\* A-(B/C)

(A-(B/C))\*((J/K)-L)



Exercise Problem : Postfix Notation to Infix Notation

Convert the following postfix notation to infix notation

- 1.) AB\*C+DEF\*-/
- 2.) PO/D+SR\*-
- 3.) JQ\*S+VB/-N-
- 4.)  $HAK + -ED^* -$
- 5.) LFR-/OR\*WD/-+



In order to create a stack, import the java.util.Stack package first.

To create a stack in Java:

Stack<Type> stacks = new Stack<>();

**Type** indicates the stack's type. Example:

Stack<Integer> stacks = new Stack<>(); Stack<String> stacks = new Stack<>();



push() and pop() Method

```
C:\Windows\system32\cmd.exe

Stack: [Apple, Banana, Orange, Grape, Watermelon]
Stack after pop: [Apple, Banana, Orange]
Press any key to continue . . .
```

```
import java.util.Stack;
class StackFruitsPushPop {
 public static void main(String[] args) {
    // create an object of Stack class
    Stack<String> fruits = new Stack<>();
    // push elements to top of stack
    fruits.push("Apple");
    fruits.push ("Banana");
    fruits.push ("Orange");
    fruits.push("Grape");
    fruits.push("Watermelon");
    System.out.println("Stack: " + fruits);
    // pop elements from the top
    fruits.pop();
    fruits.pop();
    System.out.println("Stack after pop: " + fruits);
```

peek() Method

```
C:\Windows\system32\cmd.exe

Stack: [Apple, Banana, Orange, Grape, Watermelon]
Element at top: Watermelon
Press any key to continue . . .
```

```
import java.util.Stack;
class StackFruitsPeek
 public static void main(String[] args) {
    // create an object of Stack class
   Stack<String> fruits = new Stack<>();
   // push elements to top of stack
   fruits.push("Apple");
   fruits.push ("Banana");
   fruits.push("Orange");
   fruits.push("Grape");
   fruits.push("Watermelon");
   System.out.println("Stack: " + fruits);
    // access element from the top
   String element = fruits.peek();
   System.out.println("Element at top: " + element);
```

search() Method

```
C:\Windows\system32\cmd.exe

Stack: [Apple, Banana, Orange, Grape, Watermelon]
Banana at Position: 4
Press any key to continue . . .
```

```
import java.util.Stack;
class StackFruitsSearch {
 public static void main (String[] args) {
    // create an object of Stack class
    Stack<String> fruits = new Stack<>();
    // push elements to top of stack
    fruits.push ("Apple");
    fruits.push ("Banana");
    fruits.push("Orange");
    fruits.push("Grape");
    fruits.push("Watermelon");
    System.out.println("Stack: " + fruits);
    // search an element
    int position = fruits.search("Banana");
    System.out.println("Banana at Position: " + position);
```

empty() Method - False

```
Stack: [Apple, Banana, Orange, Grape, Watermelon]
Is the stack empty? false
Press any key to continue . . .
```

```
import java.util.Stack;
class StackFruitsEmpty
 public static void main (String[] args)
    // create an object of Stack class
    Stack<String> fruits = new Stack<>();
    // push elements to top of stack
    fruits.push ("Apple");
    fruits.push ("Banana");
    fruits.push ("Orange");
    fruits.push ("Grape");
    fruits.push("Watermelon");
    System.out.println("Stack: " + fruits);
    // check if stack is empty
    boolean result = fruits.empty();
    System.out.println("Is the stack empty? " + result);
```

empty() Method - True

```
C:\Windows\system32\cmd.exe

Stack: [Apple, Banana, Orange, Grape, Watermelon]
Is the stack empty? true
Press any key to continue . . .
```

```
import java.util.Stack;
class StackFruitsEmpty {
 public static void main(String[] args) {
   // create an object of Stack class
   Stack<String> fruits = new Stack<>();
   // push elements to top of stack
   fruits.push("Apple");
   fruits.push ("Banana");
   fruits.push("Orange");
   fruits.push("Grape");
   fruits.push("Watermelon");
   System.out.println("Stack: " + fruits);
   fruits.pop();
   fruits.pop();
   fruits.pop();
   fruits.pop();
   fruits.pop();
   // check if stack is empty
   boolean result = fruits.empty();
   System.out.println("Is the stack empty? " + result);
```

java.util.Stack.size() Method

```
Stack: [Apple, Banana, Orange, Grape, Lemon]
Stack size: 5
Press any key to continue . . .
```

```
import java.util.Stack;
class StackFruitsSize
 public static void main(String[] args) {
    // create an object of Stack class
    Stack<String> fruits = new Stack<>();
    // push elements to top of stack
    fruits.push("Apple");
    fruits.push ("Banana");
    fruits.push("Orange");
    fruits.push ("Grape");
    fruits.push("Lemon");
    System.out.println("Stack: " + fruits);
    //java.util.Stack.size() method
    System.out.println("Stack size: " + fruits.size());
```

Print/Iterate Stack elements using Iterator

```
Stack elements:
4
7
8
Press any key to continue . . .
```

```
import java.util.*;
public class StackIterate
    public static void main (String[] args) {
        //declare and initialize a stack object
        Stack<Integer> stack = new Stack<Integer>();
        stack.push (4);
        stack.push (7);
        stack.push (8);
        System.out.println("Stack elements:");
        //get an iterator for the stack
        Iterator iterator = stack.iterator();
        //traverse the stack using iterator in a loop and print each element
        while (iterator.hasNext()) {
        System.out.println(iterator.next() + " ");
```

Stack applying push, pop and determining if stack is empty or not.

```
C:\Windows\system32\cmd.exe

Top element is: D
Stack size is 2
Stack is not Empty
Press any key to continue . . .
```

```
import java.util.*;
class StackTheory
   public static void main(String[] args)
       Stack<String> stack = new Stack<String>();
        stack.push ("A");
                               Insert "A" in the stack
        stack.push ("B");
                               Insert "B" in the stack
        stack.push ("C");
                            // Insert "C" in the stack
        stack.push("D");
                               Insert "D" in the stack
        // Prints the top of the stack ("D")
        System.out.println("Top element is: " + stack.peek());
        stack.pop();
                        // removing the top ("D")
        stack.pop();
                        // removing the next top ("C")
        // Returns the number of elements present in the stack
        System.out.println("Stack size is " + stack.size());
        // check if stack is empty
       if (stack.emptv())
            System.out.println("Stack is Empty");
        else
            System.out.println("Stack is not Empty");
```

```
class StackImplemJava {
 private int arr[];
                          // store elements of stack
 private int top;
                          // represent top of stack
 private int capacity;
                          // total capacity of the stack
 StackImplemJava(int size) {
                                      // Creating a stack
   arr = new int[size]; // initialize the array
   capacity = size; // initialize the stack variables
   top = -1;
 public void push (int x) { // push elements to the top of stack
   if (isFull()) {
     System.out.println("Stack OverFlow");
     System.exit(1);
                            // terminates the program
 // insert element on top of stack
   System.out.println("Inserting " + x);
   arr[++top] = x;
```

```
// pop elements from top of stack
public int pop() {
 // if stack is empty
  // no element to pop
  if (isEmpty()) {
    System.out.println("STACK EMPTY");
    // terminates the program
    System.exit(1);
  // pop element from top of stack
  return arr[top--];
// return size of the stack
public int getSize() {
  return top + 1;
// check if the stack is empty
public Boolean isEmpty() {
  return top == -1;
// check if the stack is full
public Boolean isFull() {
  return top == capacity - 1;
```

```
Inserting 1
Inserting 2
Inserting 3
Stack: 1, 2, 3,
After popping out
1, 2, Press any key to continue . . .
```

```
// display elements of stack
public void printStack() {
  for (int i = 0; i <= top; i++) {
    System.out.print(arr[i] + ", ");
public static void main(String[] args)
  StackImplemJava stack = new StackImplemJava(5);
  stack.push(1);
  stack.push(2);
  stack.push(3);
  System.out.print("Stack: ");
  stack.printStack();
    remove element from stack
  stack.pop();
  System.out.println("\nAfter popping out");
  stack.printStack();
```

```
class StackBasic {
    static final int MAX = 100;
    int top;
    int a[] = new int[MAX]; // Maximum size of Stack
    boolean isEmpty()
        return (top < 0);
    StackBasic()
        top = -1;
    boolean push (int num)
        if (top >= (MAX - 1)) {
            System.out.println("Stack Overflow");
            return false;
        else {
            a[++top] = num;
            System.out.println(num + " pushed into stack");
            return true;
```

```
int pop()
    if (top < 0) {
        System.out.println("Stack Underflow");
        return 0;
    else {
        int num = a[top--];
        return num;
int peek()
    if (top < 0) {
        System.out.println("Stack Underflow");
        return 0;
    else (
        int num = a[top];
        return num;
```

```
public static void main(String args[])
{
    StackBasic s = new StackBasic();
    s.push(1);
    s.push(2);
    s.push(3);
    System.out.println(s.pop() + " Popped from stack");
    System.out.println(s.pop() + " Popped from stack");
}
```

```
1 pushed into stack
2 pushed into stack
3 pushed into stack
3 Popped from stack
2 Popped from stack
Press any key to continue . . .
```



The stack data structure can be converted to an Array using 'toArray()' method of the Stack class

```
C:\Windows\system32\cmd.exe

The Stack contents: [A1, B2, C3]
The Array contents: A1 B2 C3 Press any k
```

```
import java.util.*;
public class StackToArray
   public static void main (String[] args) {
        //declare and initialize a stack object
        Stack<String> stack = new Stack<String>();
        stack.push("A1");
        stack.push("B2");
        stack.push("C3");
        //print the stack
        System.out.println("The Stack contents: " + stack);
        // Create the array and use toArray() method to convert stack to array
       Object[] strArray = stack.toArray();
        //print the array
        System.out.print("The Array contents:");
        for (int j = 0; j < strArray.length; j++)
            System.out.print(strArray[j]+ " ");
```





