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ASSIGNMENT-DAY-8

Question 2

Implement push, pop and find the minimum element in a stack in O(1) time complexity.

```
#include <iostream>
#include <stdlib.h>

using namespace std;

/* A simple stack class with
basic stack funtionalities */
class Stack {
private:
        static const int max = 100;
        int arr[max];
        int top;

public:
        Stack() { top = -1; }
        bool isEmpty();
        bool isFull();
        int pop();
        void push(int x);
};

/* Stack's member method to check
if the stack is iempty */
bool Stack::isEmpty()
{
        if (top == -1)
                return true;
        return false;
}

/* Stack's member method to check
if the stack is full */
bool Stack::isFull()
{
        if (top == max - 1)
```

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```
                return true;
        return false;
}

/* Stack's member method to remove
an element from it */
int Stack::pop()
{
        if (isEmpty()) {
                cout << "Stack Underflow";

                abort();
        }
        int x = arr[top];
        top--;
        return x;
}

/* Stack's member method to insert
an element to it */
void Stack::push(int x)
{
        if (isFull()) {
                cout << "Stack Overflow";
                abort();
        }
        top++;
        arr[top] = x;
}

/* A class that supports all the stack
operations and one additional
operation getMin() that returns the
minimum element from stack at
any time. This class inherits from
the stack class and uses an
auxiliarry stack that holds minimum
elements */
```

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```
class SpecialStack : public Stack {
        Stack min;

public:
        int pop();
        void push(int x);
        int getMin();
};

/* SpecialStack's member method to insert
an element to it. This method
makes sure that the min stack is also
updated with appropriate minimum
values */
void SpecialStack::push(int x)
{
        if (isEmpty() == true) {
                Stack::push(x);
                min.push(x);
        }
        else {
                Stack::push(x);
                int y = min.pop();
                min.push(y);
                if (x < y)
                        min.push(x);
                else
                        min.push(y);
        }
}

/* SpecialStack's member method to
remove an element from it. This method
removes top element from min stack also. */
int SpecialStack::pop()
{
        int x = Stack::pop();
        min.pop();
```

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```
        return x;
}

/* SpecialStack's member method to get
minimum element from it. */
int SpecialStack::getMin()
{
        int x = min.pop();
        min.push(x);
        return x;
}

/* Driver program to test SpecialStack
methods */
int main()
{
        SpecialStack s;
        s.push(10);
        s.push(20);
        s.push(30);
        cout << s.getMin() << endl;
        s.push(5);
        cout << s.getMin();
        return 0;
}
```