

**Assignment On:**  
**“ ADVANCED DATA STRUCTURES AND ALGORITHMS ”**  
**(Assignment 3)**

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**Question:**

- 1. Create an Undo-Redo System Using Two Stacks. Implement Push, Pop, and Display Operations.**

**Code:**

```
class UndoRedoSystem:
    def __init__(self):
        self.undo_stack = []
        self.redo_stack = []

    # Push a new action
    def push_action(self, action):
        self.undo_stack.append(action)
        self.redo_stack.clear() # Clear redo history when a new action happens
        print(f"Action added: {action}")

    # Undo operation
    def undo(self):
        if not self.undo_stack:
            print("Nothing to undo.")
            return

        action = self.undo_stack.pop()
        self.redo_stack.append(action)
```

```

        print(f"Undo: {action}")

# Redo operation
def redo(self):
    if not self.redo_stack:
        print("Nothing to redo.")
        return

    action = self.redo_stack.pop()
    self.undo_stack.append(action)
    print(f"Redo: {action}")

# Display both stacks
def display(self):
    print("\n--- Undo-Redo Status ---")
    print("Undo Stack:", self.undo_stack)
    print("Redo Stack:", self.redo_stack)
    print("-----")

# -----
# Example Usage
# -----
system = UndoRedoSystem()

system.push_action("Type A")
system.push_action("Type B")
system.push_action("Type C")

system.display()

system.undo()
system.undo()

system.display()

system.redo()

system.display()

```

### Output:

Action added: Type A

Action added: Type B

Action added: Type C

--- Undo-Redo Status ---

Undo Stack: ['Type A', 'Type B', 'Type C']

Redo Stack: []

-----

Undo: Type C

Undo: Type B

--- Undo-Redo Status ---

Undo Stack: ['Type A']

Redo Stack: ['Type C', 'Type B']

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Redo: Type B

--- Undo-Redo Status ---

Undo Stack: ['Type A', 'Type B']

Redo Stack: ['Type C']

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