

Data Structures Lab
Session 7

Course: Data Structures Lab (CS-2001)

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T.A: N/A

Note:

- Lab manual cover following below Stack and Queue topics
 {Stack with Array and Linked list , Application of Stack, Queue with Array and Linked List , Application of Queue }
- Maintain discipline during the lab.
- Just raise hand if you have any problem.
- Completing all tasks of each lab is compulsory.
- Get your lab checked at the end of the session.

Stack with Array

Sample Code of Stack in Array

```
class Stack {
    int top;

public:
    int a[MAX]; // Maximum size of Stack

    Stack() { top = -1; }
    bool push(int x);
    int pop();
    int peek();
    bool isEmpty();
};

bool Stack::push(int x)
{
    if (top >= (MAX - 1)) {
        cout << "Stack Overflow";
        return false;
    }
    else {
        a[++top] = x;
        cout << x << " pushed into stack\n";
        return true;
    }
}
```

```

}

int Stack::pop()
{
    if (top < 0) {
        cout << "Stack Underflow";
        return 0;
    }
    else {
        int x = a[top--];
        return x;
    }
}

int Stack::peek()
{
    if (top < 0) {
        cout << "Stack is Empty";
        return 0;
    }
    else {
        int x = a[top];
        return x;
    }
}

bool Stack::isEmpty()
{
    return (top < 0);
}

```

Task-1:

- A. Design a Main class of upper code which perform the below task
1. Insert 10 Integers values in the stack
 2. If the Insert input reach the Highest index of Array display the message Stack overflow
 3. Remove the Inserted values till the Last value and print the message that stack is empty

Stack with Linked list

Sample Code of Stack using Linked List

```
struct Node
```

```

{
    int data;
    struct Node* link;
};

struct Node* top;

// Utility function to add an element
// data in the stack insert at the beginning
void push(int data)
{
    // Create new node temp and allocate memory
    struct Node* temp;
    temp = new Node();

    // Check if stack (heap) is full.
    // Then inserting an element would
    // lead to stack overflow
    if (!temp)
    {
        cout << "\nHeap Overflow";
        exit(1);
    }

    // Initialize data into temp data field
    temp->data = data;

    // Put top pointer reference into temp link
    temp->link = top;

    // Make temp as top of Stack
    top = temp;
}

```

Task-2:

- A. Design a Main class of upper code which perform the below task
 1. Insert 10 Integers values in the stack
 2. Write a utility function for upper code to display all the inserted integer values in the linked list in forward and reverse direction both
 3. Write utility function to pop top element from the stack
 4. Write a utility function for upper code to store String “Oblivionaire” and then reverse the

string .

Application of Stack (convert infix expression to prefix)

Infix To Prefix Pseudocode :

1. Reverse infix expression & swap '(' to ')' & ')' to '('
2. Scan Expression from Left to Right
3. Print OPERANDs as they arrive
4. If OPERATOR arrives & Stack is empty, PUSH to stack
5. IF in coming OPERATOR has HIGHER precedence than the TOP of the Stack, PUSH it on stack
6. IF incoming OPERATOR has EQUAL precedence with TOP of Stack && incoming OPERATOR is '^', POP & PRINT TOP of Stack. Then test the incoming OPERATOR against the NEW TOP of the stack.
7. IF incoming OPERATOR has EQUAL precedence with TOP of Stack, PUSH it on Stack.
8. IF incoming OPERATOR has LOWER precedence than the TOP of the Stack, then POP and PRINT the TOP. Then test the incoming OPERATOR against the NEW TOP of the stack.
9. At the end of Expression, POP & PRINT all OPERATORS from stack
10. IF incoming SYMBOL is '(' PUSH it onto Stack.
11. IF incoming SYMBOL is ')' POP the stack & PRINT OPERATORS till '(' is found or Stack Empty. POP out that '(' from stack
12. IF TOP of the stack is '(' PUSH OPERATOR on Stack
13. At the end Reverse the output string again.

Code Snippet:

```
#include<bits/stdc++.h>
using namespace std;
//Functions to check Operator and return the precedence of operators
bool isOperator(char c)
{
    if (c == '+' || c == '-' || c == '*' || c == '/' || c == '^') {
        return true;
    }
    else {
        return false;
    }
}

int precedence(char c)
{
    if (c == '^')
        return 3;
    else if (c == '*' || c == '/')
```

```

        return 2;
    else if (c == '+' || c == '-')
        return 1;
    else
        return -1;
}

int main()
{
    string exp = "a+b*(c^d-e)^(f+g*h)-i";
    infixToPrefix(exp);
    return 0;
}

```

Task-3:

A. Use the Upper code snippet implement the utility function with the help of array based stack into **infixToPrefix** by using pseudocode .

Queue with Array

```

using namespace std;

// A structure to represent a queue
class Queue {
public:
    int front, rear, size;
    unsigned capacity;
    int* array;
};

// function to create a queue
// of given capacity.
// It initializes size of queue as 0
Queue* createQueue(unsigned capacity)
{
    Queue* queue = new Queue();
    queue->capacity = capacity;
    queue->front = queue->size = 0;

    // This is important, see the enqueue
    queue->rear = capacity - 1;
    queue->array = new int[queue->capacity];
}

```

```
return queue;
```

```
}
```

Task-4:

A. Use the Upper code snippet implement the following utility function in the Array based Queue

1. Write a function **QueueCapacity** when the Queue is Full
2. Write a function **ADDMember** when a new integer value is added in the array
3. Write a function **RemoveMember** when any data member is remove from the queue

Queue with Linked list

Sample Code

```
#include <iostream>
using namespace std;
struct node {
    int data;
    struct node *next;};
struct node* front = NULL;
struct node* rear = NULL;
struct node* temp;
void Insert() {
    int val;
    cout<<"Insert the element in queue : "<<endl;
    cin>>val;
    if (rear == NULL) {
        rear = (struct node *)malloc(sizeof(struct node));
        rear->next = NULL;
        rear->data = val;
        front = rear;
    } else {
        temp=(edlist struct node *)malloc(sizeof(struct node));
        rear->next = temp;
        temp->data = val;
        temp->next = NULL;
        rear = temp;
    }
}
```

Task-05:

B. Use the Upper code snippet to implement the following utility function in the Link based Queue

4. Write a function **QueueCapacity** when the Queue is Full
5. Write a function **ADDMember** when a new integer value is added in the linkedlist
6. Write a function **RemoveMember** when any data member is removed from the queue.

Task 6:

- 1) Using the code developed in Task-01 & 02, Perform the Dequeue function:
 - a) Remove an element from the front, move the rest of the element to one index forward.
 - b) Remove an element from the Rear, shifting the rear one index forward.
 - c) Remove elements using the Wrap Around Technique.

Combined Application of Queue and Stack
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Task-7:

A palindrome is a word, phrase, number, or another sequence of characters that reads the same backward and forwards. Can you determine if a given string, *s*, is a palindrome?

To solve this challenge, we must first take each character in *s*, enqueue it in a queue, and also push that same character onto a stack. Once that's done, we must dequeue the first character from the queue and pop the top character off the stack, then compare the two characters to see if they are the same; as long as the characters match, we continue dequeuing, popping, and comparing each character until our containers are empty (a non-match means *s* isn't a palindrome). Write the following declarations and implementations:

1. Two instance variables: one for your *stack*, and one for your *queue*.
2. A void pushCharacter(char ch) method that pushes a character onto a stack.
3. A void enqueueCharacter(char ch) method that enqueues a character in the *queue* instance variable.
4. A char popCharacter() method that pops and returns the character at the top of the *stack* instance variable.
5. A char dequeueCharacter() method that dequeues and returns the first character in the *queue* instance variable.

Sample Input

Enter string(is composed of lowercase English letters): **civic**

Sample Output

The word, **civic**, is a palindrome.

Reference:

Stack with Array and Linked list

Stack is a linear data structure which follows a particular order in which the operations are performed. The order may be LIFO (Last In First Out) or FILO (First In Last Out).

Mainly the following three basic operations are performed in the stack:

- **Push:** Adds an item in the stack. If the stack is full, then it is said to be an Overflow condition.
- **Pop:** Removes an item from the stack. The items are popped in the reversed order in which they are pushed. If the stack is empty, then it is said to be an Underflow condition.
- **Peek or Top:** Returns top element of stack.
- **isEmpty:** Returns true if stack is empty, else false

Application of Stack

An arithmetic expression can be written in three different but equivalent notations, i.e., without changing the essence or output of an expression. These notations are –

- Infix Notation
- Prefix (Polish) Notation
- Postfix (Reverse-Polish) Notation

Infix Notation

We write expression in **infix** notation, e.g. $a - b + c$, where operators are used **in-between** operands. It is easy for us humans to read, write, and speak in infix notation but the same does not go well with computing devices. An algorithm to process infix notation could be difficult and costly in terms of time and space consumption.

Prefix Notation

In this notation, operator is **prefixed** to operands, i.e. operator is written ahead of operands. For example, **+ab**. This is equivalent to its infix notation $a + b$. Prefix notation is also known as **Polish Notation**.

Postfix Notation

This notation style is known as **Reversed Polish Notation**. In this notation style, the operator is **postfixed** to the operands i.e., the operator is written after the operands. For example, **ab+**. This is equivalent to its infix notation $a + b$.

Sr.No.	Infix Notation	Prefix Notation	Postfix Notation
1	$a + b$	$+ a b$	$a b +$
2	$(a + b) * c$	$* + a b c$	$a b + c *$
3	$a * (b + c)$	$* a + b c$	$a b c + *$
4	$a / b + c / d$	$+ / a b / c d$	$a b / c d / +$
5	$(a + b) * (c + d)$	$* + a b + c d$	$a b + c d + *$
6	$((a + b) * c) - d$	$- * + a b c d$	$a b + c * d -$

Table-1

Queue with Array and Linked list

A Queue is a linear structure which follows a particular order in which the operations are performed. The order is First In First Out (FIFO). A good example of a queue is any queue of consumers for a resource where the consumer that came first is served first. The difference between stacks and queues is in removing. In a stack we remove the item the most recently added; in a queue, we remove the item the least recently added.

Following are the Operations on Queue

1.Enqueue: Adds an item to the queue. If the queue is full, then it is said to be an Overflow condition.

2.Dequeue: Removes an item from the queue. The items are popped in the same order in which they are pushed. If the queue is empty, then it is said to be an Underflow condition.

3.Front: Get the front item from queue.

4.Rear: Get the last item from queue.

Applications of Queue

A priority queue in c++ is a type of container adapter, which processes only the highest priority element, i.e. the first element will be the maximum of all elements in the queue, and elements are in decreasing order.

Difference between a queue and priority queue :

- Priority Queue container processes the element with the highest priority, whereas no priority exists in a queue.
 - Queue follows First-in-First-out (FIFO) rule, but in the priority queue highest priority element will be deleted first.
 - If more than one element exists with the same priority, then, in this case, the order of queue will be taken.
1. **empty()** – This method checks whether the priority_queue container is empty or not. If it is empty, return true, else false. It does not take any parameter.
 2. **size()** – This method gives the number of elements in the priority queue container. It returns the size in an integer. It does not take any parameter.
 3. **push()** – This method inserts the element into the queue. Firstly, the element is added to the end of the queue, and simultaneously elements reorder themselves with priority. It takes value in the parameter.
 4. **pop()** – This method delete the top element (highest priority) from the priority_queue. It does not take any parameter.
 5. **top()** – This method gives the top element from the priority queue container. It does not take any parameter.
 6. **swap()** – This method swaps the elements of a priority_queue with another

priority_queue of the same size and type. It takes the priority queue in a parameter whose values need to be swapped.

7. **emplace()** – This method adds a new element in a container at the top of the priority queue. It takes value in a parameter.

Lab7: Stack and Queue (using both Arrays and Linked List)		
Std Name: Std_ID:		
Lab1-Tasks	Completed	Checked
Task #1		
Task #2		
Task #3		
Task# 4		
Task# 5		
Task# 6		
Task #7		