



Data Structures and its Applications

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DATA STRUCTURES AND ITS APPLICATIONS

Stacks – Linked List Implementation

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- A stack can be easily implemented through the linked list. In the Implementation by a linked list, the stack contains a top pointer. which is “head” of the stack. The pushing and popping of items happens at the head of the list.

Structure of the stack

struct node

{

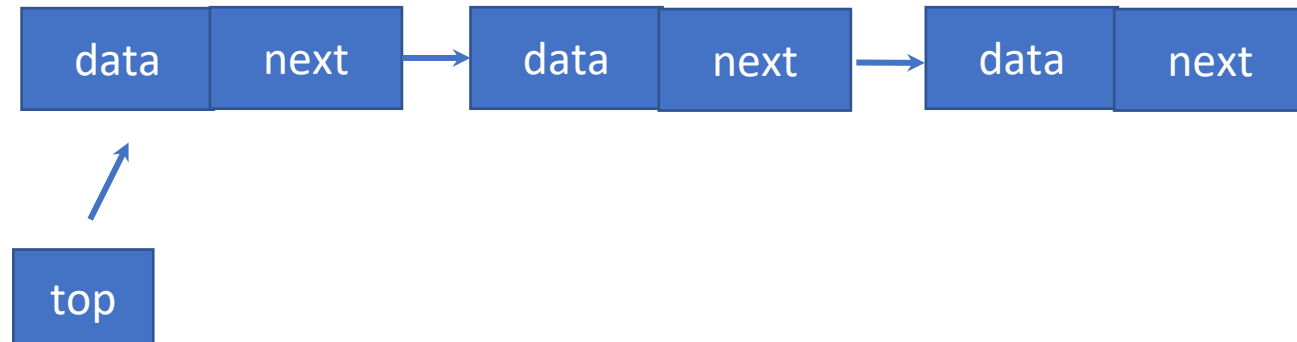
int data;

struct node *next;

}

struct node *top

top=NULL;



Note :

- Items of the stack represented as the linked list.
- Each item is a node
- Top is a pointer that points to the first node (top of the stack)
- Top is initially NULL (Empty stack)
- Insertion and deletion happens at the front of the list
- stack size is not limited.

Operations on the stack

- Push : Inserting an element at the front of the list
- Pop : delete an element from the front of the list
- Display : displaying the list

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//implements the push operation

```
void push(int x, struct node **top)
{
    struct node *temp;
    temp=(struct node*)malloc(sizeof(struct node));
    temp->data=x;
    temp->next=*top; // insert in front of the list
    *top=temp; // make top points to the new top node
}
```

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//implements the pop operation
//returns top element, -1 if stack is empty

```
int pop(struct node **top)
{
    int x;
    struct node *q;

    if(*top==NULL)
    {
        printf("Empty Stack\n");
        return -1;
    }
}
```

//implements the pop operation

else

```
{  
    q=*top;  
    x=q->data; // get the top element  
    *top=q->next; // make top point to the next top  
    free(q); // free the memory of the node  
    return(x);  
}  
}
```

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//implements the display operation

```
void display(struct node *top)
{
    if(top==NULL)
        printf("Empty Stack\n");
    else
    {
        while(top!=NULL)
        {
            printf("%d->",top->data);
            top=top->next;
        }
    }
}
```


Another representation of structure of stack

struct node

```
{  
    int data;  
    struct node *next;  
};
```

struct stack

```
{  
    struct node *top;  
}
```

struct stack s;

s.top=NULL;

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//implements the push operation

void push(int x, struct stack * s)

//s is pointer to structure stack

{

struct node *temp;

temp=(struct node*)malloc(sizeof(struct node));

temp->data=x;

temp->next=s->top; // insert in front of the list

s->top=temp; // make top points to the new top node

}

//implements the pop operation
//returns top element, -1 if stack is empty

```
int pop(struct stack *s)
{
    int x;
    struct node *q;

    if(s->top==NULL)
    {
        printf("Empty Stack\n");
        return -1;
    }
}
```

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//implements the pop operation

```
else
{
    q=s->top;
    x=q->data; // get the top element
    s->top=q->next; // make top point to the next top
    free(q); // free the memory of the node
    return(x);
}
```

//implements the display operation

```
void display(struct stack *s)
{
    struct node *q;
    if(s->top==NULL)
        printf("Empty Stack\n");
    else
    {
        q=s->top;
        while(q!=NULL)
        {
            printf("%d->",q->data);
            q=q->next;
        }
    }
}
```

Write an Algorithm to print a string in the reverse order

//prints the text in a reverse order

reverse(t)

```
{  
    i=0;  
    //push all the characters on to the stack  
    while(t[i]!='\0')  
    {  
        push(s,t[i]);  
        i=i+1;  
    }
```

pop all the characters from the stack until the stack is empty

```
while(!empty(s))
{
    x= pop(s);
    print(x)
}
```

- 1. In a stack implemented using a linked list, where is the top of the stack maintained?**
- a) At the head of the linked list
 - b) At the tail of the linked list
 - c) At the middle node
 - d) It depends on the implementation

1. In a stack implemented using a linked list, where is the top of the stack maintained?
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2. What is the time required to perform the push() operation in a stack implemented using a linked list?

- a) Constant time
- b) Logarithmic time
- c) Linear time
- d) Quadratic time

2. What is the time required to perform the push() operation in a stack implemented using a linked list?

- a) **Constant time**
- b) Logarithmic time
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- d) Quadratic time

3. What happens when pop() is called on an empty stack implemented using a linked list?

- a) It deletes a NULL node
- b) It returns garbage value
- c) It results in underflow condition
- d) It resets the top pointer to head

3. What happens when pop() is called on an empty stack implemented using a linked list?

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4. Which of the following is true about a stack implemented using a linked list vs. an array?

- a) Linked list implementation is faster for push() and pop()
- b) Array implementation requires dynamic memory allocation
- c) Linked list implementation has no fixed size limit (until memory is exhausted)
- d) Both a and c

4. Which of the following is true about a stack implemented using a linked list vs. an array?

- a) Linked list implementation is faster for push() and pop()
- b) Array implementation requires dynamic memory allocation
- c) Linked list implementation has no fixed size limit (until memory is exhausted)**
- d) Both a and c

5. Which of the following is correct for push() operation in a linked list implementation?

- a) Create a new node and add it at the end
- b) Create a new node and add it at the beginning, change top (pointer)
- c) Move the tail pointer backward
- d) None of the above

5. Which of the following is correct for push() operation in a linked list implementation?

- a) Create a new node and add it at the end
- b) Create a new node and add it at the beginning, change top (pointer)**
- c) Move the tail pointer backward
- d) None of the above



THANK YOU

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