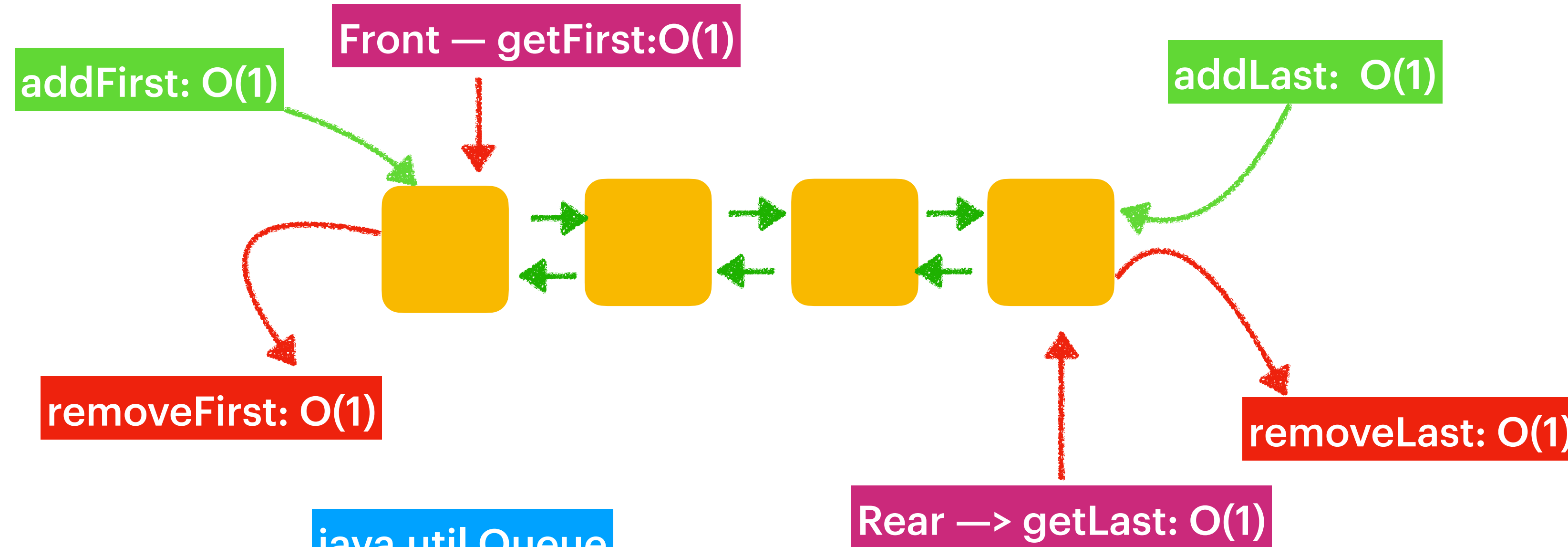


# Design Deque [Double Ended Queue]



java.util.Queue

java.util.Deque

java.util.LinkedList

Queue<> queue = new LinkedList() ; [ LinkedList act as queue]

Deque<> deque = new LinkedList(); [ LinkedList act as Deque]

## java.util.Deque [Methods]

```
public abstract void addFirst(E);  
public abstract boolean offerFirst(E);
```

```
public abstract void addLast(E);  
public abstract boolean offerLast(E);
```

```
public abstract E removeFirst();  
public abstract E pollFirst();
```

```
public abstract E pollLast();  
public abstract E removeLast();
```

```
public abstract E getFirst();  
public abstract E peekFirst();
```

```
public abstract E getLast();  
public abstract E peekLast();
```

## 225. Implement Stack using Queues

Easy    3024    882    Add to List    Share

Implement a last-in-first-out (LIFO) stack using only two queues. The implemented stack should support all the functions of a normal stack ( `push` , `top` , `pop` , and `empty` ).

Implement the `MyStack` class:

- `void push(int x)` Pushes element x to the top of the stack.
- `int pop()` Removes the element on the top of the stack and returns it.
- `int top()` Returns the element on the top of the stack.
- `boolean empty()` Returns `true` if the stack is empty, `false` otherwise.

### Notes:

- You must use **only** standard operations of a queue, which means that only `push to back` , `peek/pop from front` , `size` and `is empty` operations are valid.
- Depending on your language, the queue may not be supported natively. You may simulate a queue using a list or deque (double-ended queue) as long as you use only a queue's standard operations.

### Example 1:

**Input**  
["MyStack", "push", "push", "top", "pop", "empty"]  
[[], [1], [2], [], [], []]  
**Output**  
[null, null, null, 2, 2, false]

**Explanation**  
`MyStack myStack = new MyStack();`  
`myStack.push(1);`  
`myStack.push(2);`  
`myStack.top(); // return 2`  
`myStack.pop(); // return 2`  
`myStack.empty(); // return False`

### Constraints:

- `1 <= x <= 9`
- At most `100` calls will be made to `push` , `pop` , `top` , and `empty` .
- All the calls to `pop` and `top` are valid.

**Follow-up:** Can you implement the stack using only one queue?

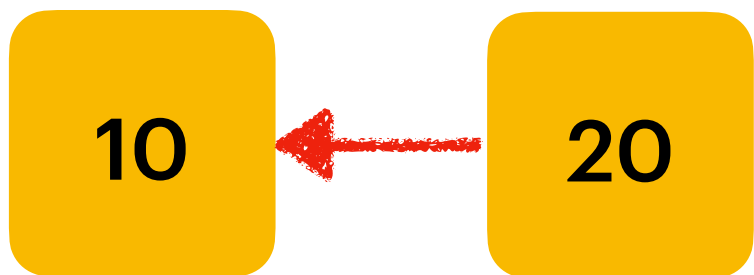
# Implement Stack using Single Queue

push(10)



Queue

push(20)



Queue

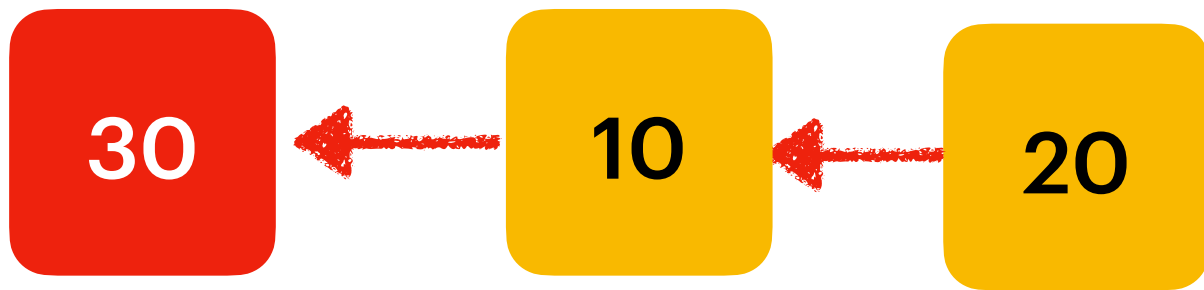
push(30)



Queue

pop()

Take the currentQueue size: 3  
Till size-1 = 3-1 = 2 elements removeFront the add to the Queue. Then remove the size element.



top()

Same as pop() operation but we don't remove the Last element, we just return it.

push(element) : O(1)  
pop() : O(n)  
top(): O(n)

## 232. Implement Queue using Stacks

Easy    3678    242    Add to List    Share

Implement a first in first out (FIFO) queue using only two stacks. The implemented queue should support all the functions of a normal queue ( `push` , `peek` , `pop` , and `empty` ).

Implement the `MyQueue` class:

- `void push(int x)` Pushes element x to the back of the queue.
- `int pop()` Removes the element from the front of the queue and returns it.
- `int peek()` Returns the element at the front of the queue.
- `boolean empty()` Returns `true` if the queue is empty, `false` otherwise.

### Notes:

- You must use **only** standard operations of a stack, which means only `push to top` , `peek/pop from top` , `size` , and `is empty` operations are valid.
- Depending on your language, the stack may not be supported natively. You may simulate a stack using a list or deque (double-ended queue) as long as you use only a stack's standard operations.

### Example 1:

#### Input

```
["MyQueue", "push", "push", "peek", "pop", "empty"]  
[[], [1], [2], [], [], []]
```

#### Output

```
[null, null, null, 1, 1, false]
```

#### Explanation

```
MyQueue myQueue = new MyQueue();  
myQueue.push(1); // queue is: [1]  
myQueue.push(2); // queue is: [1, 2] (leftmost is front of the queue)  
myQueue.peek(); // return 1  
myQueue.pop(); // return 1, queue is [2]  
myQueue.empty(); // return false
```

### Constraints:

- `1 <= x <= 9`
- At most `100` calls will be made to `push` , `pop` , `peek` , and `empty` .
- All the calls to `pop` and `peek` are valid.

**Follow-up:** Can you implement the queue such that each operation is **amortized** `O(1)` time complexity? In other words, performing `n` operations will take overall `O(n)` time even if one of those operations may take longer.

Design Queue using Stack :

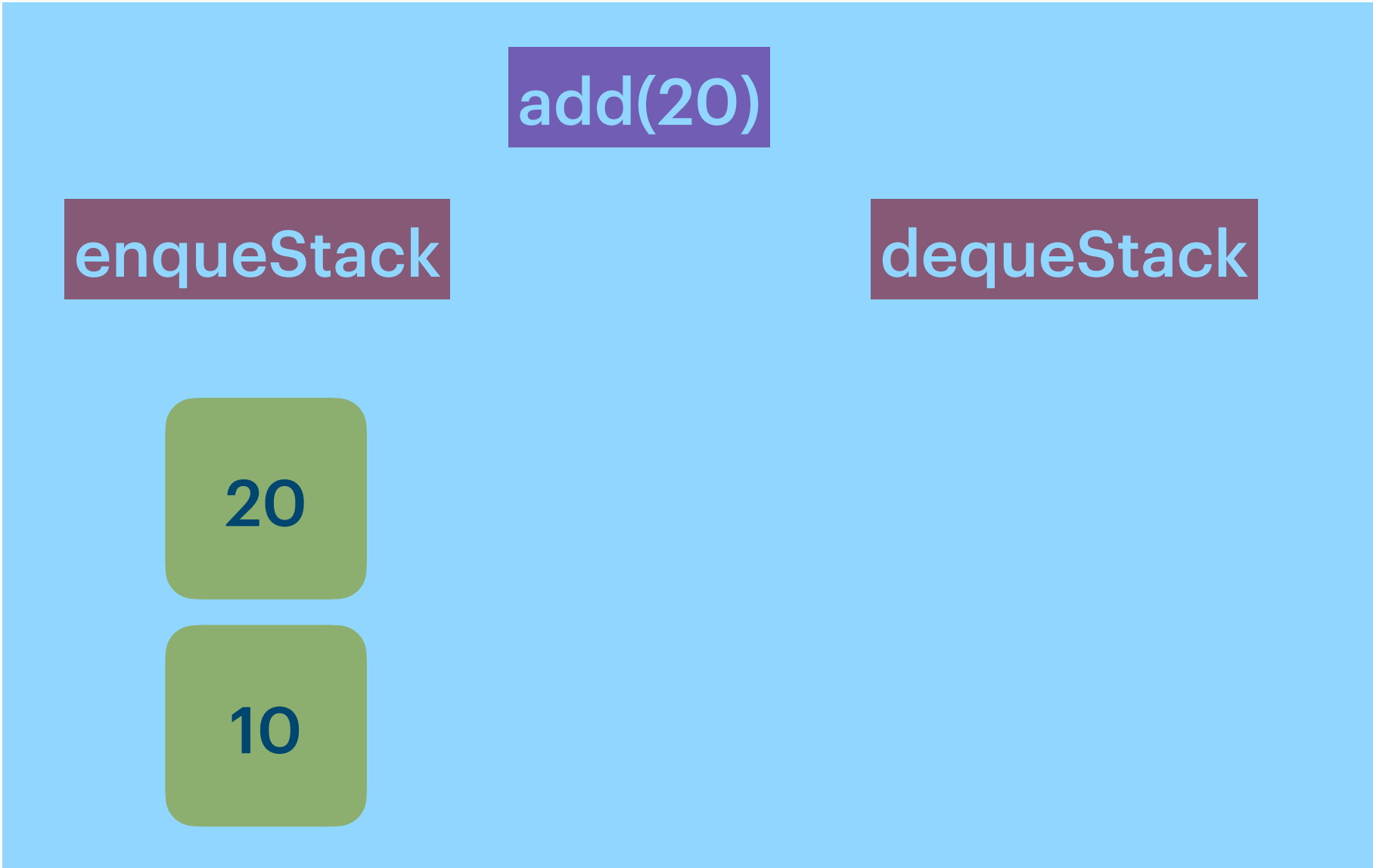
enqueueStack

dequeueStack

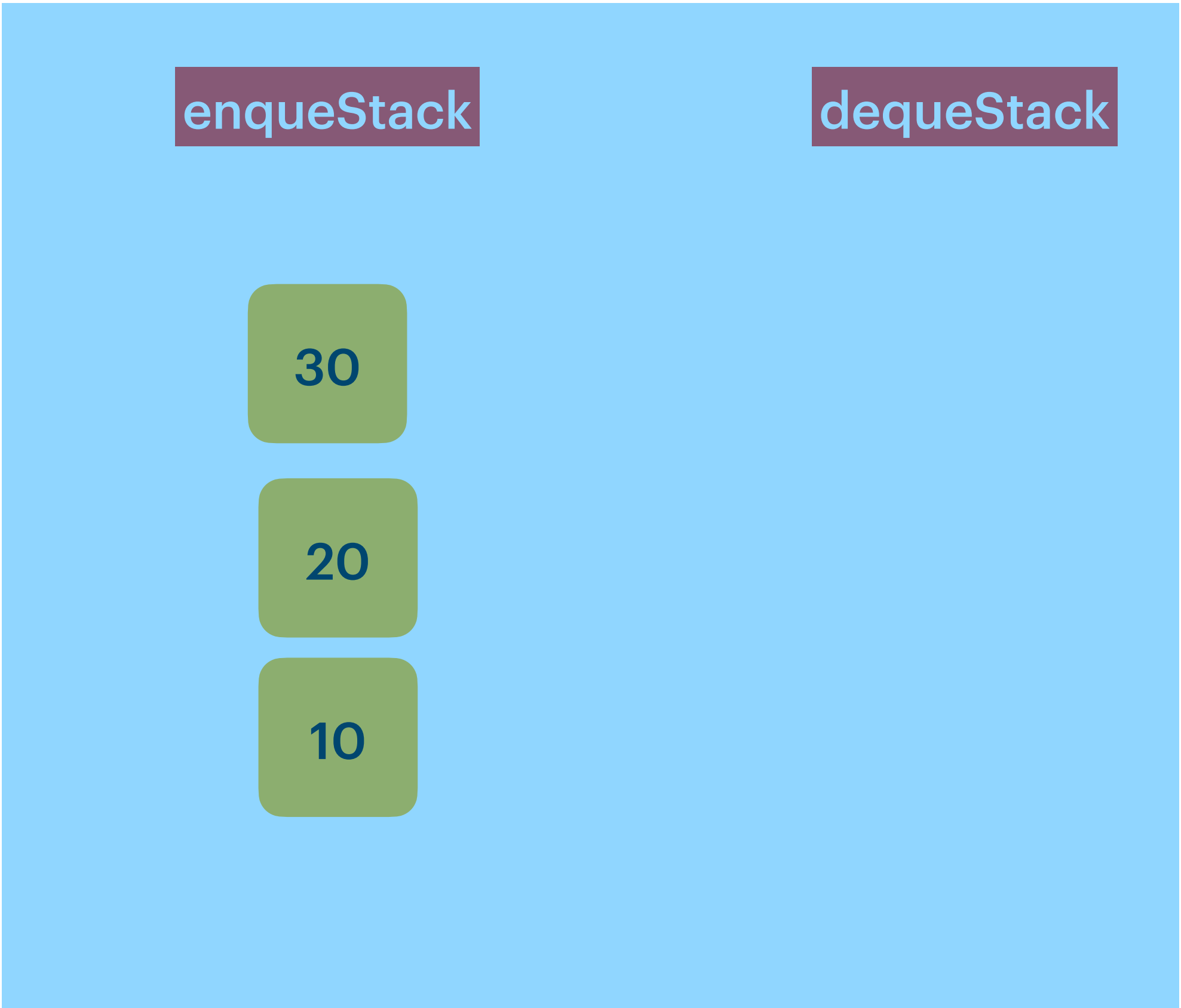
add(10)



add(20)



add(30)



add() : O(1)



**remove()**



As the dequeStack is Empty , pop() from the enqueueStack push into dequeStack, util enqueueStack becomes Empty.  
Then do the dequeStack.pop();

**enqueueStack**

**dequeStack**

10

dequeStack.pop();



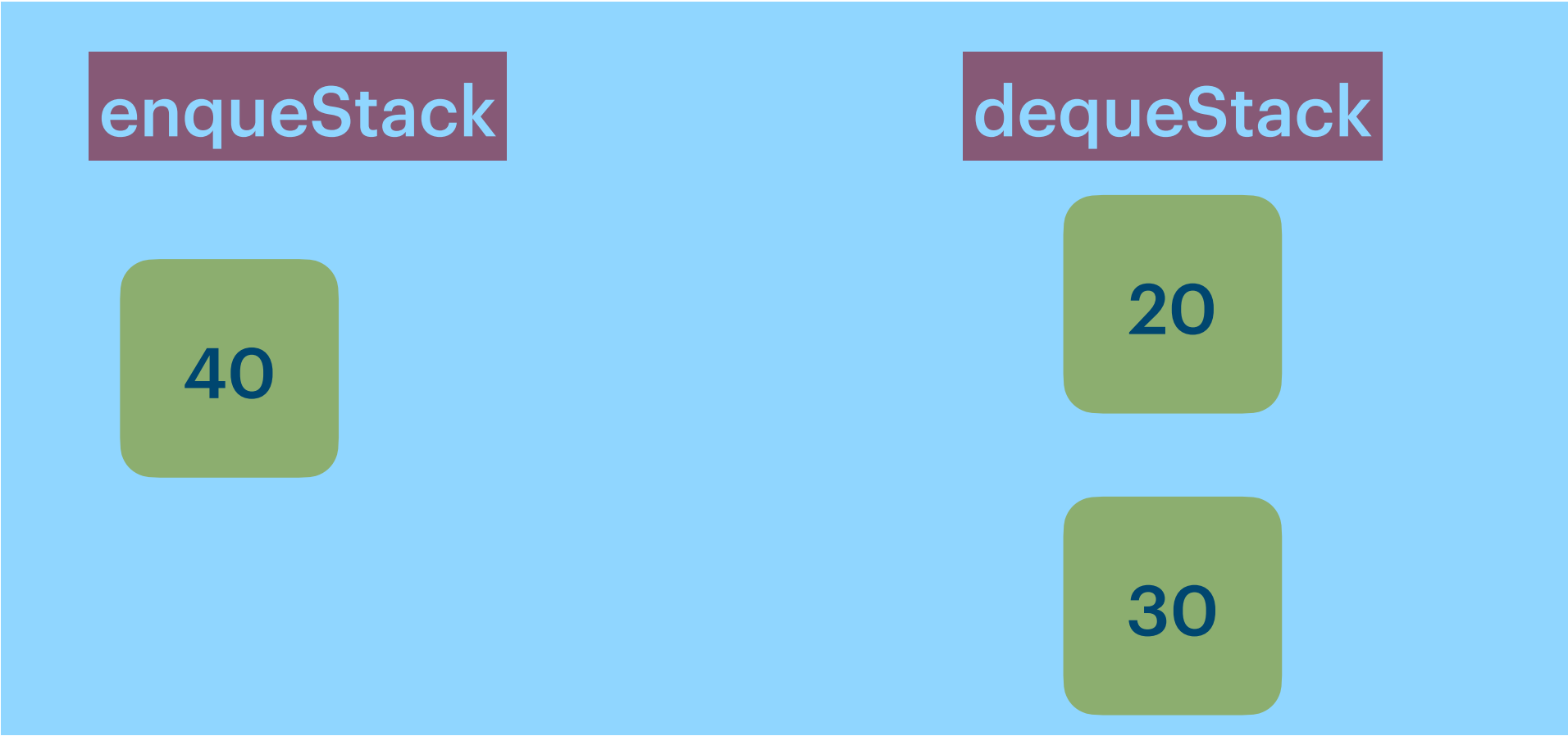
20

20

30

30

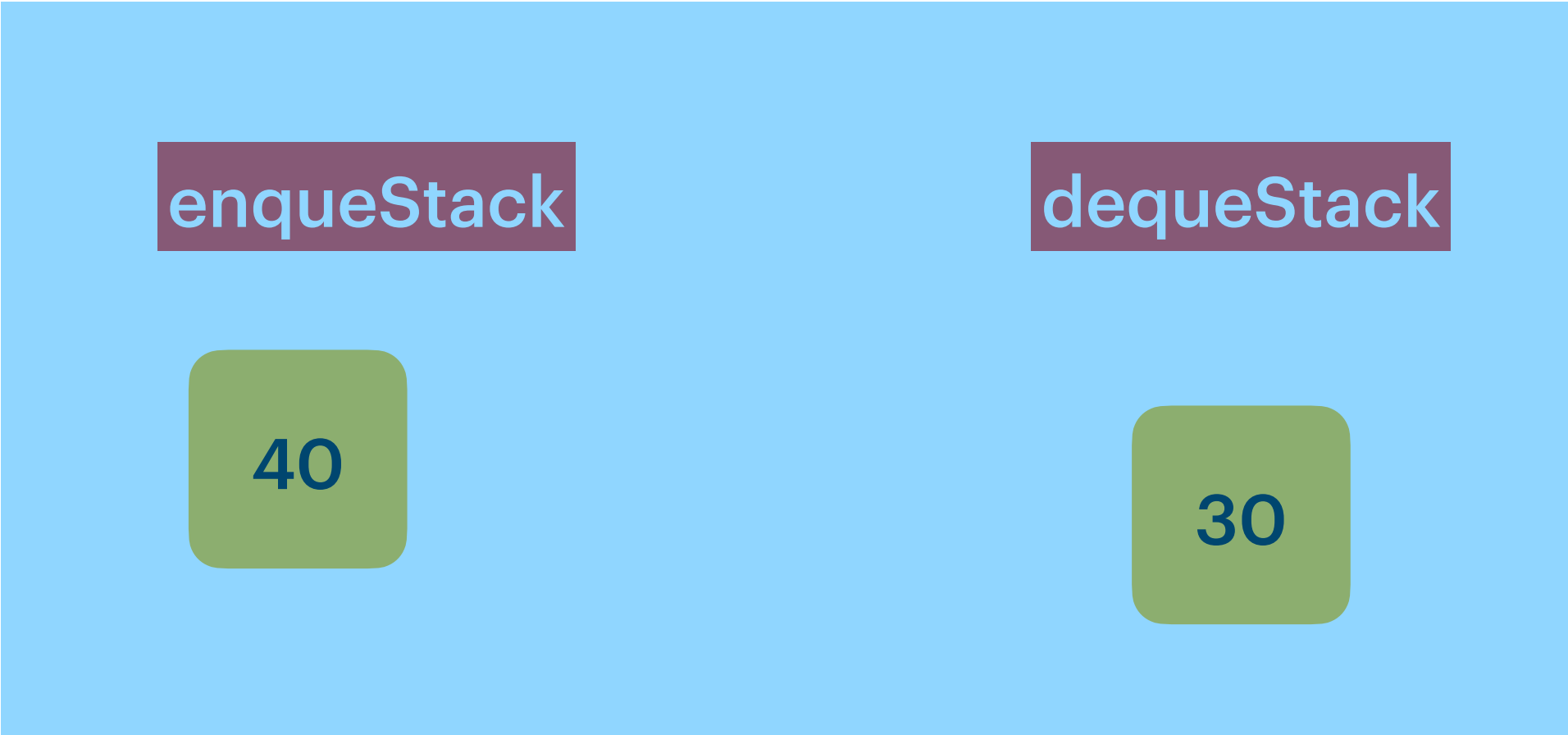
add(40)



remove()



As the dequeStack is not Empty remove the top()



On And Average remove() :  $O(1)$

On And Average peek()  
[Front]:  $O(1)$  dequeStack.top();