Quiz No. 1 Skill Test						
Course Code: CPE 201L	Program: BSCpE					
Course Title: Data Structure and Algorthms(Lab)	Date Performed: 30/08/25					
Section: 2-A	Date Submitted:30/08/25					
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# 1.Objectives

- 1. Choose only one(1) Data Structure (Array, Linked-List(Singly, Double), Stock, Queue)
- 2. Create a python program that appends each character of your Fullname and and traverse each character.
- 3. Save your Python program as Skill-Test in your Colab and Github.

### 2. Discussion

In this Skill-Test exam, I use Stack as my data structure to create a python program that appends each character of my fullname "STEVEN JADE PAGAL BARBAS" and traverse each character. A stack is a data structure that follows the Last-In-First-Out (LIFO) principle, where the last element added is the first one to be removed. It uses two main operations: push to add elements and pop to remove them.

## 3. Materials and Equipment

- Python
- Google Colab
- Github

#### 4. Procedure

- 1. I create a Node class to save each character and point to the next one
- **2.** I create a Stack class with these operations:
  - push() add character to top
  - display() show all characters in stack
  - traverse() read all characters in satck
- 3. Input name "STEVEN JADE PAGAL BARBAS"
- 4. Push each character into the stack one by one
  - Push 'S'  $\rightarrow$  Push 'T'  $\rightarrow$  Push 'E'  $\rightarrow$  ... until last 'S'
- **5.** Display the stack contents
  - Shows: S->A->B->R->A->B-> ->L->A->G->A->P-> ->E->D->A->J-> ->N->E->V->E->T->S
- **6.** Traverse the stack by reading from top to bottom
  - The display shows the same order because we're just reading, not removing.

```
class Node():
        def __init__(self, data):
           self.data = data
            self.next = None
    class Stack():
        def __init__(self):
            self.top = None
            self.size = 0
        def push(self, data):
            new_node = Node(data)
            new_node.next = self.top
            self.top = new_node
           self.size += 1
        def is_empty(self):
            return self.top is None
        def display(self):
           if self.is_empty():
               return "EMPTY"
           current = self.top
            elements = []
           while current:
                elements.append(current.data)
               current = current.next
            return "->".join(elements)
```

```
def traverse(self):
       if self.is_empty():
            return []
       current = self.top
        elements = []
       while current:
           elements.append(current.data)
            current = current.next
       return elements
# Main program
name = "STEVEN JADE PAGAL BARBAS"
stack = Stack()
print("Name:", name)
print("\nPushing characters to stack:")
for char in name:
   stack.push(char)
    print(f"Pushed: {char}")
print("\nStack contents (TOP to BOTTOM):")
print(stack.display())
print("\nTraversing the stack (reading all elements):")
traversed = stack.traverse()
print("->".join(traversed))
```

### 5. Output

```
Name: STEVEN JADE PAGAL BARBAS
Pushing characters to stack:
Pushed: S
Pushed: T
Pushed: E
Pushed: V
Pushed: E
Pushed: N
Pushed:
Pushed: J
Pushed: A
Pushed: D
Pushed: E
Pushed:
Pushed: P
Pushed: A
Pushed: G
Pushed: A
Pushed: L
Pushed:
Pushed: B
Pushed: A
Pushed: R
Pushed: B
Pushed: A
Pushed: S
Stack contents:
S->A->B->R->A->B-> ->L->A->G->A->P-> ->E->D->A->J-> ->N->E->V->E->T->S
Traversing the stack from TOP to BOTTOM:
S->A->B->R->A->B-> ->L->A->G->A->P-> ->E->D->A->J-> ->N->E->V->E->T->S
```

#### 7. Conclusion

In conclusion, I'm able to execute the data structure stack in this Skill-Test Exam. I successfully stored each character of my name in the stack and traverse each character. This activity helped me understand how the stack's Last-In-First-Out principle works in practice.

Criteria	Ratings									Pts	
SO 7 PI 1 Student Outcome 7.1 Acquire and apply new knowledge from outside sources. threshold: 4.8 pts	6 pts  Excellent   Educational interests and pursuits exist and flourish outside classroom requirements, knowled and/or experiences are pursued independent and applies knowledg learned into practice	nd pursuits interests and pursu ourish exist and flourish ossroom outside classroom requirements,know eriences are dependently pursued independe		ursuits Look beyond ish classroom requirements, knowledge showing inces are interest in		3 pts Unsatisfactory   Begins to   look beyond   classroom   requirements,   showing   interest in   pursuing   knowledge   independently		2 pts Poor   Relies on classroom instruction only		1 pts Very Poor   No initiative or interest in acquiring new knowledge	6 pts
Student Outcome 7.2 Learn independently threshold: 4.8 pts	6 pts Excellent   Completes an assigned task independently and practices continuous improvement	5 pts Good   Completes an assigned task without supervision or guidance	4 pts Satisfactory   Requires minimal guidance to complete an assigned task	3 pts Unsatisfactory   Requires detailed or step-by-step instructions to complete a task		y   iled ep	Poor   Shows little interest to complete a task		1 pts Very Poor   No interest to complete a task independently		6 pts
Student Outcome 7.3 Critical thinking in the broadest context of technological change threshold: 4.8 pts	6 pts Excellent   Synthesizes and integrates information from a variety of sources; formulates a clear and precise perspective; draws appropriate conclusions	5 pts Good   Evaluate information from a variety of sources; formulates a clear and precise perspective.	4 pts Satisfactory Analyze information from a variet sources; formulates a clear and precise perspective.		3 pts Unsatisfac Apply the gathered informatic formulate problem	on to	and summa the informa n to from a varie		information		6 pts
Student Outcome 7.4 Creativity and adaptability to new and emerging technologies threshold: 4.8 pts	6 pts Excellent   Ideas are combined in original and creative ways in line with the new and emerging technology trends to solve a problem or address an issue.	5 pts Good   Ideas ar creative and adapt the new knowledge to solve a probler or address an issue	Ideas are creative in solving a	or	3 pts Unsatisfactor Shows some creative ways solve the prob		ini att em de cre	ots or   Shows tiative and empt to velop eative ideas solve the oblem	V lo	pts fery Poor   deas are opied or estated from he sources onsulted	6 pts