

Data Structures

Stack – Array Implementation

Team Emertxe



Stack – Array Implementation



Operations



Create Stack

Insert an Element

Stack –push(stack,element)

push(stack,element)



Input Specification:

stack : Pointer that contains address of structure variable (stack_t)

element : item to be added

Output Specification:

Status : e_true / e_false

push(stack,element)



element= 10

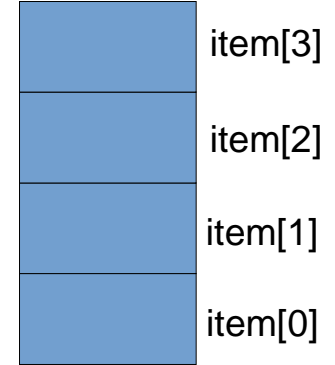
size = 4

capacity

4

top

-1



item

push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
++stack——>top
```

```
stack——>item[stack——>top] = element
```

```
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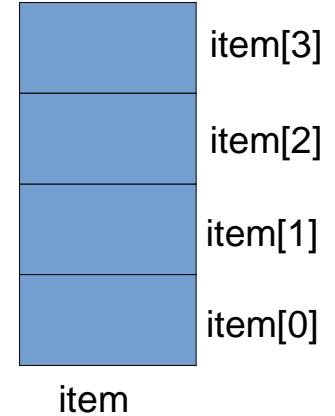
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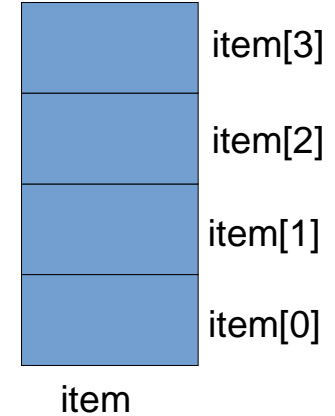
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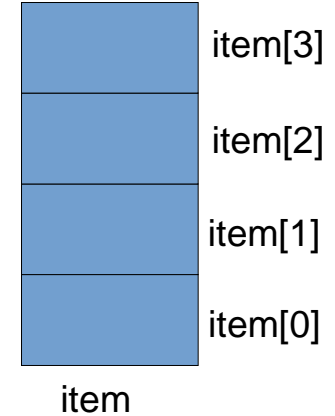
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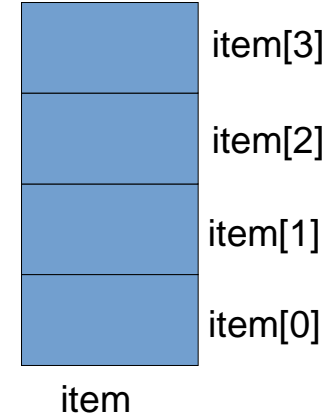
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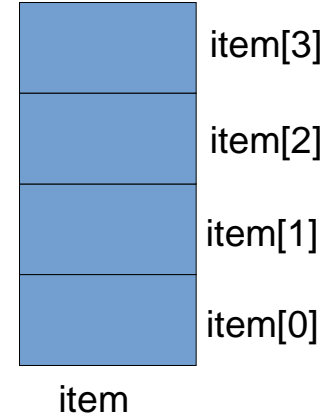
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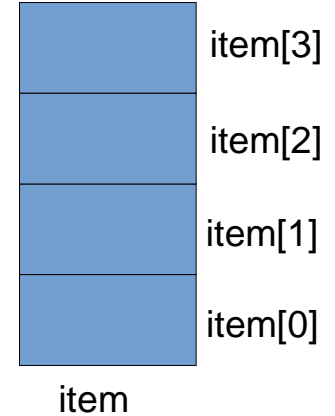
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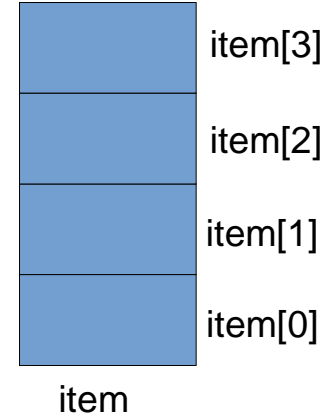
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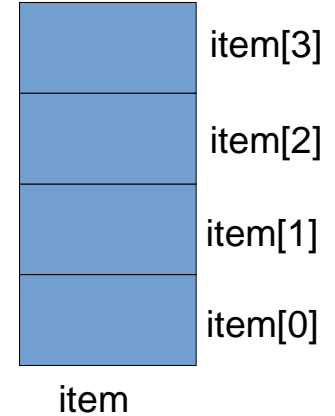
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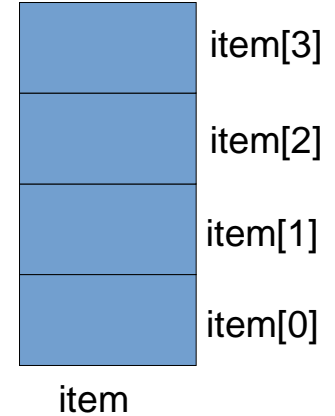
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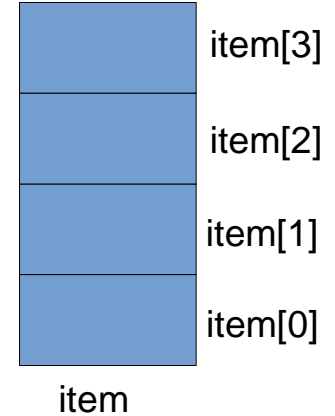
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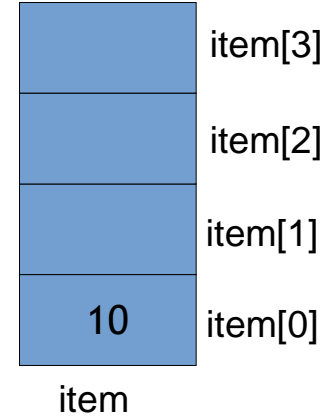
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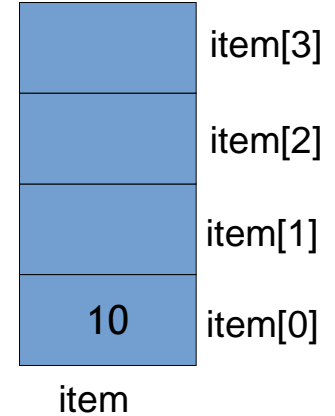
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is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
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element= 20

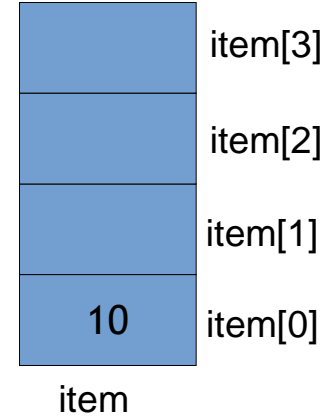
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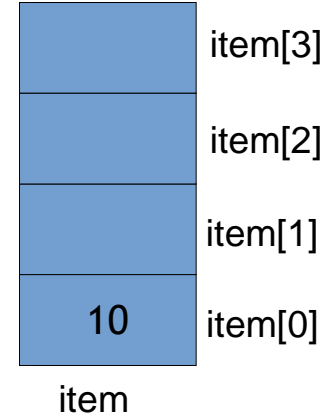
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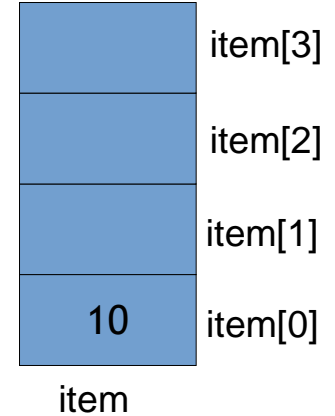
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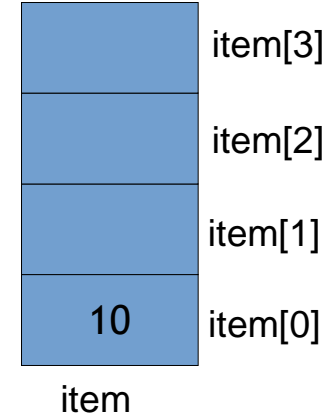
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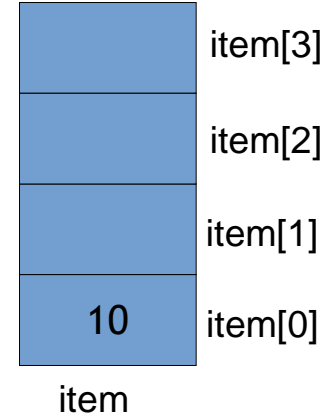
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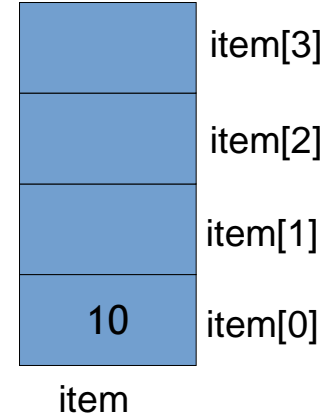
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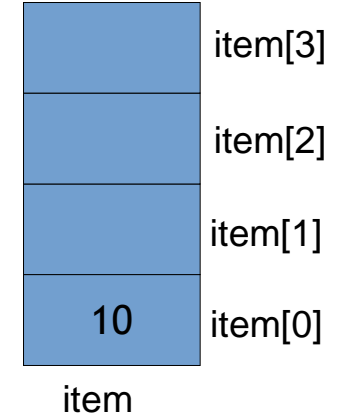
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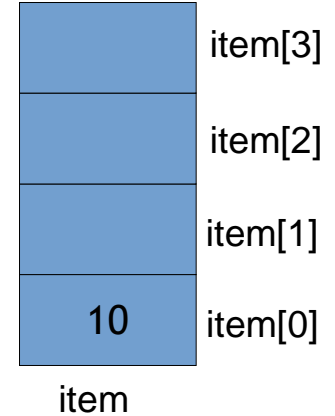
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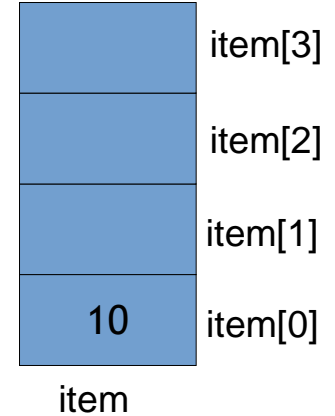
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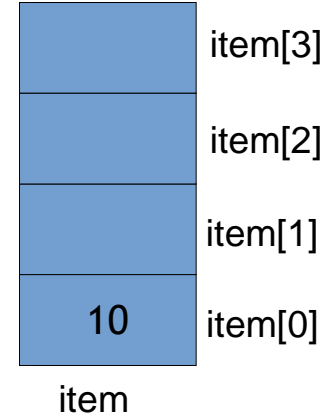
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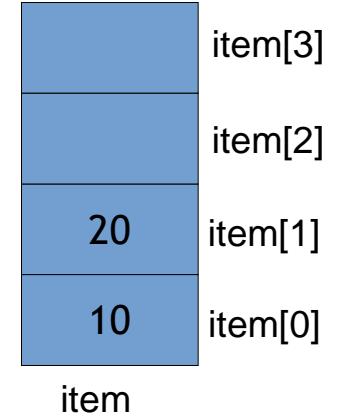
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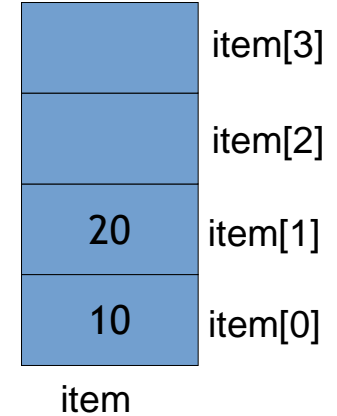
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is_stack_full(stack)

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If (stack→top = stack→capacity -1)  
    return e_true  
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element= 30

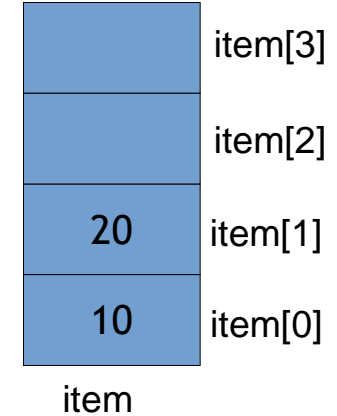
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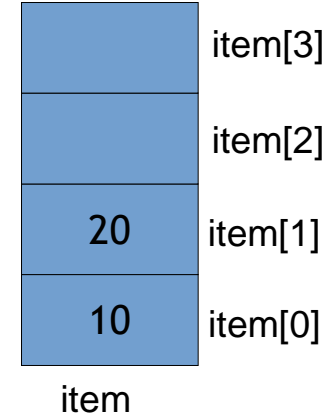
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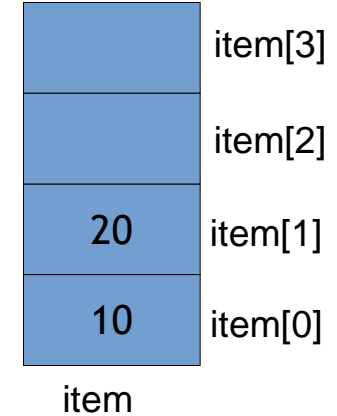
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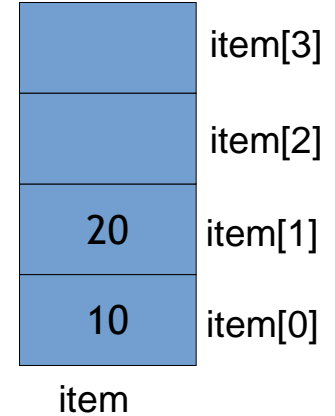
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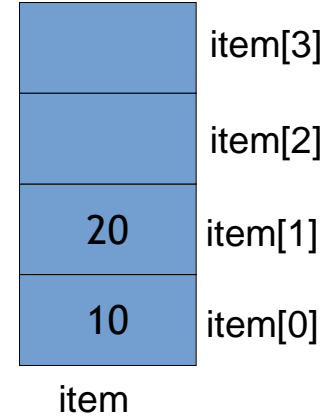
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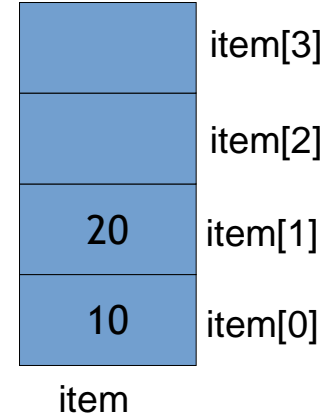
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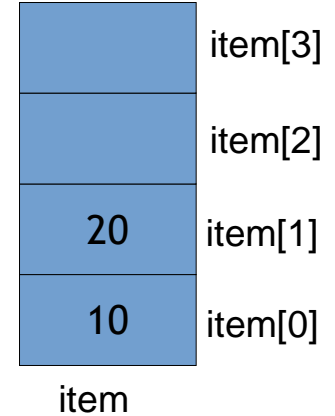
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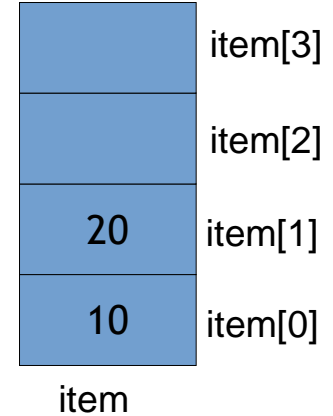
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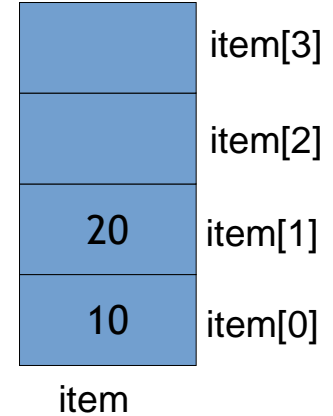
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capacity

4

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2



push(stack,element)

```
If (is_stack_full(stack))
```

```
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```

```
++stack—→top
```

```
stack—→item[stack—→top] = element
```

```
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```

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```
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    return e_false
```

element= 30

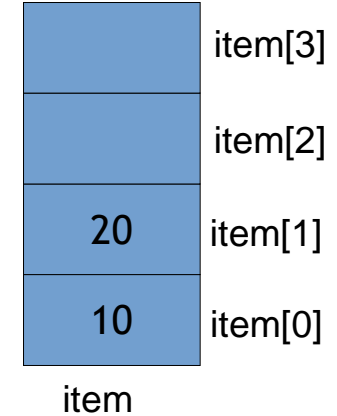
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
++stack—→top
```

```
stack—→item[stack—→top] = element
```

```
return e_true;
```

is_stack_full(stack)

```
If (stack—→top = stack—→capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element= 30

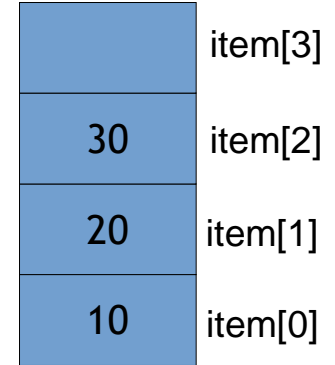
size = 4

capacity

4

top

2



item

push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 30

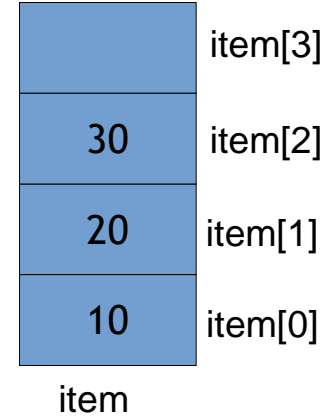
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 40

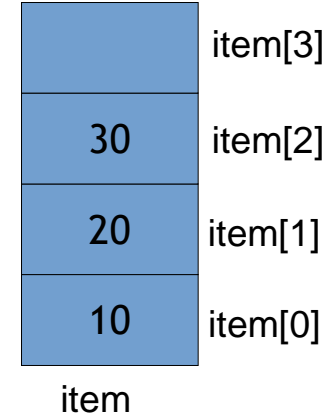
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
    ++stack—→top
```

```
    stack—→item[stack—→top] = element
```

```
    return e_true;
```

is_stack_full(stack)

```
If (stack—→top = stack—→capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element= 40

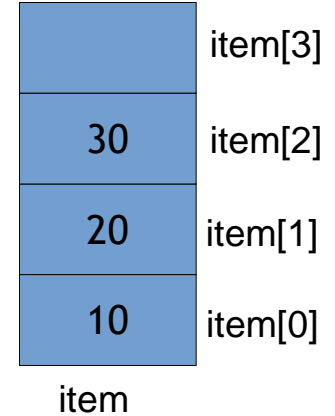
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 40

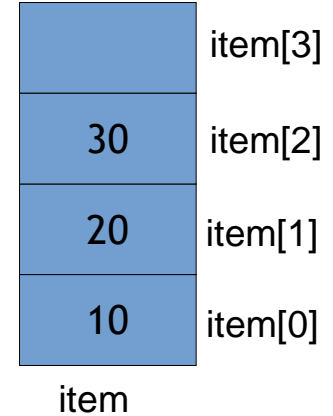
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 40

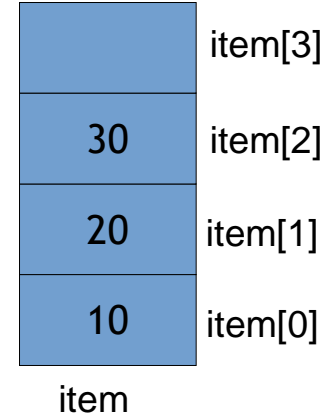
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 40

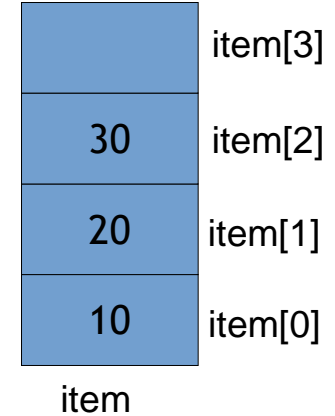
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 40

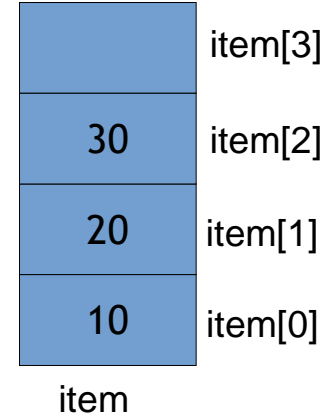
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
    ++stack—→top
```

```
    stack—→item[stack—→top] = element
```

```
    return e_true;
```

is_stack_full(stack)

```
If (stack—→top = stack—→capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element= 40

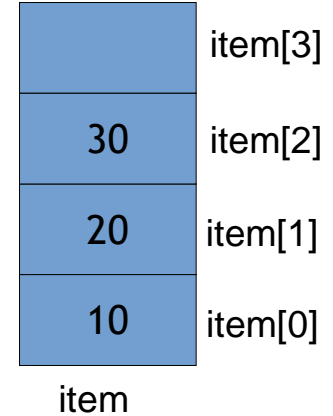
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
    ++stack—→top
```

```
    stack—→item[stack—→top] = element
```

```
    return e_true;
```

is_stack_full(stack)

```
If (stack—→top = stack—→capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element= 40

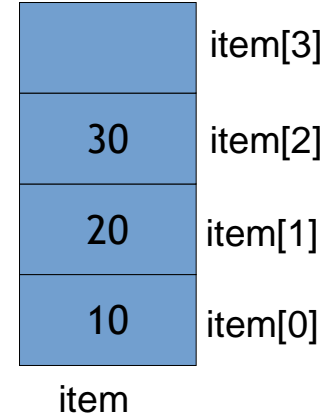
size = 4

capacity

4

top

2



push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
    ++stack—→top
```

```
    stack—→item[stack—→top] = element
```

```
    return e_true;
```

is_stack_full(stack)

```
If (stack—→top = stack—→capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element= 40

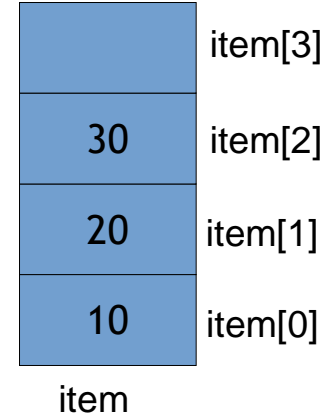
size = 4

capacity

4

top

3



push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
++stack—→top
```

```
stack—→item[stack—→top] = element
```

```
return e_true;
```

is_stack_full(stack)

```
If (stack—→top = stack—→capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element= 40

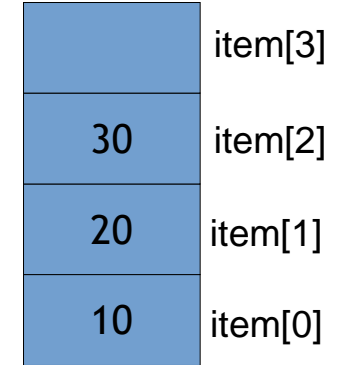
size = 4

capacity

4

top

3



item

push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
++stack—→top
```

```
stack—→item[stack—→top] = element
```

```
return e_true;
```

is_stack_full(stack)

```
If (stack—→top = stack—→capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element= 40

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 40

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 50

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
    ++stack——>top
```

```
    stack——>item[stack——>top] = element
```

```
    return e_true;
```

is_stack_full(stack)

```
If (stack——>top = stack——>capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element= 50

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 50

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element= 50

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)  
    return e_true  
else  
    return e_false
```

element = 50

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity - 1)  
    return e_true  
else  
    return e_false
```

element = 50

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

Stack is full

push(stack,element)

```
If (is_stack_full(stack))  
    return e_false  
++stack→top  
stack→item[stack→top] = element  
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity - 1)  
    return e_true  
else  
    return e_false
```

element = 50

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

Stack is full

push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
++stack→top
```

```
stack→item[stack→top] = element
```

```
return e_true;
```

is_stack_full(stack)

```
If (stack→top = stack→capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element = 50

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

Stack is full

push(stack,element)

```
If (is_stack_full(stack))
```

```
    return e_false
```

```
++stack→top
```

```
stack→item[stack→top] = element
```

```
return e_true;
```

```
is_stack_full(stack)
```

```
If (stack→top = stack→capacity -1)
```

```
    return e_true
```

```
else
```

```
    return e_false
```

element= 50

size = 4

capacity

4

top

3

40	item[3]
30	item[2]
20	item[1]
10	item[0]

item

Stack is full

Stack – pop(stack,element)