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COMP-201L Data Structures and Algorithms Lab

Lab Report 08

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Lab No. 8

Stack

Objectives:

To learn about Stack and its implementation

Tools/Software Required:

C++ Compiler

Introduction:

- A stack is an Abstract Data Type (ADT)
- Used in most programming languages
- It is named stack as it behaves like a real-world stack
- Stack allows operations at one end only.
- **For example** –
 - Deck of cards
 - Pile of plates, etc.
- This feature makes it LIFO data structure.
- LIFO stands for **Last-in-first-out**.

Creating Stack:

Array:

Code:

```
#include <iostream>
using namespace std;
const int size=5;
class Stack
{
    private:
        int a[size];
        int top=-1;

    public:

        void Push(int n)
        {
            if(isFull())
            {
                cout<<"Stack is Full";
            }

            else
            {
                a[++top]=n;
            }
        }

        void Pop()
        {
            if(isEmpty())
            {
                cout<<"Stack is Empty";
            }

            else
            {
                top--;
            }
        }
}
```

```

        bool isEmpty()
        {
            if(top==-1)
                return true;
            return false;
        }

        bool isFull()
        {
            if(top==size-1)
                return true;
            return false;
        }

        void show()
        {
            for(int i=0;i<=top;i++)
            {
                cout<<a[i]<<"\t";
            }
        }
    };

    int main()
    {
        cout<<"\t\tSTACK";
        int opt,num;
        Stack s;
        do
        {
            cout<<"\n\nWould you like to\n1. Push a number\n2. Pop a number\n3. Exit\n";
            cin>>opt;

            if(opt==1)
            {
                cout<<"Enter a number : ";
                cin>>num;
                s.Push(num);
                s.show();
            }

            else if(opt==2)
            {

```

```

        s.Pop();
        s.show();
    }

}

while(opt!=3);
}

```

Linked List:

Code:

```

#include <iostream>

using namespace std;

class node
{
    private:
        int data;
        node* next;
        node* head;
        node* ptr;

    public:
        void Push(int value)
        {
            node *temp = new node();
            temp->data=value;
            temp->next=NULL;

            if(head==NULL)
            {
                head=temp;
            }
        }
    }

```

```
    else
    {
        node*ptr=head;
        head=temp;
        head->next=ptr;
    }
}
```

void Pop()

```
{
    node*temp=head;
    head=head->next;
    delete temp;
}
```

bool Empty()

```
{
    if(head==NULL)
        return true;

    else
        return false;
}
```

int show()

```
{
    if(head!=NULL)
    {
        ptr=head;
        while(ptr->next!=NULL)
```

```

        {
            cout<<"\t"<<ptr->data;
            ptr=ptr->next;
        }
        cout<<"\t"<<ptr->data;
    }

    else return 0;
}

};

int main()
{
    cout<<"\t\t\tStack";

    node n;
    int value,opt;

    do
    {
        cout<<"\n\n-----\n\nWould you like
to\n1.Push\n2.Pop\n3.Exit\nEnter the number : ";
        cin>>opt;

        if(opt==1)
        {
            cout<<"\n\nEnter a value : ";
            cin>>value;
            n.Push(value);
            cout<<endl<<endl;
            n.show();
        }
    }
    while(opt!=3);
}

```

```

    }

    else if(opt==2)
    {
        cout<<endl<<endl;

        if(n.Empty())
        {
            cout<<"STACK IS EMPTY";
        }

        else
        n.Pop();
        n.show();
    }
} while (opt == 1 || opt==2);
}

```

STACK VISUALIZATION:

Code:

```

#include <iostream>
using namespace std;

```

class node

```

{
    private:
    int data;
    node* next;
    node* head;
    node* ptr;

```


public:

void Push(int value)

```
{
    node *temp = new node();
    temp->data=value;
    temp->next=NULL;

    if(head==NULL)
    {
        head=temp;
    }

    else
    {
        node*ptr=head;
        head=temp;
        head->next=ptr;
    }
}
```

void Pop()

```
{
    node*temp=head;
    head=head->next;
    delete temp;
}
```

bool Empty()

```
{
    if(head==NULL)
        return true;

    else
```

```
        return false;
    }

    int show()
    {
        if(head!=NULL)
        {
            ptr=head;
            while(ptr->next!=NULL)
            {
                cout<<"\t"<<ptr->data;
                ptr=ptr->next;
            }
            cout<<"\t"<<ptr->data;
        }

        else return 0;
    }
};
```

```
int main()
{
    cout<<"\t\t\tStack\n\n";
    node n;
    int value,opt;

    cout<<"Pushing:\n\n";
    for(int i=0;i<=9;i++)
    {
        n.Push(i);
        n.show();
        cout<<endl;
    }
}
```

```
        cout<<"Popping:\n\n";
for(int i=0;i<=9;i++)
{
    n.show();
    n.Pop();
    cout<<endl;
}
}
```

Lab Tasks:

Lab Task 01: Write a program using c++ to generate a stack1 and push digits from 0 to 9. Then generate another stack that should pop the digits from the stack1 store in variables and push in stack 2 in such a way that the output should show your enrollment number.

Code:

```
#include <iostream>
using namespace std;

class node
{
    private:
    int data;
    node* next;
    node* head=NULL;
    node* ptr;

    public:
    void Push(int value)
    {
        node *temp = new node();
        temp->data=value;
        temp->next=NULL;

        if(Empty())
        {
            head=temp;
        }

        else
        {
            node*ptr=head;
            head=temp;
            head->next=ptr;
        }
    }

    void Pop()
    {
```

```

        node*temp=head;
        head=head->next;
        delete temp;
    }

    int peek()
    {
        return head->data;
    }

    bool Empty()
    {
        if(head==NULL)
            return true;

        else
            return false;
    }

    int show()
    {
        if(head!=NULL)
        {
            ptr=head;
            while(ptr->next!=NULL)
            {
                cout<<char(ptr->data);
                ptr=ptr->next;
            }
            cout<<char(ptr->data);
        }
        return 0;
    }
};

int main()
{
    cout<<"\t\tStack\n\n";
    node n;
    node n1;
    char ch;

```

```

        int opt;
int a[13]={66,50,48,70,48,50,56,51,67,83,48,49,52};

for(int i=0;i<13;i++)
{
    cout<<char(a[i]);

    }

    cout<<"\n\n";
    do
    {
        cout<<"\n\n-----\n\nWould you like
to\n1.Push\n2.Pop\n3.Exit\nEnter the number : ";
        cin>>opt;

        if(opt==1)
        {
            cout<<"\n\nEnter a value : ";
            cin>>ch;
            n.Push(ch);
            cout<<endl<<endl;

                n.show();

        }

        else if(opt==2)
        {
            cout<<endl<<endl;

            if(n.Empty())
            {
                cout<<"STACK IS EMPTY";
            }

            else
            n.Pop();

            n.show();

        }

```

```
    } while (opt!=3);

    string enroll;
    for(int i=0;i<13;i++)
    {
        while(a[i]!=n.peek())
        {
            n1.Push(n.peek());
            n.Pop();
        }

        if(a[i]==n.peek())
            enroll=enroll+char(n.peek());

        cout<<"\n\nFirst Stack : "<<n.show();
        cout<<endl;
        cout<<"\nSecond Stack : "<<n1.show();

        while(!n1.Empty())
        {
            n.Push(n1.peek());
            n1.Pop();
        }
    }
    cout<<endl<<endl;for(int i=0;i<13;i++){ cout<<char(a[i]);}
}
```

Lab Task 02: Implement the following using stack. Keep in mind that after pop function when a operator is received the very 2 elements should perform the computation according to the operator $8+2*4+8/2$.

Code:

```
#include <iostream>
using namespace std;

class node
{
    private:
        int data;
        node* next;
        node* head=NULL;
        node* ptr;

    public:
        void Push(int value)
        {
            node *temp = new node();
            temp->data=value;
            temp->next=NULL;

            if(head==NULL)
            {
                head=temp;
            }

            else
            {
                node*ptr=head;
                head=temp;
                head->next=ptr;
            }
        }

        int Pop()
        {
            node*temp=head;
            int a=temp->data;
            head=head->next;
```



```
    delete temp;
    return a;
}
```

bool Empty()

```
{
    if(head==NULL)
        return true;

    else
        return false;
}
```

int show()

```
{
    if(head!=NULL)
    {
        ptr=head;
        while(ptr->next!=NULL)
        {
            cout<<"\t"<<char(ptr->data);
            ptr=ptr->next;
        }
        cout<<"\t"<<char(ptr->data);
    }

    else return 0;
}
};
```

int main()

```
{
    cout<<"\t\t\tStack\n\n";
    node op;
    node op1;
    string s;

    cout<<"Enter a string : ";
    cin>>s;
```

```

for(int i=0;i<s.length();i++)
{
    if(s[i]>=48 && s[i]<=57)
        op.Push(s[i]);

    else
        {
            op1.Push(int(s[i]));
        }
}
cout<<"The operands are : ";
op.show();
cout<<endl;
cout<<"The operators are : ";
op1.show();

int a,b;
char oper;
float res;
while(!op.Empty() || !op1.Empty())
{
    b=op.Pop();
    a=op.Pop();
    oper=char(op1.Pop());

    if(oper=='+')
        res=a+b;

    else if(oper=='-')
        res=a-b;

    else if(oper=='*')
        res=a*b;

    else if(oper=='/')
        res=a/b;

    op.Push(res);
}
cout<<endl<<res;
op.show();
}

```

Results & Observations:

In this lab, we have learnt about stacks and its implementations through arrays as well as linked lists. Stacks are used to serve the latest element that was entered. For example, a stack of plates, cards, books, etc. In these cases, we take out the topmost element. This data structure can be used for different purposes.