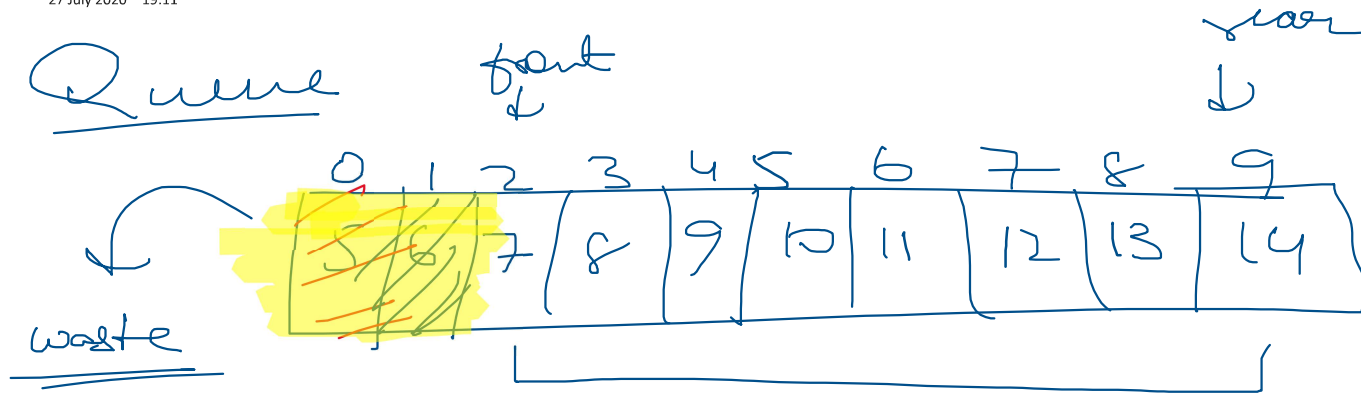
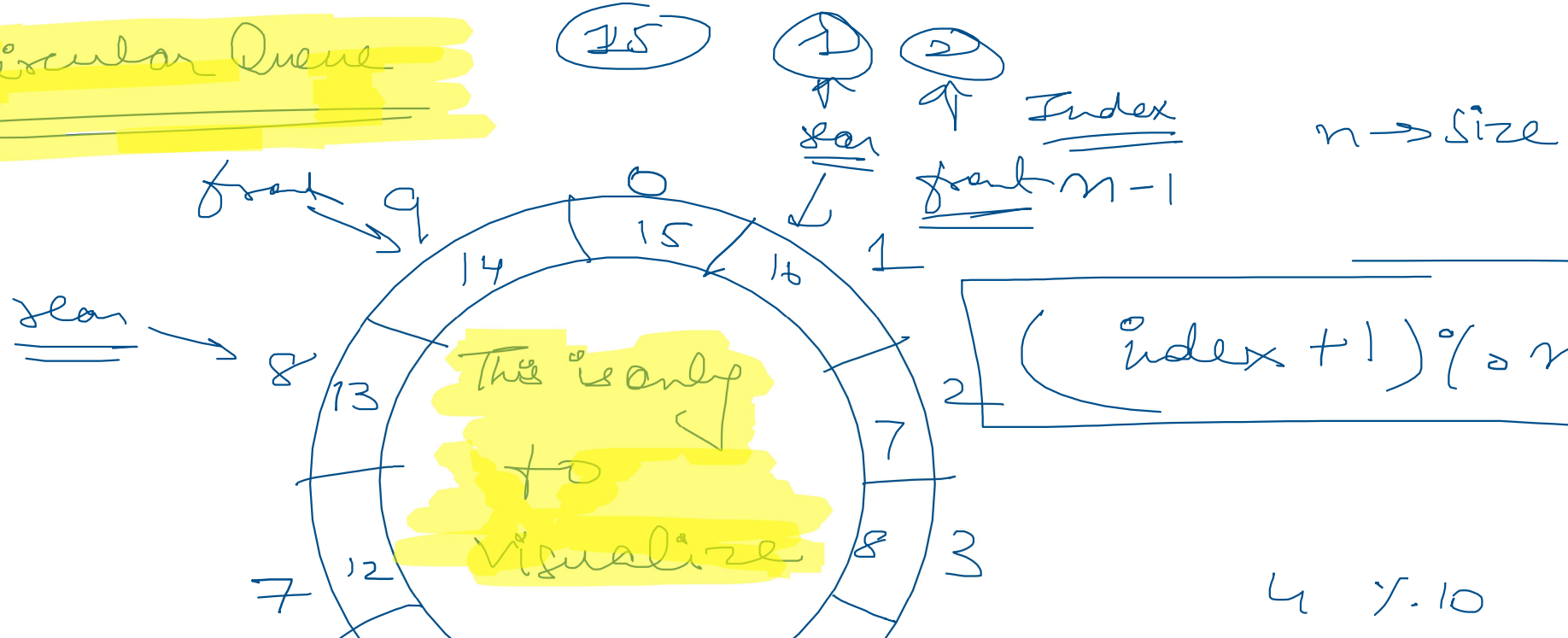


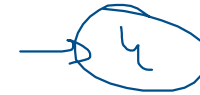
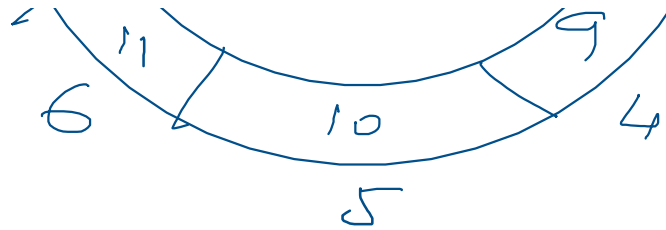
Stacks & Queues, July 27

27 July 2020 19:11



Circular Queue





$$(9+1) \% 10 = 0$$

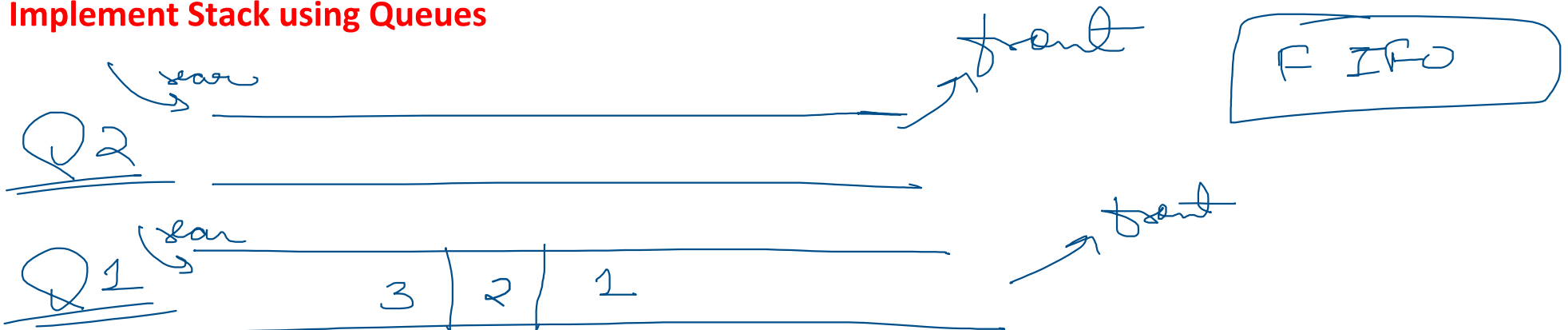
front is next of rear

Queue full

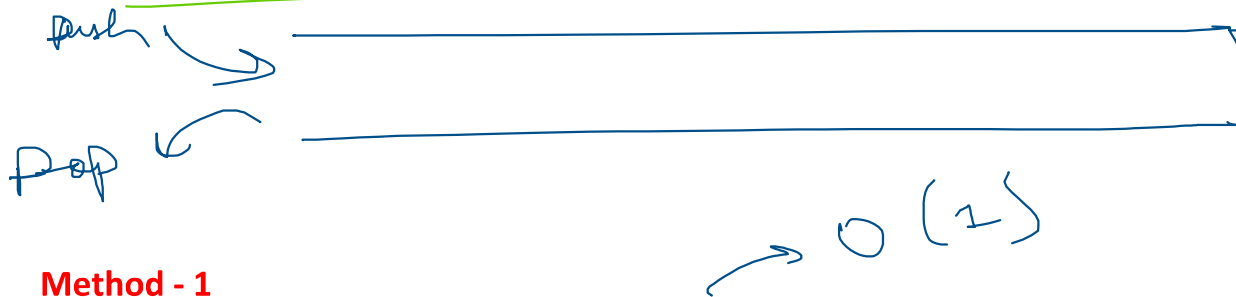
$$\text{front} = (\text{rear} + 1) \% n$$

Task: Linked List Implementation of Queue

Implement Stack using Queues



we want



Method - 1

Making Pop operation costly:

Push Operation:

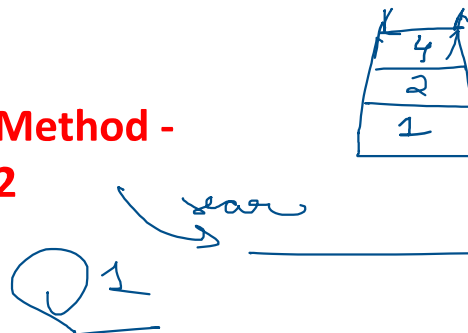
1. For ease let's suppose we will insert in Q1

Pop Operation:

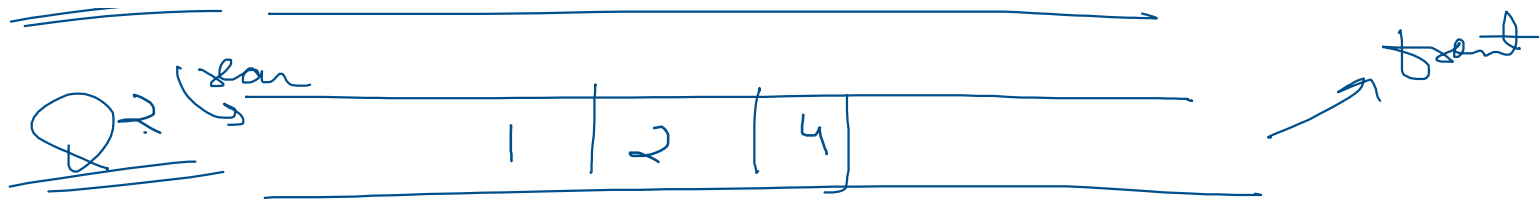
1. Dequeue all elements except last from Q1 and Enqueue to Q2
2. Remove and return the last element
3. Swap Q1 and Q2

```
42 Queue<Integer> q1 = new LinkedList<Integer>();
43 Queue<Integer> q2 = new LinkedList<Integer>();
44
45 /*The method pop which return the element popped out of the stack*/
46 int pop()
47 {
48     if(q1.isEmpty()) return -1;
49     // Your code here
50     while(q1.size()!=1)
51     {
52         q2.add(q1.poll());
53     }
54     int x = q1.poll();
55     //Swapping Q1 and Q2
56     Queue<Integer> temp = q1;
57     q1=q2;
58     q2=temp;
59     return x;
60 }
61
62 /* The method push to push element into the stack */
63 void push(int a)
64 {
65     // Your code here
66     q1.add(a);
67 }
```

Method - 2



FIFO



we want

**Snipping Tool Shortcut:
Window+Shift+S**

push →

pop ←

Making Push operation costly:

Pop Operation:

1. For ease let's suppose we will dequeue from Q1

Push Operation:

1. Add new Element to Q2

2. Dequeue all the elements from Q1 and enqueue them to Q2

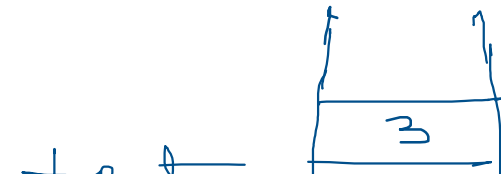
3. Swap Q1 and Q2

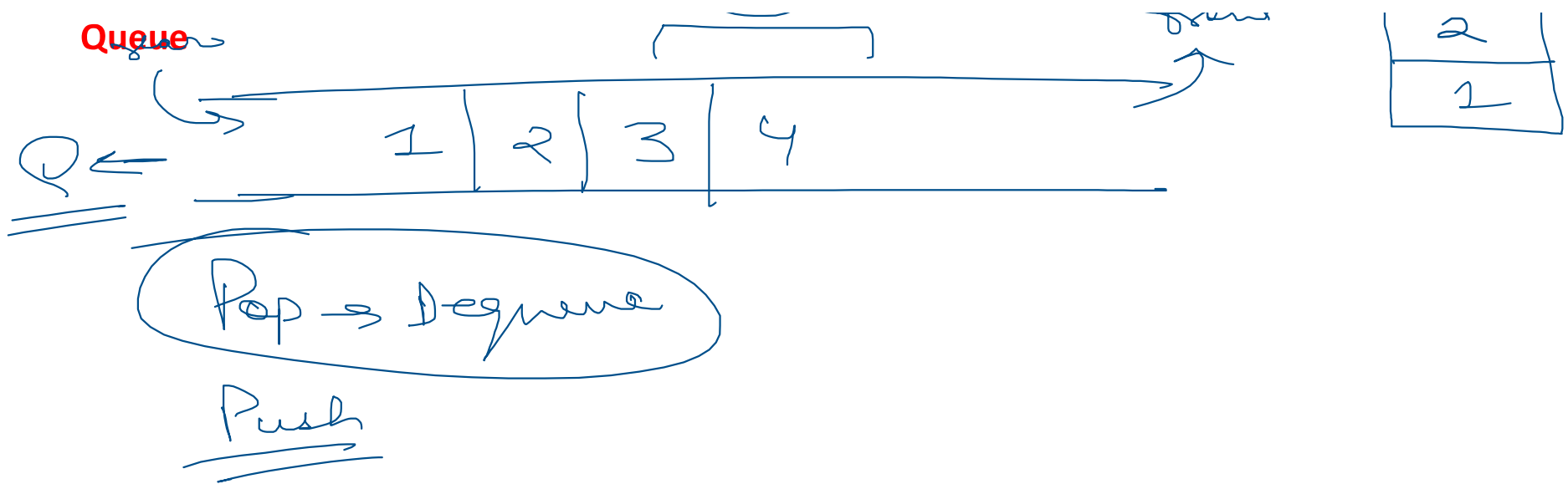
```

40 class Queues
41 {
42     Queue<Integer> q1 = new LinkedList<Integer>();
43     Queue<Integer> q2 = new LinkedList<Integer>();
44
45     /*The method pop which return the element popped out of the stack*/
46     int pop()
47     {
48         if(q1.isEmpty()) return -1;
49
50         return q1.poll();
51     }
52
53     /* The method push to push element into the stack */
54     void push(int a)
55     {
56         // Your code here
57         q2.add(a);
58         while(!q1.isEmpty())
59         {
60             q2.add(q1.poll());
61         }
62         Queue<Integer> temp = q1;
63         q1=q2;
64         q2=temp;
65     }

```

Method - 3 Using a single





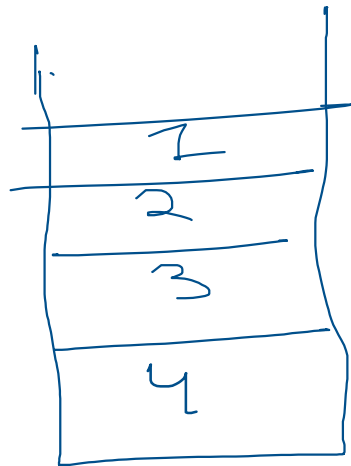
Queue

Array

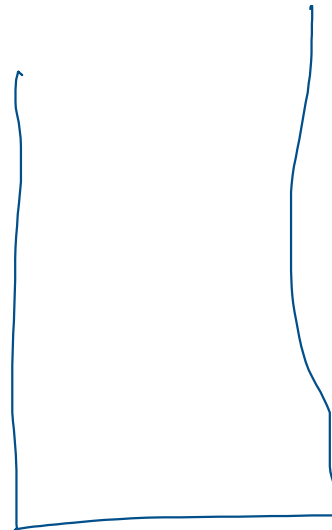
LL
HW

Stack

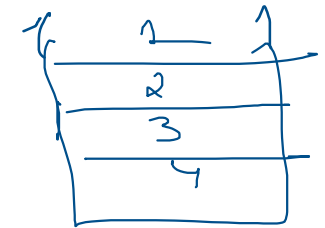
Implement Queue using Stack



0 1



0 1



we want S

S1

S2

4 | 3 | 2 | 1

Method 2

- ↳ Making enqueue Costly
- Put everything into S2
 - Put new element in S1
 - Put everything back into S2
 - Dequeue
 - ↳ Pop from S1

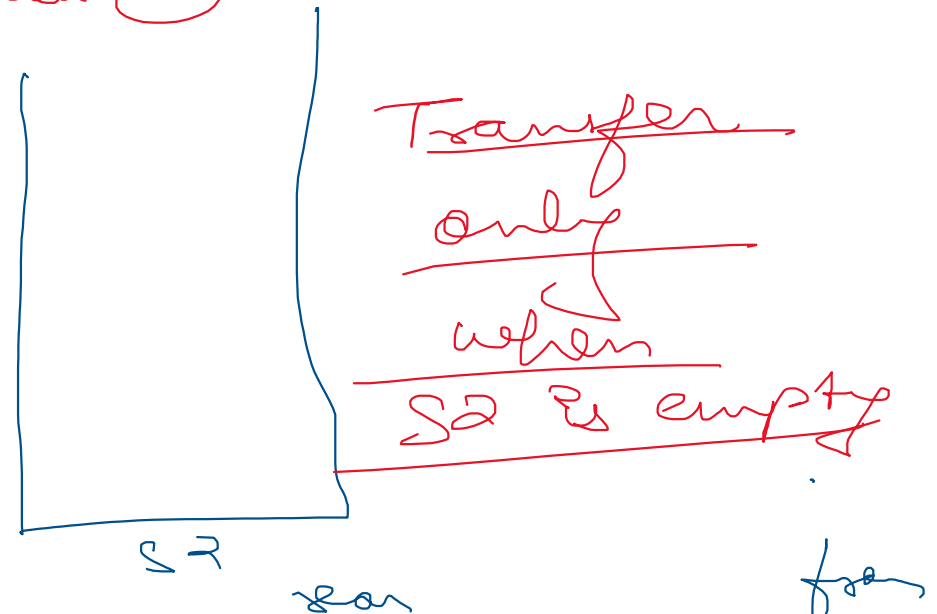
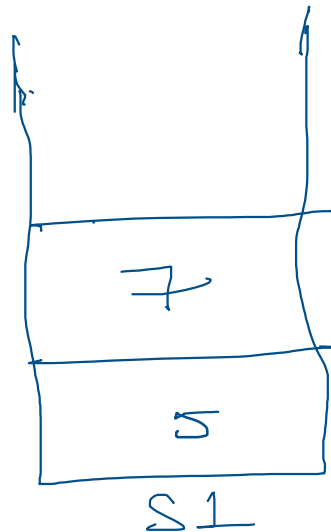
```

40 class StackQueue
41 {
42     Stack<Integer> s1 = new Stack<Integer>();
43     Stack<Integer> s2 = new Stack<Integer>();
44     /* The method insert to push element
45        into the queue */
46     void Push(int x)
47     {
48         while(!s1.isEmpty())
49         {
50             s2.push(s1.pop());
51         }
52         s1.push(x);
53         while(!s2.isEmpty())
54         {
55             s1.push(s2.pop());
56         }
57     }
58     /* The method remove which return the
59        element popped out of the queue */
60     int Pop()
61     {
62         if(s1.isEmpty()) return -1;
63
64         return s1.pop();
65     }
66 }

```

**Method 2 Pop
Costly**

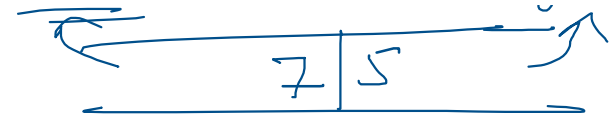
→ Better than Method (1)



1 2 3 4 5

Method 2

Making dequeue Costly



→ Enqueue
→ Push S1

```
40 class StackQueue
41 {
42     Stack<Integer> s1 = new Stack<Integer>();
43     Stack<Integer> s2 = new Stack<Integer>();
44
45     /* The method insert to push element
46        into the queue */
47     void Push(int x)
48     {
49         s1.push(x);
50     }
51
52     /* The method remove which return the
53        element popped out of the queue */
54     int Pop()
55     {
56         if(s1.isEmpty() && s2.isEmpty()) return -1; //If both empty then error
57         if(s2.isEmpty()) //Transferring only if s2 is empty
58         {
59             while(!s1.isEmpty())
60             {
61                 s2.push(s1.pop());
62             }
63         }
64         return s2.pop();
65     }
66 }
```

Method 3

Use 1 user defined stack and use another memory stack. (Recursion)