

CSE225L – Data Structures and Algorithms Lab
Lab 06
Stack (array based)

In today's lab we will design and implement the Stack ADT using array.

stacktype.h

```
#ifndef STACKTYPE_H_INCLUDED
#define STACKTYPE_H_INCLUDED

const int MAX_ITEMS = 5;

template <class ItemType>
class StackType {
public:
    StackType();
    bool IsFull();
    bool IsEmpty();
    void Push(ItemType);
    void Pop();
    ItemType Top();
    void printItem();
private:
    int top;
    ItemType items[MAX_ITEMS];
};

#endif // STACKTYPE_H_INCLUDED
```

stacktype.cpp

```
#include "StackType.h"

template <class ItemType>
StackType<ItemType>::StackType() {
    top = -1;
}

template <class ItemType>
bool StackType<ItemType>::IsEmpty()
{
    return (top == -1);
}

template <class ItemType>
bool StackType<ItemType>::IsFull()
{
    return (top == MAX_ITEMS-1);
}

template <class ItemType>
void StackType<ItemType>::Push(ItemType newItem)
{
    if(IsFull())
        cout<<"Stack is Full"<<endl;
    else{
        top++;
        items[top] = newItem;
    }
}

template <class ItemType>
void StackType<ItemType>::Pop()
{
    if(IsEmpty())
        cout<<"Stack is empty"<<endl;
    else
        top--;
}

template <class ItemType>
ItemType StackType<ItemType>::Top()
{
    return items[top];
}
```

Generate the **driver file (main.cpp)** where you perform the following tasks. Note that you cannot make any change to the header file or the source file.

Operation to Be Tested and Description of Action	Input Values	Expected Output
• Create a stack of integers		
• Check if the stack is empty		Stack is Empty
• Push four items	5 7 4 2	
• Check if the stack is empty		Stack is not Empty
• Check if the stack is full		Stack is not full
• Print the values in the stack (for this, write printItem() function)		2 4 7 5
• Push another item	3	
• Print the values in the stack		3 2 4 7 5
• Check if the stack is full		Stack is full
• Pop two items		
• Print top item		4
• Take strings of parentheses from the user as input and use a stack to check if the string of parentheses is balanced or not	()	Balanced
	(()) () (()) ()	Balanced
	(()) () ((()	Not balanced
	(()))) ((()	Not balanced