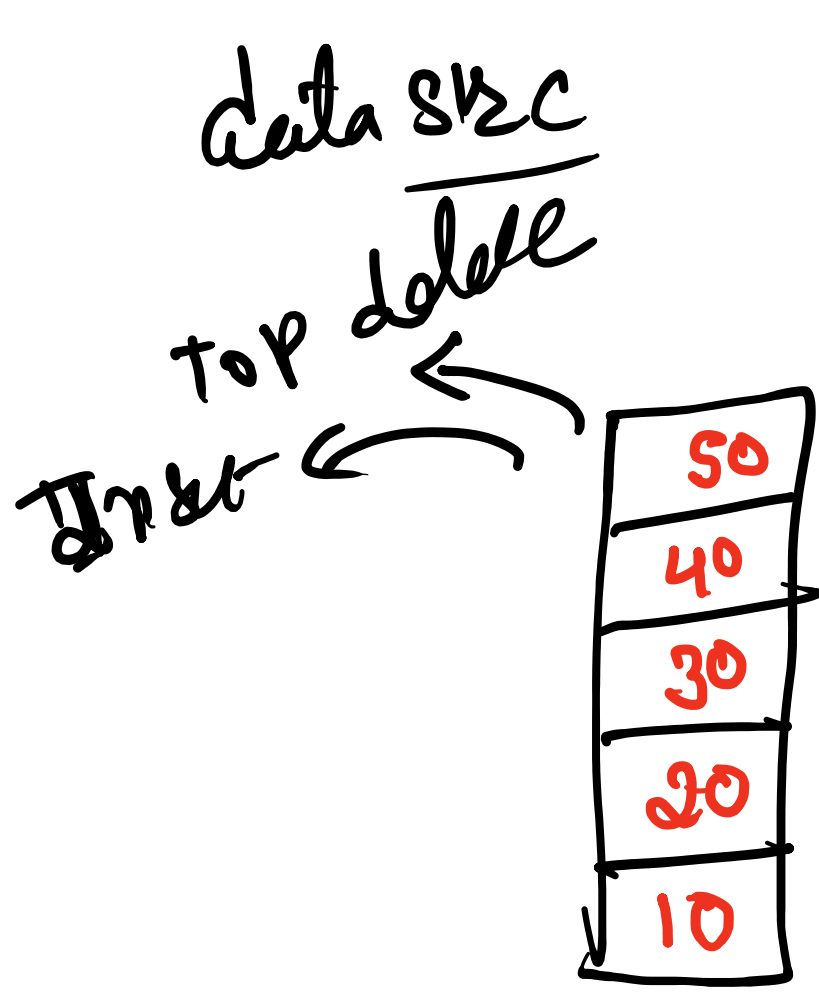


Stack and queue

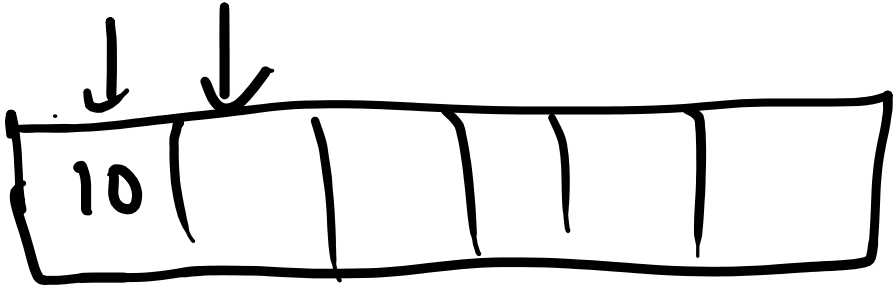
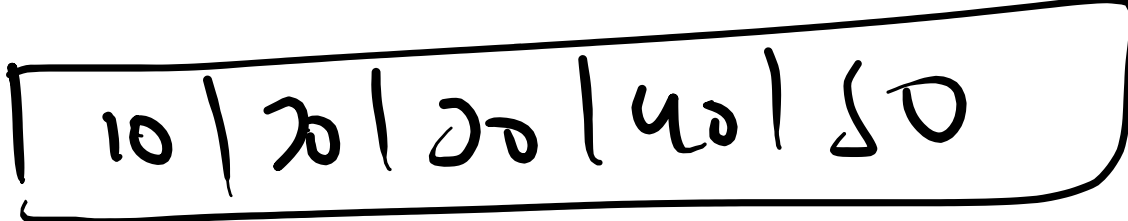


Stack

add \rightarrow push()
delete \rightarrow pop()
get \rightarrow peek()
no queue size()

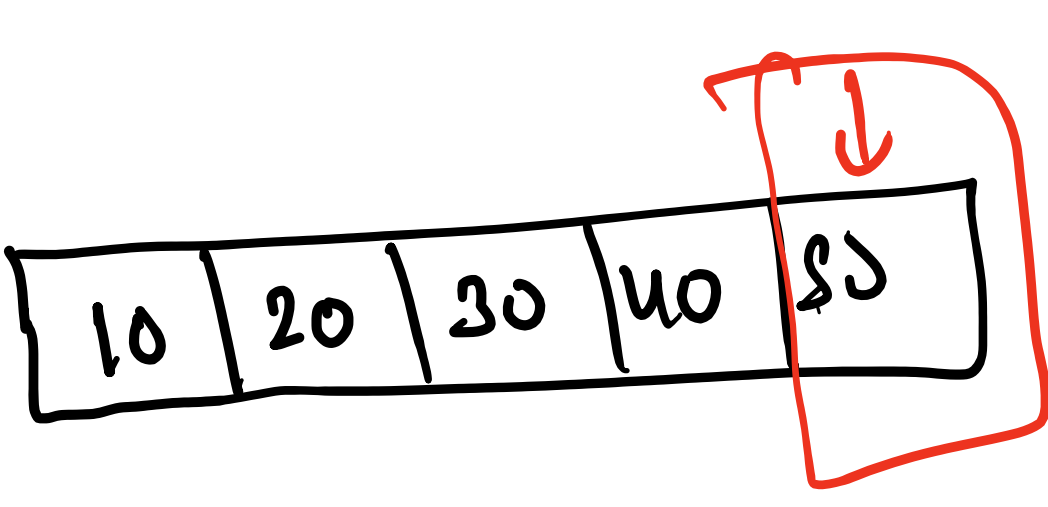
LIFO

isEmp()
isFull()



```
public void push(int item) {  
    arr[idx] = item;  
    idx++;  
}
```

arr[idx] = item;
idx++



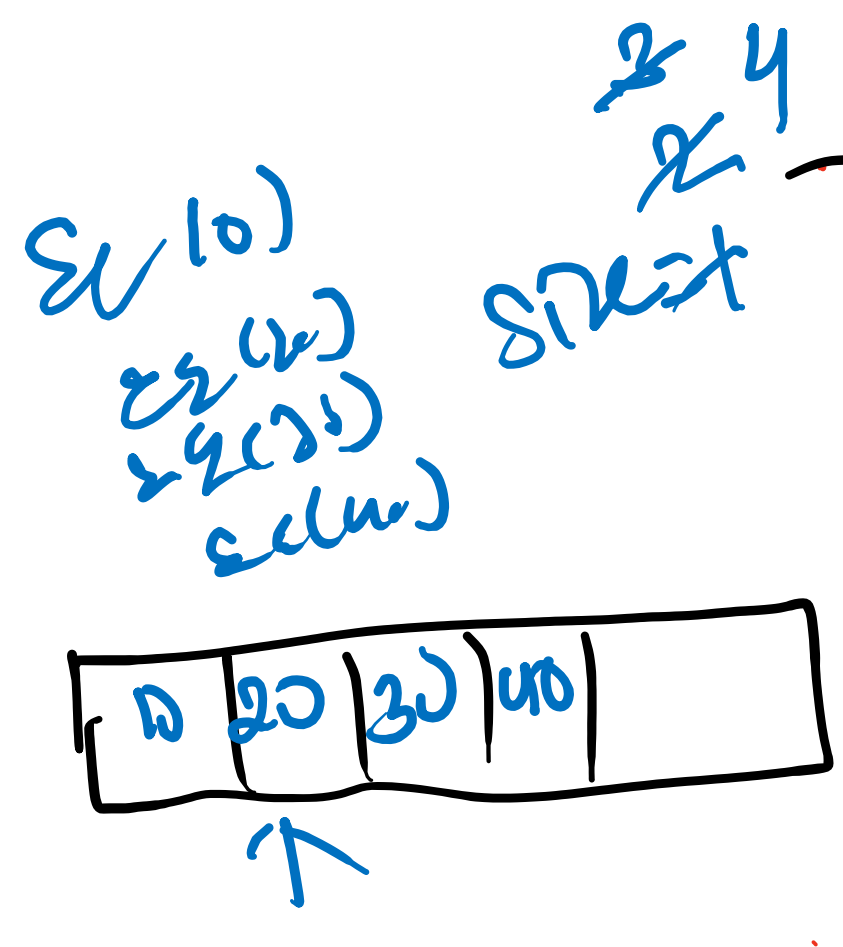
idx = 0 1 2 3 4 \rightarrow 4
st.push(10);
st.push(20);
st.push(30);
st.push(40);
st.push(50);

idx--
ret arr[idx]

Queue (i)

front \rightarrow
size \rightarrow

[i]

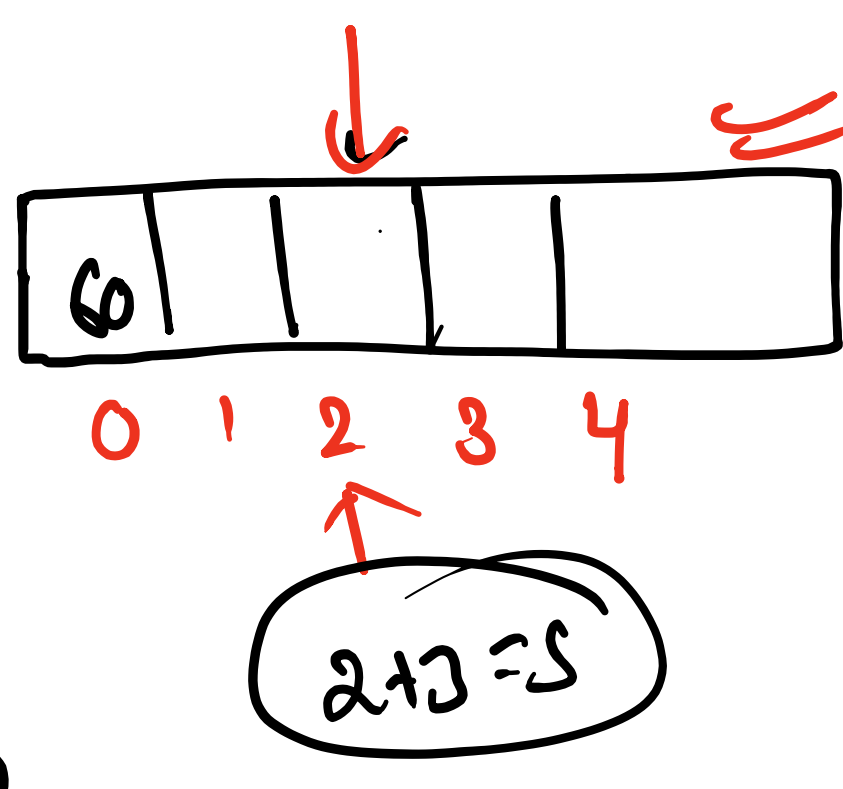


FIFO

add \rightarrow enqueue
remove \rightarrow dequeue
get \rightarrow get front
size \rightarrow
is empty
is full

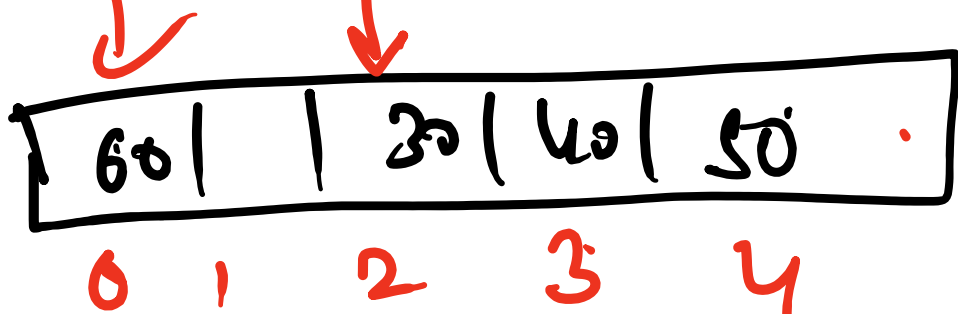
idx = (front + size) % arr.len

```
public void enqueue(int item) {  
    arr[size] = item;  
    size++;  
}  
  
public int dequeue() {  
    int v = arr[front];  
    front++;  
    size--;  
    return v;  
}
```



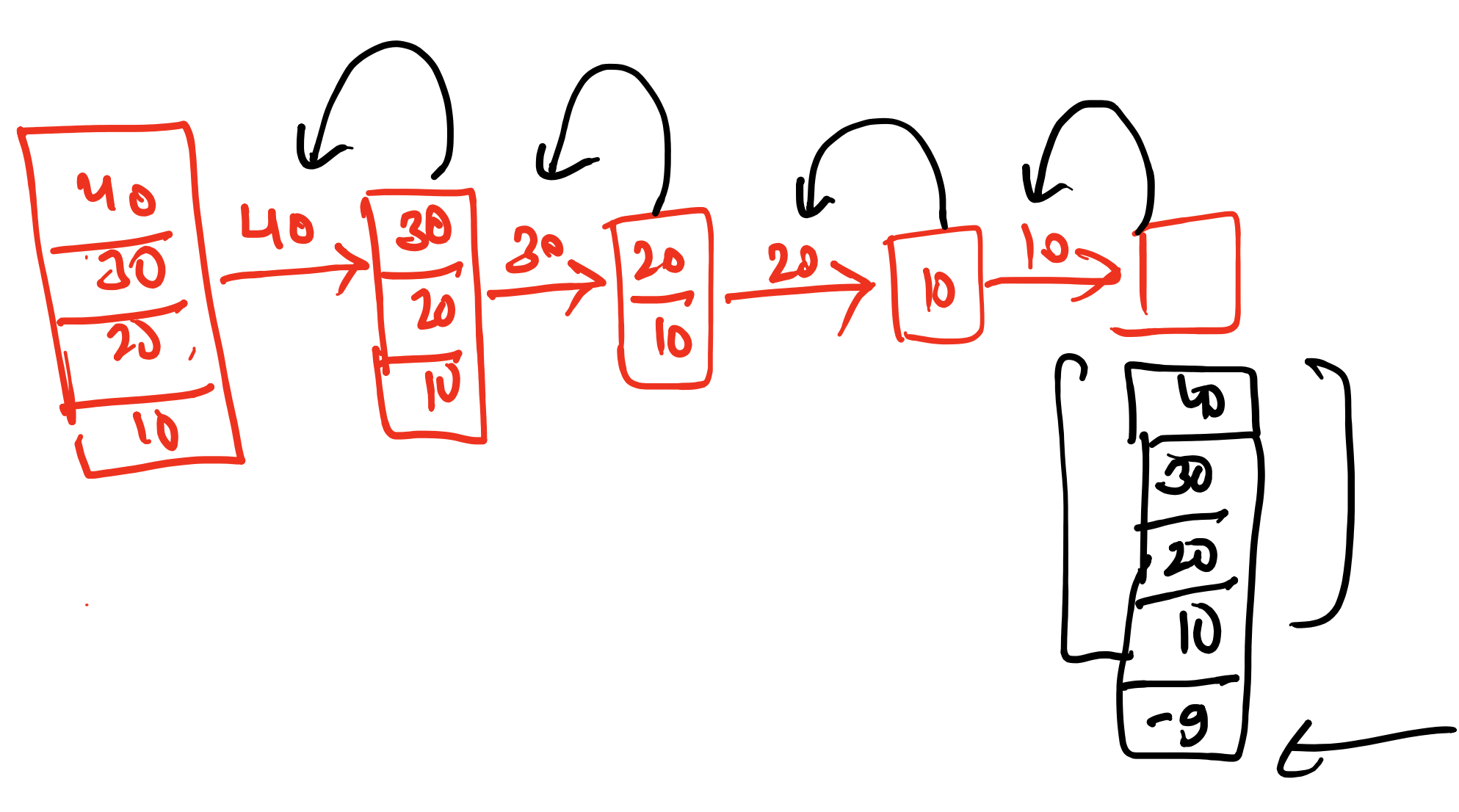
size = 5
front = 5

30 40 50 60

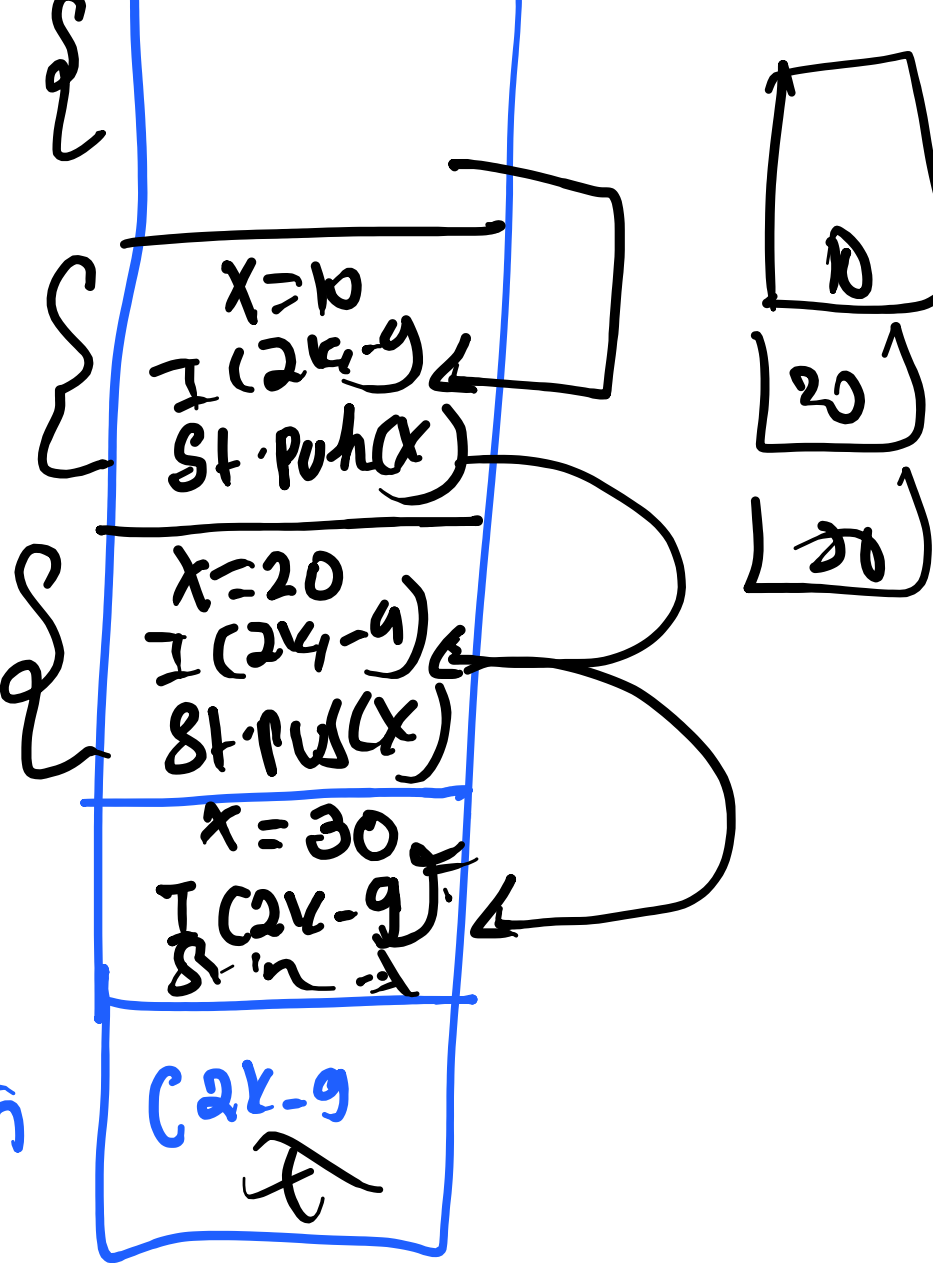
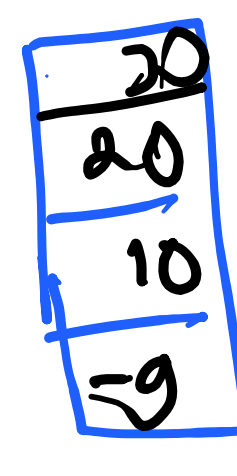


pos = i % size
idx = (front + 1) % arr.len

2 * 0 = 0
2 * 1 = 2
2 * 2 = 4
2 * 3 = 6



```
public static void Insert(Stack<Integer> st, int item) {  
    if (st.isEmpty()) {  
        st.push(item);  
        return;  
    }  
    int x = st.pop();  
    Insert(st, item);  
    st.push(x);  
}
```



```
public static void Reverse(Stack<Integer> st) {  
    if (st.isEmpty()) {  
        return;  
    }  
    int x = st.pop();  
    Reverse(st);  
    Insert(st, x);  
}  
  
public static void Insert(Stack<Integer> st, int item) {  
    if (st.isEmpty()) {  
        st.push(item);  
        return;  
    }  
    int x = st.pop();  
    Insert(st, item);  
    st.push(x);  
}
```

