

Data Structure

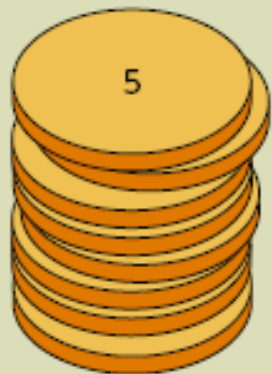
Lab 5

Stacks

CSCI207

Stacks

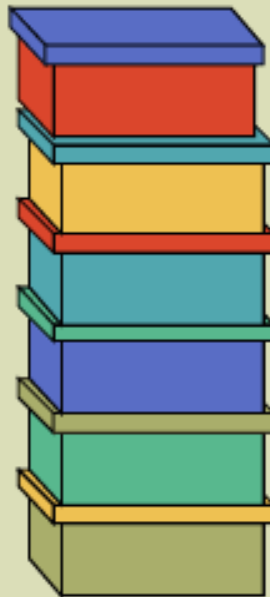
Stack of
coins



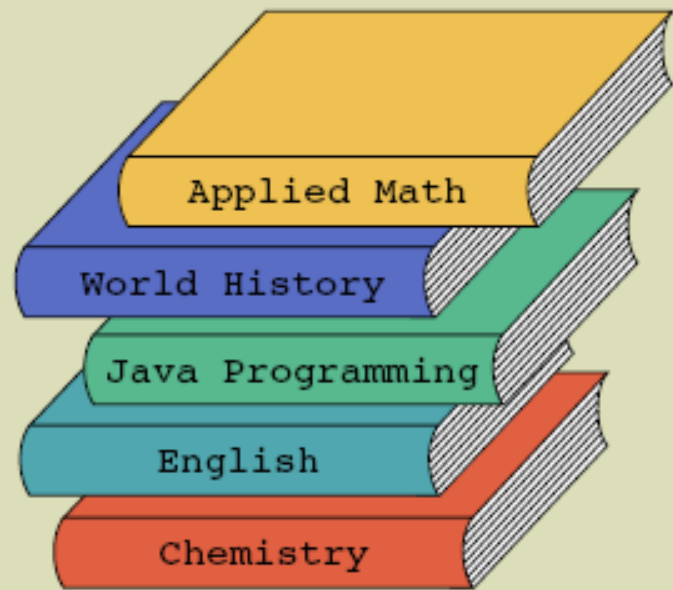
Stack of
trays



Stack of
boxes



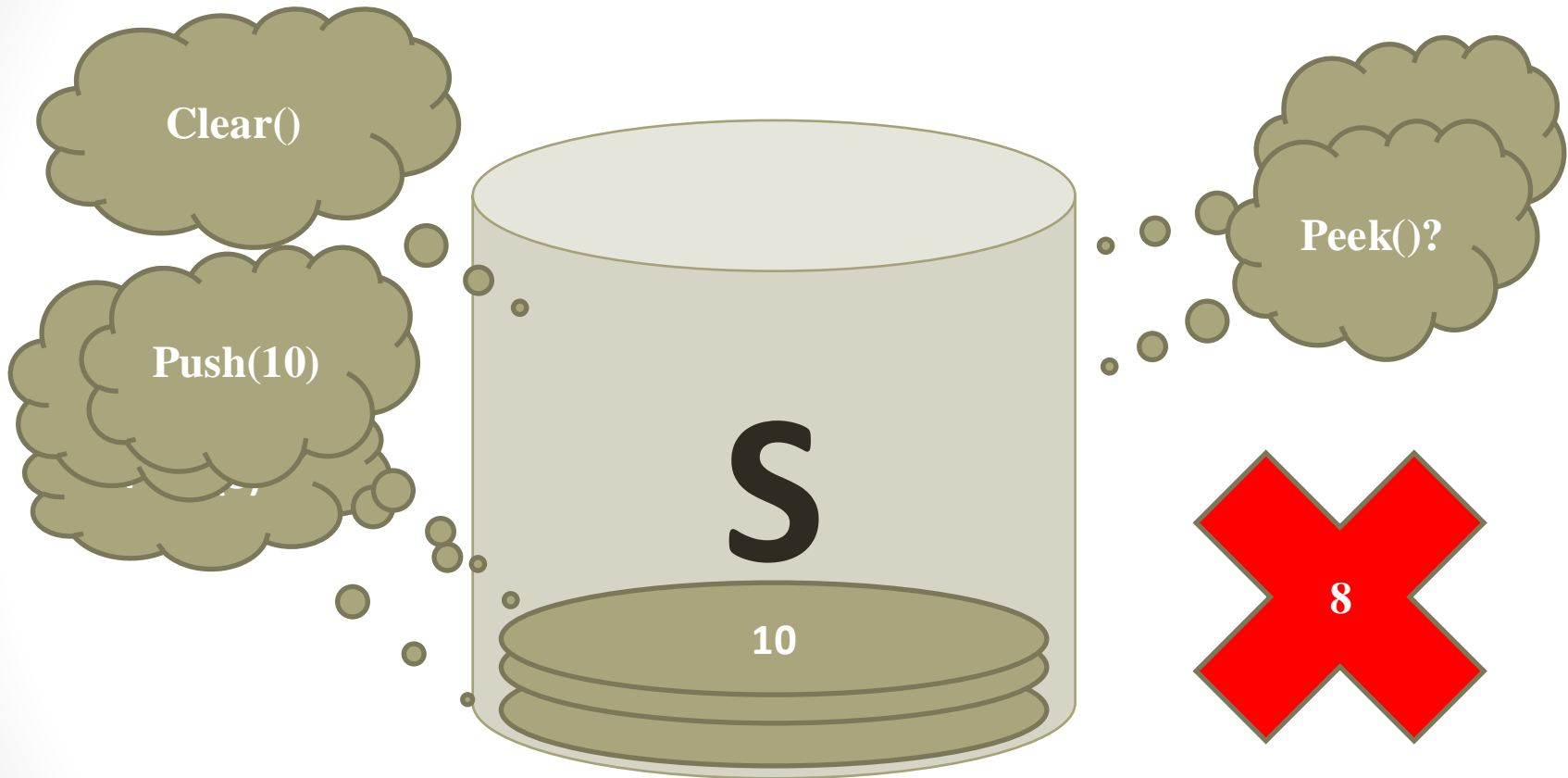
Stack of
books



Stacks

- **Stacks** are also called **Last In First Out (LIFO)** data structures
- Operations performed on stacks
 - **Push:** adds an element to the stack
 - **Pop:** removes an element from the stack
 - **Peek:** looks at the top element of the stack

Stack Representation **LIFO**



Let's implement

- First we need to create class stack that has members:
 - Size : int → the max size you need
 - Top : int → the last element in the stack
 - List : array of int values(or any data type we need)
- Default constructor
 - Set size = 100
 - Set top = -1 → that refer to the stack is empty
 - Create list of size 100

Let's implement

- Parameterized constructor that take size parameter
 - Set size = the size you got from parameter
 - Set top = -1 → that refer to the stack is empty
 - Create list it's size that you got from parameter
- Initialization function → to initialize all element of list
- Push function → to add new element
- Pop function → return the last element and delete it
- Peek function → just return last element
- Clear function → remove all element

Let's implement

```
class Stack
{
    private:
        int maxStackSize;
        int stackTop;
        int *list;
    public:
        Stack()
        {
            maxStackSize = 100;
            stackTop = -1; //set stackTop to -1
            //create the array
            list = new int[maxStackSize];
        }
        Stack(int S)
        {
            maxStackSize = S;
            stackTop = -1; //set stackTop to -1
            //create the array
            list = new int[maxStackSize];
        }
}
```

Let's implement

```
void initializeStack()
{
    for (int i = 0; i < stackTop; i++)
        list[i] = NULL;
    stackTop = -1;
}
bool isEmptyStack()
{
    return (stackTop == -1);
}
bool isFullStack()
{
    return (stackTop == (maxStackSize-1));
}
void push(int newItem)
{
    if (isFullStack())
    {
        cout << "Cannot add->the stack is full" << endl;
        return;
    }
    stackTop++; //increment stackTop
    list[stackTop] = newItem; //add newItem
}
```


Let's implement

```
int pop()
{
    if (isEmptyStack())
    {
        cout << "The stack is empty !!!" << endl;
        return -1;
    }
    return list[stackTop--];
}

int peek()
{
    if (isEmptyStack())
    {
        cout << "The stack is empty !!!" << endl;
        return NULL;
    }
    return list[stackTop];
}
```

Let's implement

```
void clear()
{
    if (isEmptyStack())
    {
        cout << "The stack is empty !!!" << endl;
    }
    while(!isEmptyStack())
    {
        pop();
    }
}

};

int main()
{
    Stack MyStack (10); // makes new stack of size 10.
    MyStack.push(5);    // push items onto stack
    MyStack.push(8);    // These are 'logical' operations!!!
    MyStack.pop();
    MyStack.push(10);
    cout<< MyStack.peek()<<endl
    MyStack.clear();

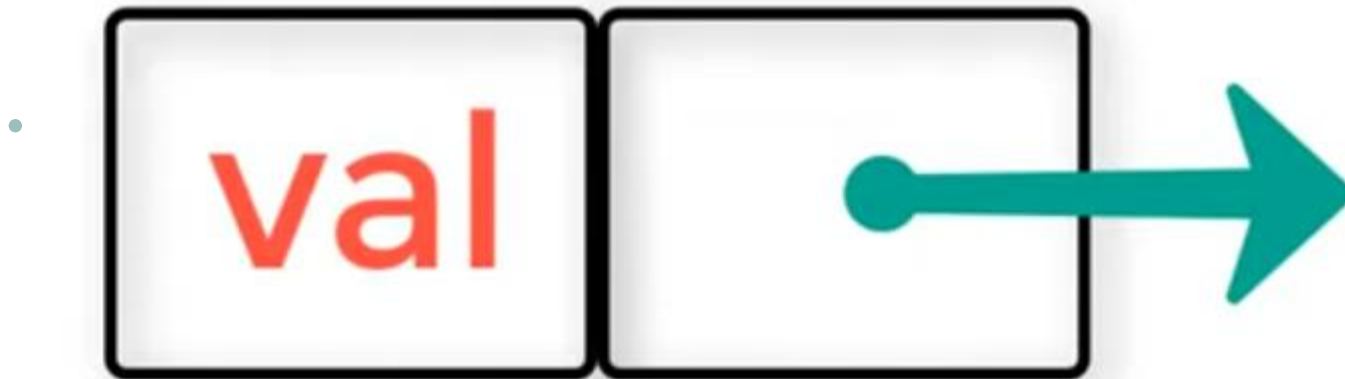
    return 0;
}
```

Stack using linked list

- **Drawbacks of Implementing a Stack Using Arrays**
 - **Fixed Size Limitation**
 - Inefficient Memory Management
 - Costly Resizing Operations
 - Must know max number of values at compile time
 - Arrays hold data of the same data type

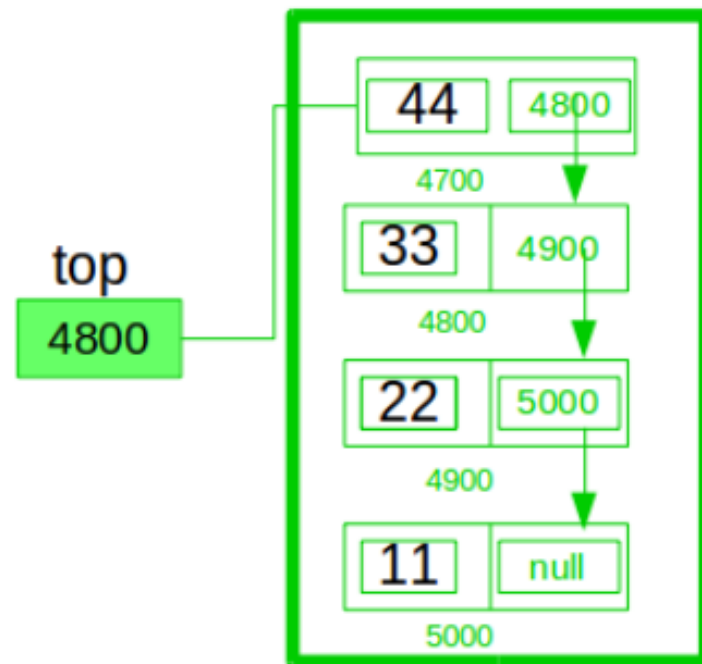
Stack using linked list

- **Each item(node) in stack** contains :-
- A piece of data (any type)
- Pointer to the previous node in the stack



Stack using linked list

- Pointer of the first node point to Null
- Each node contain the address of the previous node
- Top pointer contain the address of the last node in the stack



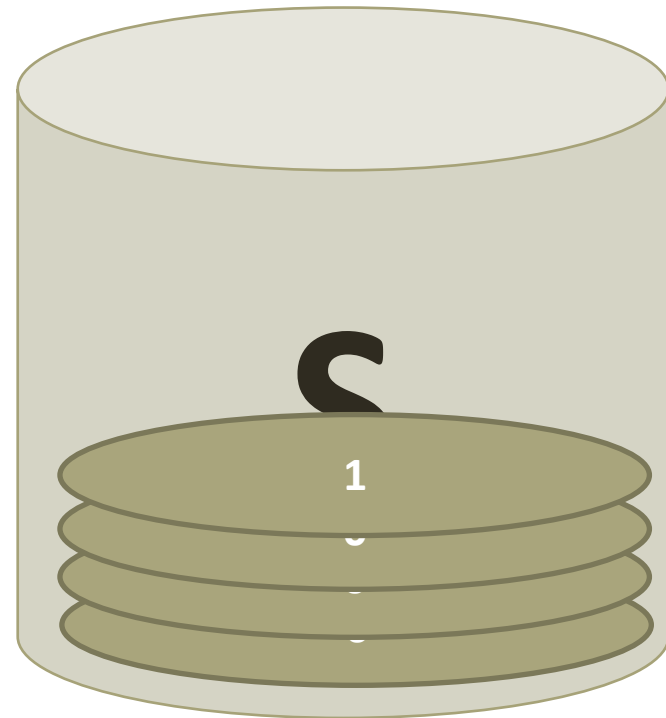
Stack Operations

- **Push:** adds an element to the stack
- **Pop:** removes an element from the stack
- **Peek:** looks at the top element of the stack

Check the Implementation.cpp file

Task : DECIMAL TO BINARY CONVERTER

- Implement a function that takes input parameters (decimal number) and works on it using Stack to convert it into a binary number.
- EX: to convert 8 to binary
 - $8 / 2 \rightarrow 4$ with remainder 0
 - $4 / 2 \rightarrow 2$ with remainder 0
 - $2 / 2 \rightarrow 1$ with remainder 0
 - $1 / 2 \rightarrow 0$ with remainder 1
 - So 8 become 1000



THANK YOU