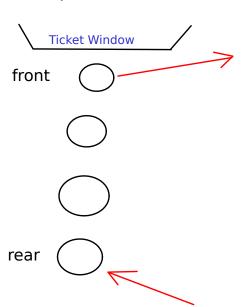
Abstract Data Type (ADT) --

In computer science, an abstract data type (ADT) is a mathematical model for data types. An abstract data type is defined by its behavior (semantics) from the point of view of a user, of the data, specifically in terms of possible values, possible operations on data of this type, and the behavior of these operations.

Eg. - Queue, Stack, Hash Table, Linked List, Binary Search Tree etc.

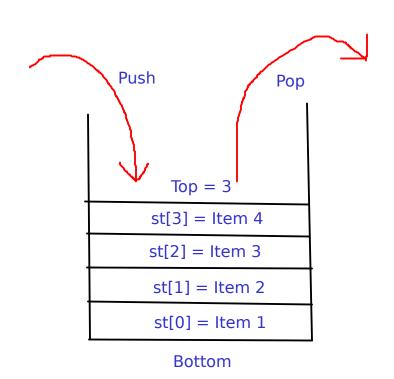
Queue<type> : FIFO (First In First Out) linear data structure, it supports the operations of enqueue (at rear end) and dequeue (at front end)

Operations:
void enqueue(<Type> key)
<Type> dequeue()
int size()
<Type> peek()
bool is\_empty()
bool is\_full()



Stack<type>: LIFO (Last In First Out) linear data structure, it supports the operations of push (insertion) and pop (deletion), both at the same end

Operations:
void push(<Type> key)
<Type> pop()
int size()
<Type> top() / peek()
bool is\_empty()
bool is\_full()



```
Array Implementation of Queue:
class Queue<Type T>
     T q[MAXSIZE];
     int front, rear;
     Queue() { rear = -1; front = 0; }
     void enqueue(T data) {
          if(is full() == true)
               return "Error: Queue is full!";
          rear = (rear + 1) \% MAXSIZE;
          q[rear] = data;
     }
     T dequeue() {
          if( is empty() == true )
               return "Error: Queue is empty!";
          tmp = q[front];
          front = (front + 1) % MAXSIZE;
          return tmp;
     }
     T peek() { return q[front]; }
     int size() {
          int size = (rear - front + 1);
          if(size < 0)
               size = size + MAXSIZE;
          return size;
     }
     bool is empty() { return ( size()==0 ); }
     bool is full() { return ( size()==MAXSIZE ); }
```

Operations to be performed (in sequence): enqueue(44), enqueue(52), enqueue(69), enqueue(72), dequeue(), dequeue(), dequeue(), enqueue(37), dequeue(), enqueue(28), enqueue(13), dequeue(), dequeue()

}

```
Array Implementation of Stack:
class Stack<Type T>
     T st[MAXSIZE];
     int top;
     Stack() \{ top = -1; \}
     void push(T data) {
          if( is full() == true )
                return "Error: Stack is full!";
          top++;
          st[top] = data;
     }
     T pop() {
          if( is empty() == true )
               return "Error: Stack is empty!";
          tmp = st[top];
          top--;
          return tmp;
     }
     T top() { return st[top]; }
     int size() { return (top+1); }
     bool is empty() { return (top==-1); }
     bool is full() { return (top==MAXSIZE-1); }
}
```