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Assignment N0 1 -

1. Write a program to perform stack and queue

```
Stack
#include <bits/stdc++.h> using
namespace std;

#define MAX 1000
class Stack {
    int top;

public:
    int a[MAX];

    Stack() { top = -1; }

bool push(int x);
int pop(); int peek();
bool isEmpty();
};
```

```
{
        if (top >= (MAX - 1)) {
               cout << "Stack Overflow";</pre>
return false;
        }
        else {
a[++top] = x;
                cout << x << " pushed into stack\n";</pre>
                return true;
        }
}
int Stack::pop()
{
        if (top < 0) {
                     cout <<
"Stack Underflow";
                return 0;
        }
        else { int x =
a[top--];
                return x;
        }
}
int Stack::peek()
```

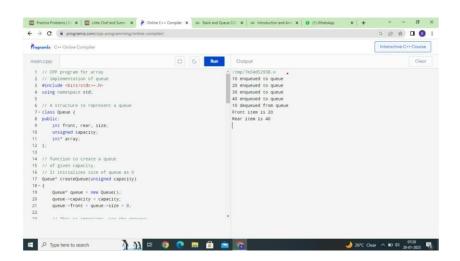
```
{
        if (top < 0) {
                 cout << "Stack is Empty";</pre>
                 return 0;
        }
         else {
                        int x
= a[top];
                 return x;
         }
}
bool Stack::isEmpty()
{
        return (top < 0);
}
int main()
{
         class Stack s;
         s.push(10);
         s.push(20);
         s.push(30);
        cout << s.pop() << " Popped from stack\n;</pre>
cout << "Top element is : " << s.peek() << endl;</pre>
```

```
2) queue
#include <bits/stdc++.h>
using namespace std;
class Queue { public:
    int front, rear, size;
```

```
unsigned capacity; int*
       array;
};
Queue* createQueue(unsigned capacity)
{
       Queue* queue = new Queue(); queue-
>capacity = capacity; queue->front = queue-
>size = 0;
       queue->rear = capacity - 1;
                                      queue-
>array = new int[queue->capacity];
                                      return
queue;
int isFull(Queue* queue)
{
       return (queue->size == queue->capacity);
}
int isEmpty(Queue* queue)
{
       return (queue->size == 0);
}
void enqueue(Queue* queue, int item)
{
```

```
if (isFull(queue))
               return;
        queue->rear = (queue->rear + 1)
                               % queue->capacity;
        queue->array[queue->rear] = item;
queue->size = queue->size + 1; cout << item <<
" enqueued to queue\n";
int dequeue(Queue* queue)
{
        if (isEmpty(queue))
               return INT_MIN;
        int item = queue->array[queue->front];
queue->front = (queue->front + 1)
                              % queue->capacity;
        queue->size = queue->size - 1;
return item;
int front(Queue* queue)
{
        if (isEmpty(queue))
               return INT_MIN;
        return queue->array[queue->front];
}
```

```
int rear(Queue* queue)
{
        if (isEmpty(queue))
               return INT_MIN;
        return queue->array[queue->rear];
}
int main()
{
        Queue* queue = createQueue(1000);
        enqueue(queue, 10);
enqueue(queue, 20); enqueue(queue, 30);
enqueue(queue, 40);
        cout << dequeue(queue)</pre>
               << " dequeued from queue\n";
        cout << "Front item is "
               << front(queue) << endl;
        cout << "Rear item is "
               << rear(queue) << endl;
        return 0;
}
```



2. write a program to create linklist

Node* head = NUL