

# VII. Stack & Queue in Python

import array

arr = array.array('i') # syntax of empty array

arr = array.array('i', [1, 2, 3]) # this entire is printed.

arr.append(10) # adding 10 to the array

print(arr)

arr.pop() # <sup>it</sup> pops the last element in the array

print(arr)

arr.pop(0) # to pop the element at exact location

print(arr[0:2]) # array slicing

for i in range(0, 2):

arr.pop()

print(arr)

\* If you find the length of the stack you will find the top

STACK (LIFO) Last in first out.

\* operation to insert an element is 'PUSH'

\* operation to remove an element is 'POP'

import array

class Stack:

def \_\_init\_\_(self):

# constructor

self.my\_stack = array.array('i', [])

self.top = -1

def push(self, element):

self.my\_stack.append(element)

def pop(self):

self.my\_stack.pop()

def is\_empty(self):

if len(self.my\_stack):

return False

else:

return True

def top(self):

return (len(self.my\_stack) - 1)

if self.is\_empty():

print("Stack is empty can't pop")

else:

self.my\_stack.pop()

This is the entry point.  
main function

if \_\_name\_\_ == "\_\_main\_\_":

stack = Stack() # This is how we create  
↑                   ↑  
variable       class name       # object in python

stack.push(1)

stack.push(2)

stack.push(3)

print(stack.my\_stack)

~~stack~~ stack.top()

stack.pop()

print(stack.my\_stack)

Queue FIFO (First in First Out)

import array

class Queue:

def \_\_init\_\_(self):

self.my\_queue = array.array('i', [])

def enqueue(self, element):

self.my\_queue.append(element)

\* def dequeue(self):

# what if

self.my\_queue.pop(0)

# empty.

\* def dequeue(self):

if self.is\_empty():

print("Queue is empty")

else:

self.my\_queue.pop(0)



if \_\_name\_\_ == "\_\_main\_\_":

queue = Queue()

print(queue.my\_queue)

queue.enqueue(1)

queue.enqueue(2)

queue.enqueue(3)

print(queue.my\_queue)

queue.dequeue()

print(queue.my\_queue)