(Exercises 1-3 are trivial).

Suppose the necessary assumptions for the following exercises:

Exercise 4

Solution

```
#include <queue>
                                                                                 ⊚ C++
2
   #include <stack>
3
4
   std::queue<char> reverse_queue_using_stack(std::queue<char> input_queue) {
5
       std::stack<char> temporary_stack;
6
7
       while (!input_queue.empty()) {
8
            char current_element = input_queue.front();
9
            input_queue.pop();
10
            temporary_stack.push(current_element);
11
       }
12
13
       std::queue<char> reversed_queue;
14
       while (!temporary_stack.empty()) {
15
            char top_element = temporary_stack.top();
16
            temporary_stack.pop();
17
            reversed_queue.push(top_element);
       }
18
19
20
       return reversed_queue;
21 }
```

Exercise 5

Solution

We can make 2 different queuess growing in opposite directions (they'll colide at the middle, this may or may not be relevant to the problem):

```
struct TwoStacksInOneArray {
                                                                                 ⊚ C++
2
     int* shared_array;
3
     int array_capacity;
4
     int top_index_stack_1;
5
     int top_index_stack_2;
6
7
      TwoStacksInOneArray(int total_capacity) {
8
          array_capacity = total_capacity;
9
          shared_array = new int[array_capacity];
          top_index_stack_1 = -1;
10
          top_index_stack_2 = array_capacity;
11
12
     }
```

```
13
14
      void push to stack 1(int value to push) {
15
          if (top index stack 1 < top index stack 2 - 1) {</pre>
16
            shared_array[++top_index_stack_1] = value_to_push;
17
          }
18
     }
19
20
      void push to stack 2(int value to push) {
21
          if (top_index_stack_1 < top_index_stack_2 - 1) {</pre>
22
              shared_array[--top_index_stack_2] = value_to_push;
23
          }
24
     }
25
      int pop_from_stack_1() {
27
          return (top_index_stack_1 >= 0) ? shared_array[top_index_stack_1--] : -1;
28
      }
29
      int pop from stack 2() {
30
          return (top_index_stack_2 < array_capacity) ?</pre>
31
          shared_array[top_index_stack_2++] : -1;
32
      }
33 };
```

Solution

```
int circular_sequential_search(int* circular_list, int list_length, int
                                                                                 ⊗ C++
  target_value, int start_index) {
2
       for (int offset = 0; offset < list length; offset++) {</pre>
           int current_index = (start_index + offset) % list_length;
4
           if (circular_list[current_index] == target_value) {
5
               return current index;
6
           }
7
8
       return -1;
9 }
```

Exercise 7

Solution

```
1 struct DequeWithFixedArray {
2   int* deque_array;
3   int front_index;
4   int rear_index;
5   int current_size;
6   int array_capacity;
```

```
7
8
        DequeWithFixedArray(int maximum capacity) {
9
            array capacity = maximum capacity;
10
            deque_array = new int[array_capacity];
11
            front_index = 0;
            rear_index = 0;
12
13
            current_size = 0;
14
        }
15
        void insert at front(int value to insert) {
16
17
            if (current_size == array_capacity) return;
18
            front_index = (front_index - 1 + array_capacity) % array_capacity;
19
            deque array[front index] = value to insert;
20
            current size++;
        }
21
22
        void insert_at_rear(int value_to_insert) {
23
            if (current size == array capacity) return;
24
25
            deque_array[rear_index] = value_to_insert;
            rear_index = (rear_index + 1) % array_capacity;
26
27
            current size++;
28
        }
29
        void remove from front() {
30
31
            if (current_size == 0) return;
            front index = (front_index + 1) % array_capacity;
32
33
            current_size--;
34
       }
35
        void remove_from_rear() {
36
37
            if (current size == 0) return;
            rear_index = (rear_index - 1 + array_capacity) % array_capacity;
38
39
            current_size--;
40
        }
41 };
```

Solution

```
void enqueue_value_into_queue(int value_to_enqueue) {
   input_stack_for_enqueue_operations.push(value_to_enqueue); // 0(1)
}

void transfer_elements_from_input_to_output_stack() {
   while (!input_stack_for_enqueue_operations.empty()) {
```

```
int top_value_from_input_stack =
7
            input_stack_for_enqueue_operations.top();
8
            input_stack_for_enqueue_operations.pop();
            output_stack_for_dequeue_operations.push(top_value_from_input_stack);
10
        }
11 }
12
13
   int dequeue value from queue() {
        if (output_stack_for_dequeue_operations.empty()) {
14
            transfer_elements_from_input_to_output_stack();
15
16
        }
17
        if (output_stack_for_dequeue_operations.empty()) {
18
19
            return -1; // Queue is empty
        }
20
21
22
        int value_to_return = output_stack_for_dequeue_operations.top();
23
        output_stack_for_dequeue_operations.pop();
24
        return value_to_return;
25 }
```

Solution

a) O(n):

```
int get_minimum_value_linear(int* stack_array, int current_stack_size) {
2
        if (current stack size == 0) return -1;
3
        int minimum_value = stack_array[0];
4
        for (int i = 1; i < current_stack_size; i++) {</pre>
5
            if (stack_array[i] < minimum_value) {</pre>
6
                minimum_value = stack_array[i];
7
8
        }
9
        return minimum_value;
10 }
```

b) *O*(1):

```
1 struct StackWithMinimum {
2   int* element_array;
3   int current_size;
4   int maximum_capacity;
5   std::stack<int> minimum_tracking_stack;
6 };
```

```
7
8
   void push with min tracking(StackWithMinimum* stack, int value to push) {
9
       if (stack->current size < stack->maximum capacity) {
10
            stack->element_array[stack->current_size++] = value_to_push;
            if (stack->minimum_tracking_stack.empty() || value_to_push <= stack-</pre>
11
           >minimum_tracking_stack.top()) {
12
                stack->minimum_tracking_stack.push(value_to_push);
13
           }
       }
14
15 }
16
17 int pop_with_min_tracking(StackWithMinimum* stack) {
18
       if (stack->current_size == 0) return -1;
19
       int popped_value = stack->element_array[--stack->current_size];
       if (!stack->minimum_tracking_stack.empty() && popped_value == stack-
20
       >minimum_tracking_stack.top()) {
21
            stack->minimum_tracking_stack.pop();
22
       }
       return popped_value;
24 }
25
26 int get_minimum_value_constant_time(StackWithMinimum* stack) {
       return (!stack->minimum_tracking_stack.empty()) ? stack-
27
       >minimum_tracking_stack.top() : -1;
28 }
```

Solution

a) O(n):

```
int get_minimum_value_in_queue_linear(std::queue<int> input_queue) {
                                                                                  ⊘ C++
2
        if (input queue.empty()) return -1;
3
        int minimum_value = input_queue.front();
        while (!input_queue.empty()) {
4
5
            if (input_queue.front() < minimum_value) {</pre>
6
                minimum_value = input_queue.front();
            }
8
            input_queue.pop();
9
10
        return minimum_value;
11 }
```

```
b) Optimized if n \in [1, 10]:
```

```
⊗ C++
1 int get_minimum_value_with_fixed_range(std::queue<int> input_queue) {
2
       int frequency_counter[11] = {0};
       while (!input_queue.empty()) {
3
4
           int current_value = input_queue.front();
5
           input_queue.pop();
6
           frequency_counter[current_value]++;
7
       }
8
9
       for (int value = 1; value <= 10; value++) {</pre>
10
           if (frequency_counter[value] > 0) {
11
                return value;
12
           }
13
       }
14
       return -1;
15 }
```