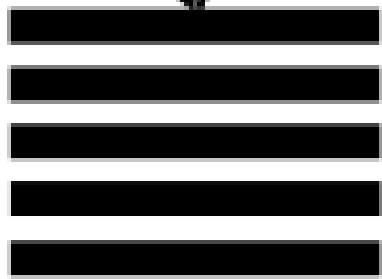


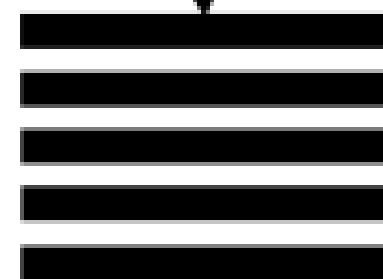
Stack:

Last in, first out

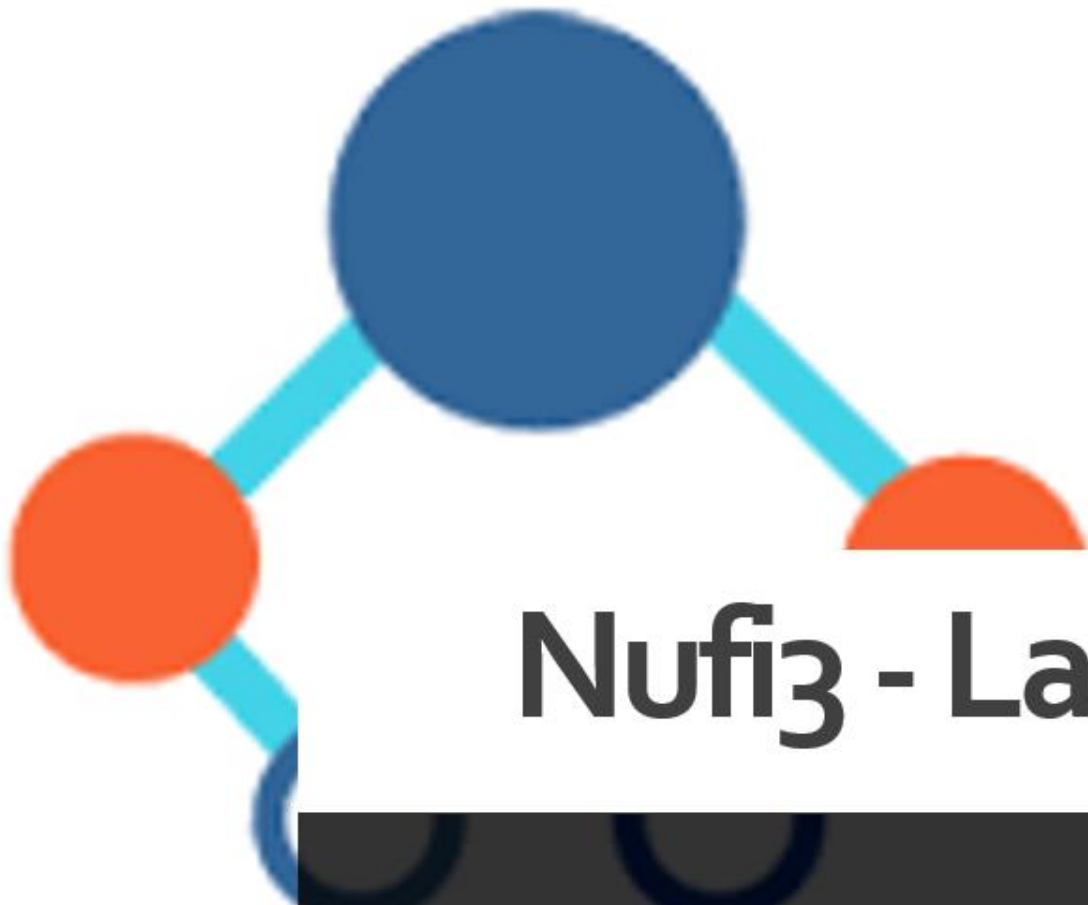


Queue:

First in, first out



Stack & Queue Menggunakan Linked List



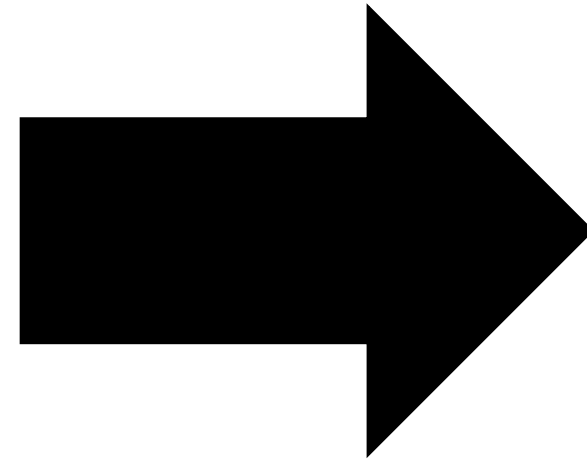
Nufi3 - Last Meeting Event

Learning with nufi3.com

NUFI3
research

Data Structure

BACK TO THE TOPIC



Kembali Ke Materi

Rewards untuk event akan diumumkan di akhir pertemuan

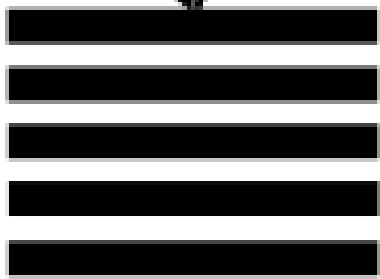
Pertanyaan :

- Buka browser www.menti.com
- masukan kode 70 11 31

Go to www.menti.com and use the code 70 11 31

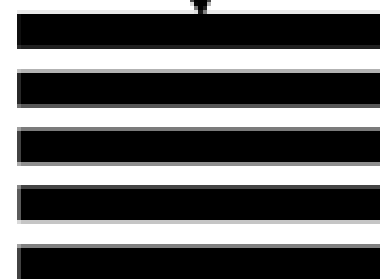
Stack:

Last in, first out



Queue:

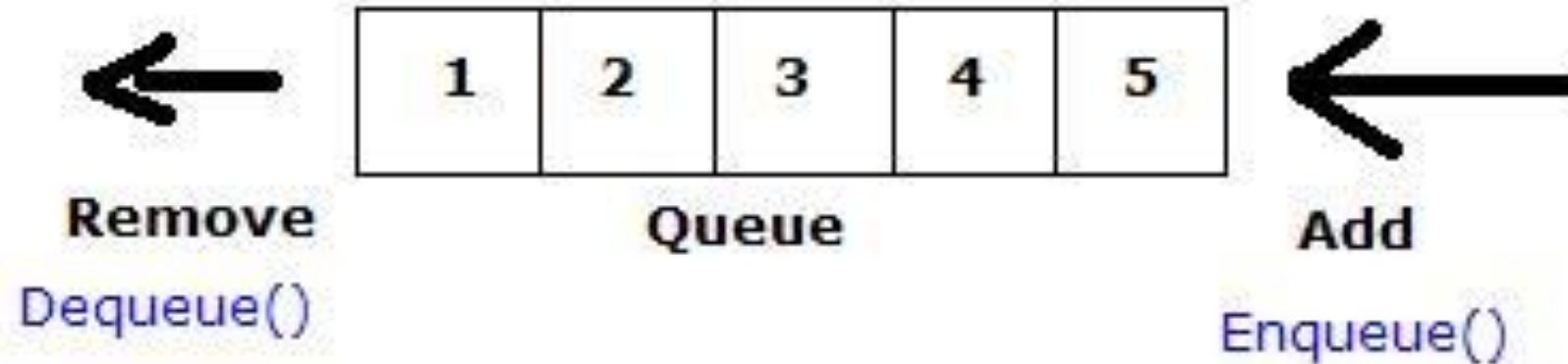
First in, first out



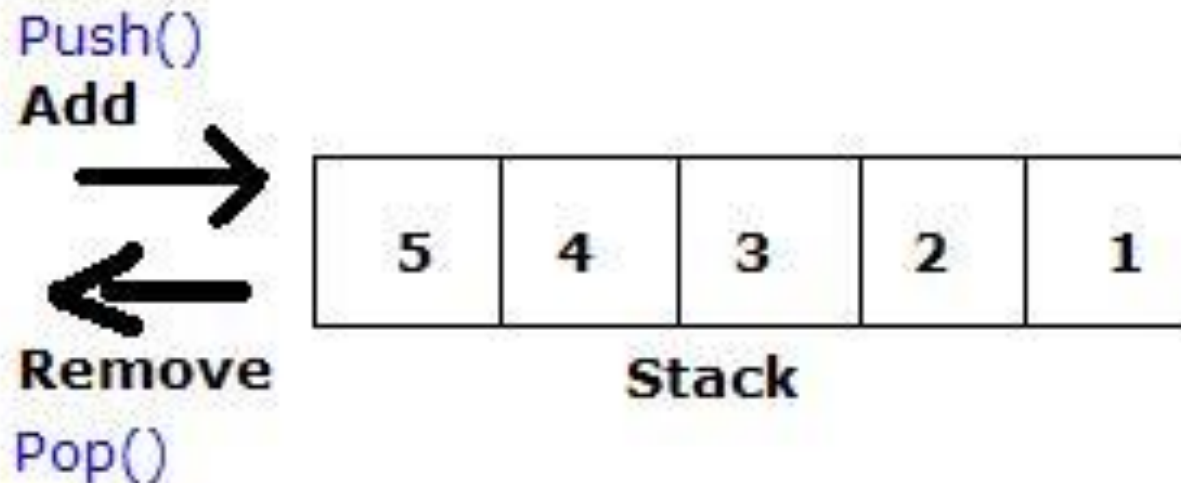
Stack & **Queue** Menggunakan
Linked List

Mengingat kembali

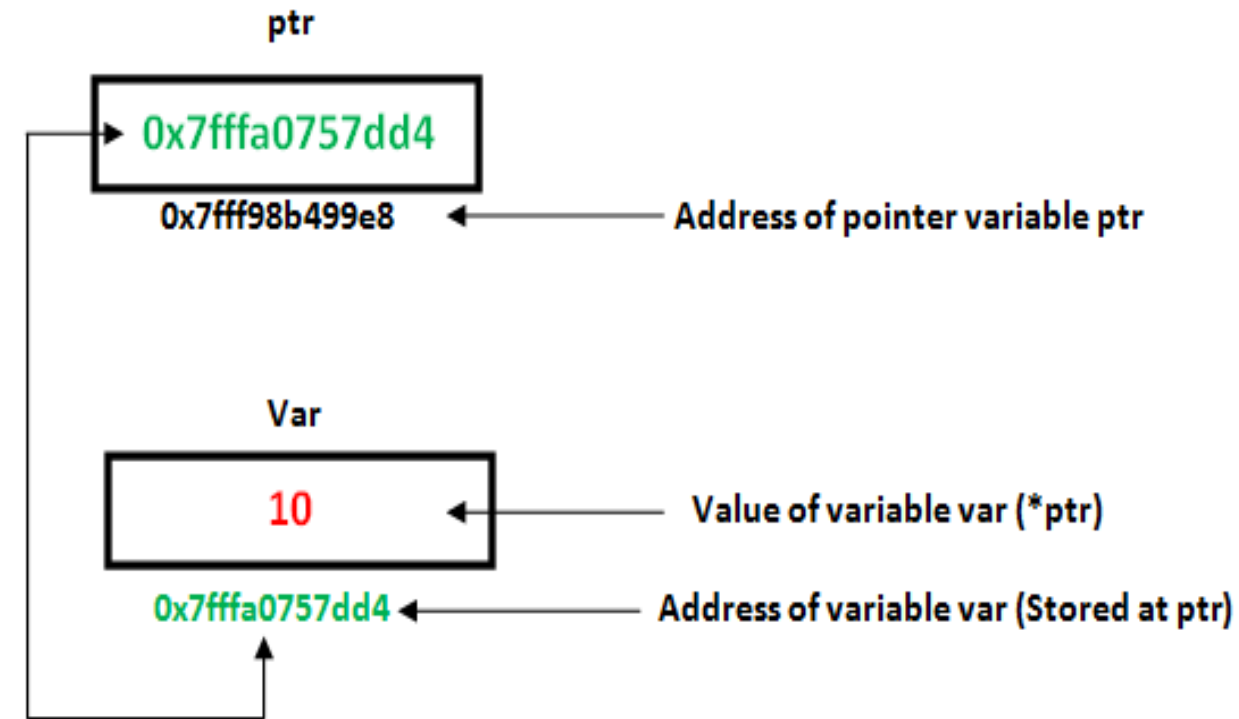
FIFO



LIFO



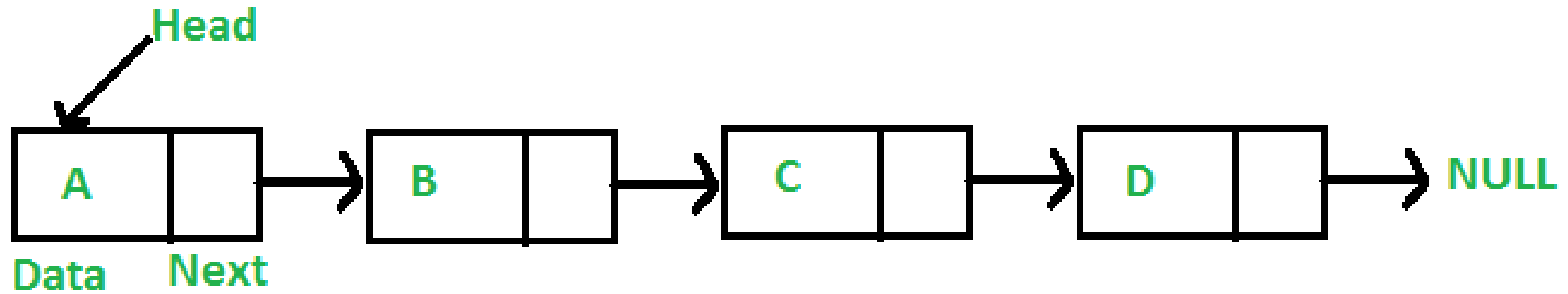
Pointer & Variabel Pointer



```
13 int main(){
14     int varAngka = 50;
15     int *pointerAngka = &varAngka;
16
17     cout << "varAngka berisi " << varAngka;
18     cout << " beralamat pada " << pointerAngka << endl;
19
20     return 0;
21 }
```

```
varAngka berisi 50 beralamat pada 0x7ffeed028eb4
```

Linked List



```
5 class Node{
6     public:
7         string data;
8         Node* next;
9 };
10
```

Terdiri dari kumpulan elemen/ NODE

```
11 void tampilkan(Node* awal){
12     int i = 0;
13     cout<<"Daftar Kota : ";
14     while(awal != NULL){
15         cout << awal->data << endl;
16         i++;
17
18         awal = awal->next;
19     }
20     cout<<" Total : "<<i<<endl;
21 }
```

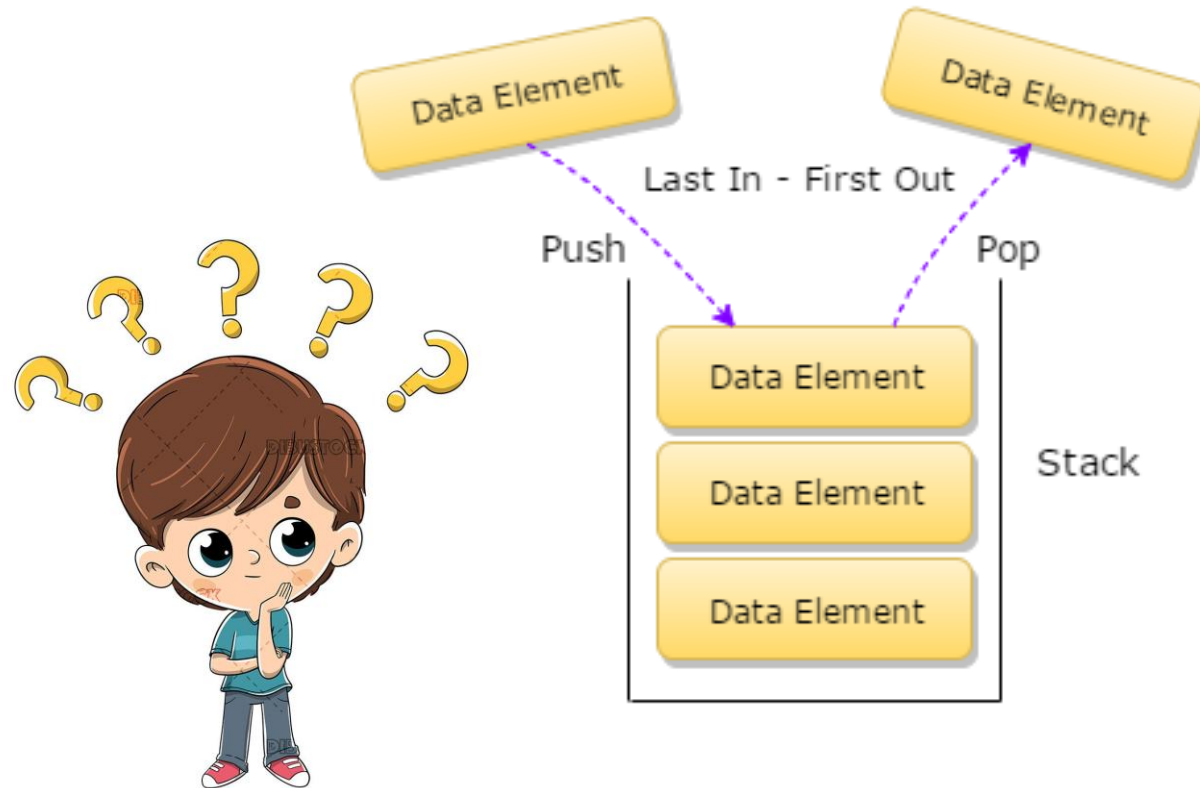
Diakses mulai dari node awal sampai akhir

```
23 int main(){
24     Node* head = NULL;
25
26     head = new Node();
27     head->data = "tasikmalaya";
28     head->next = NULL;
29     tampilkan(head);
30 }
31
```


Operasi Pada Linked List

- **Tambah** Node Baru
 - Bagian depan/ Head
 - Disisipkan setelah Node tertentu
 - Bagian akhir/ Tail (last)
- **Hapus** Node
 - Berdasarkan kunci tertentu : data pada node
 - Berdasarkan posisi tertentu : dibaca mulai head
- **Delete List** : menghapus setiap Node sehingga Head = NULL
- **Ukuran List** : menghitung jumlah node dari head ke last

Bagaimana jika **stack** diimplementasikan pada **Linked List**?



Operasi pada Stack

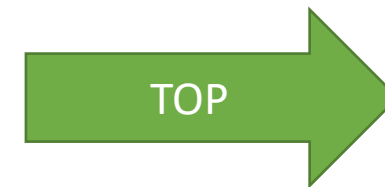
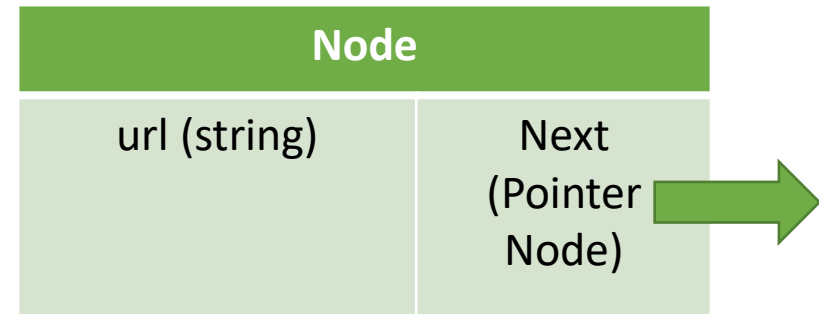
- Buat kosong : $\text{top} = -1$
- Cek apakah kosong : $\text{top} == -1$? True or false
- Cek apakah penuh : $\text{top} == (\text{N}-1)$? True or false
- Informasi Posisi Top : return top (indeks)
- Cetak isi stack : membaca dari Top
- Push : menambah elemen pada bagian atas/ akhir, $\text{Top}++$
- Pop : menghapus elemen pada bagian atas/ akhir, $\text{Top}--$

Operasi pada Stack menggunakan Linked List

- Buat kosong : $\text{top} = -1 \rightarrow \text{top} = \text{NULL}$
- Cek apakah kosong : $\text{top} == -1? \rightarrow \text{top} == \text{NULL} : \text{True or false}$
- Cek apakah penuh : $\text{top} == (\text{N}-1)? \text{True or false} \rightarrow \text{TIDAK ADA}$
- Informasi Posisi Top : return top (indeks) \rightarrow isi Node Head
- Cetak isi stack : membaca dari Top \rightarrow membaca mulai Node Head
- Push : menambah elemen pada bagian atas/ akhir, $\text{Top}++$
 - Menambahkan node pada bagian depan/ HEAD
- Pop : menghapus elemen pada bagian atas/ akhir, $\text{Top}--$
 - Menghapus node pada bagian depan/ Head/ Posisi 0

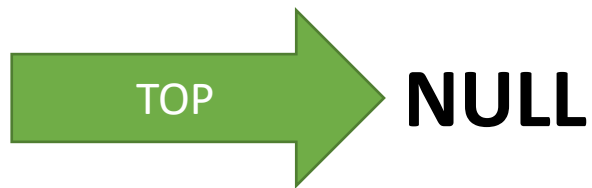
Implementasi Pada C++

```
1  #include <iostream>
2
3  using namespace std;
4
5  class Node{
6      public:
7          string url;
8          Node* next;
9  };
10
11  Node* top;
12
```



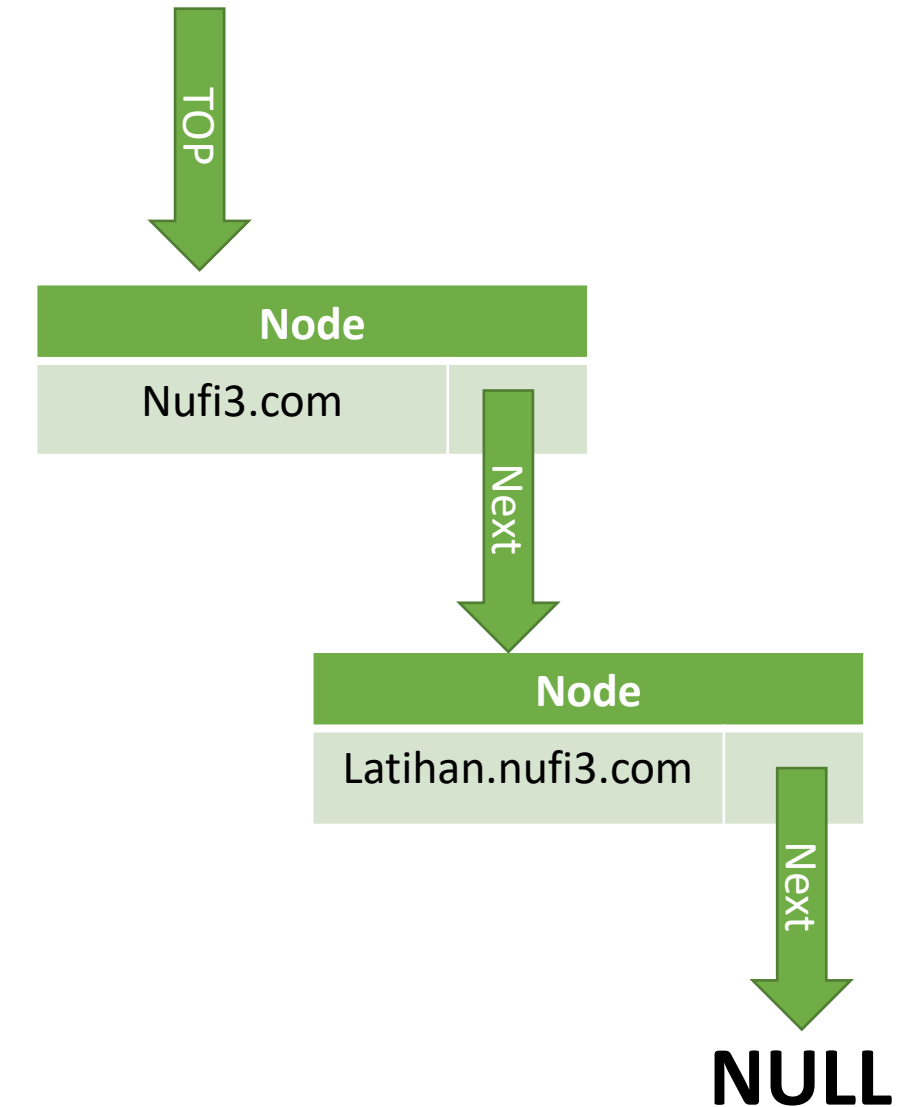
Operasi Pendukung Stack

```
13 void buatKosong(){
14     top = NULL;
15 }
16
17 bool isKosong(){
18     return (top == NULL);
19 }
20
```



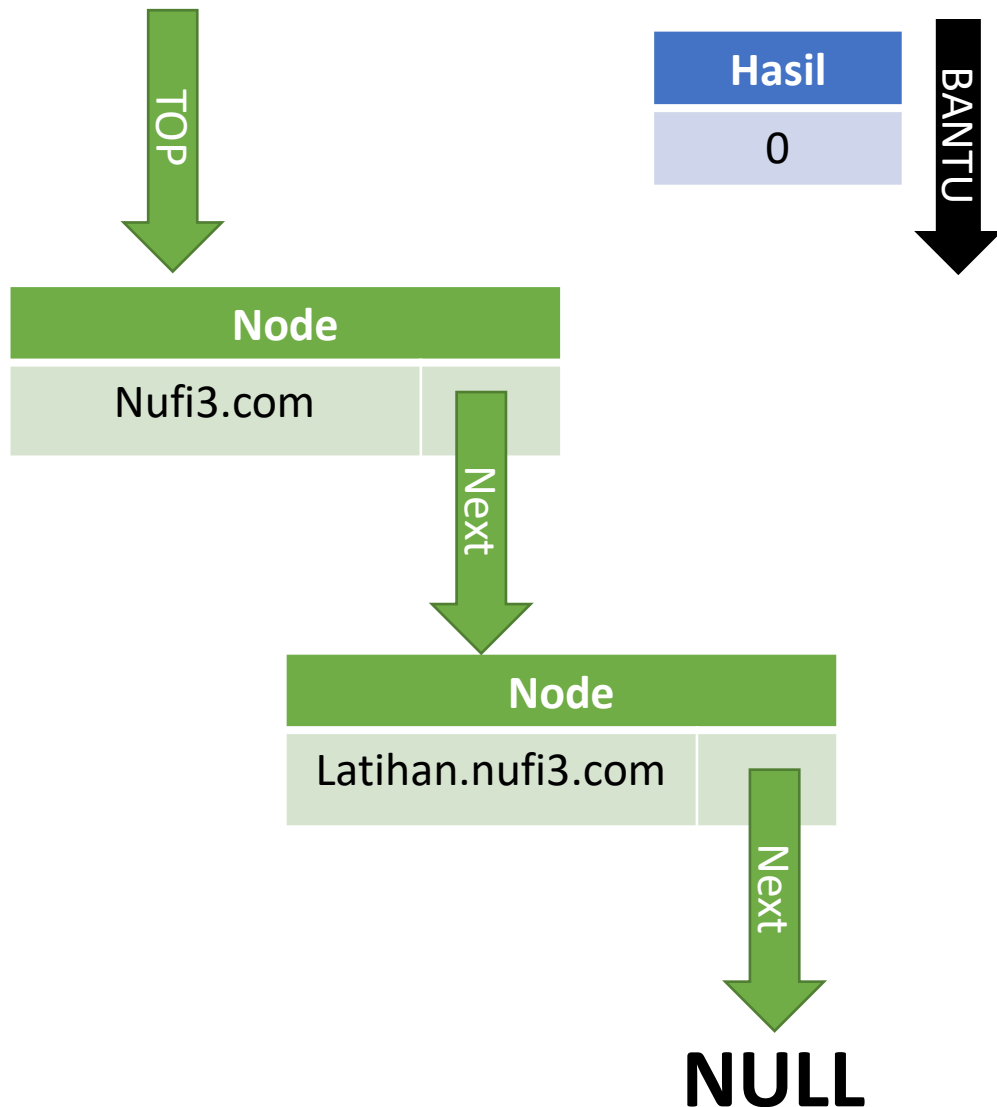
Tidak mengarah pada objek Node

KOSONG



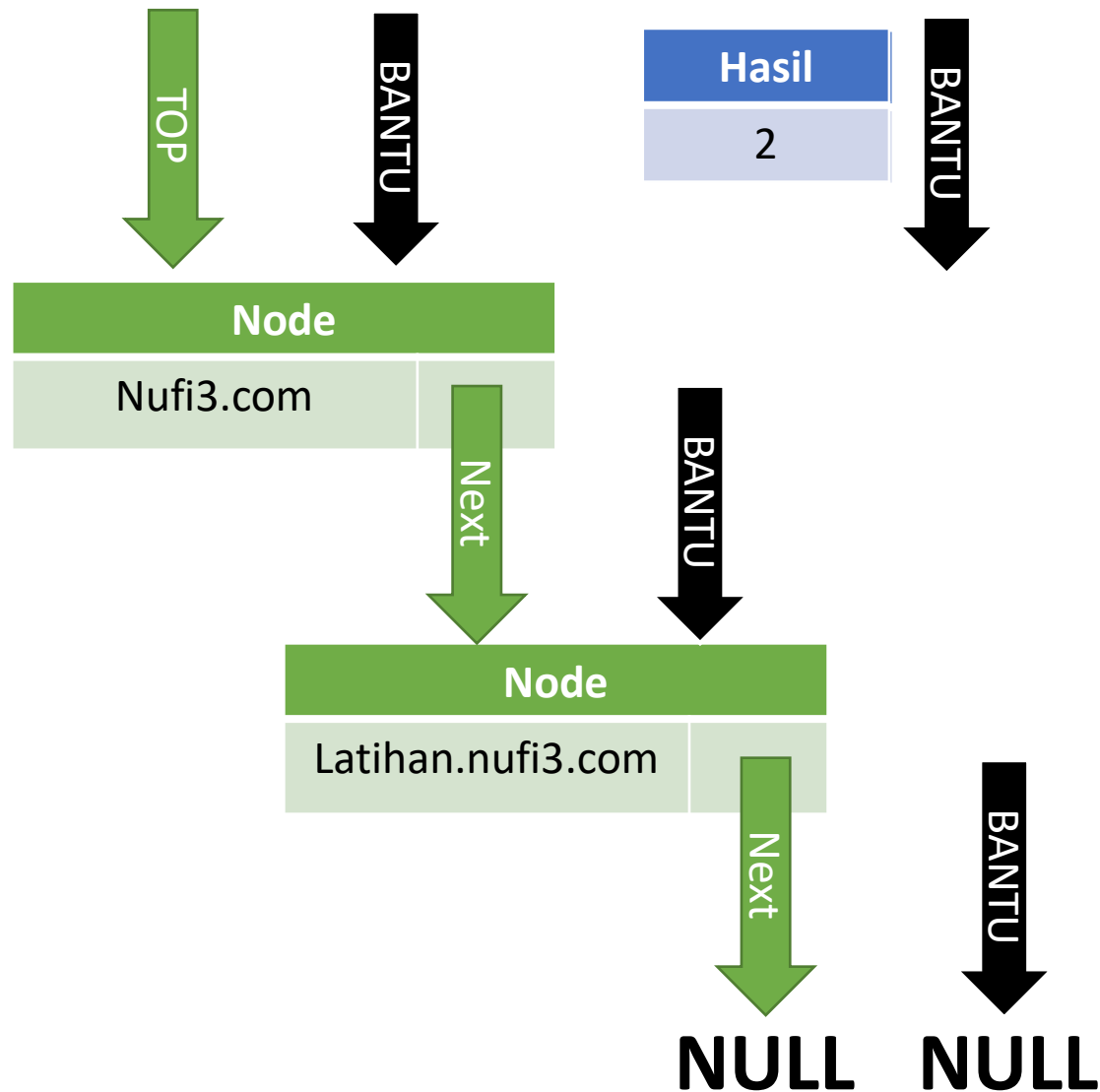
TIDAK KOSONG

Operasi Pendukung Stack



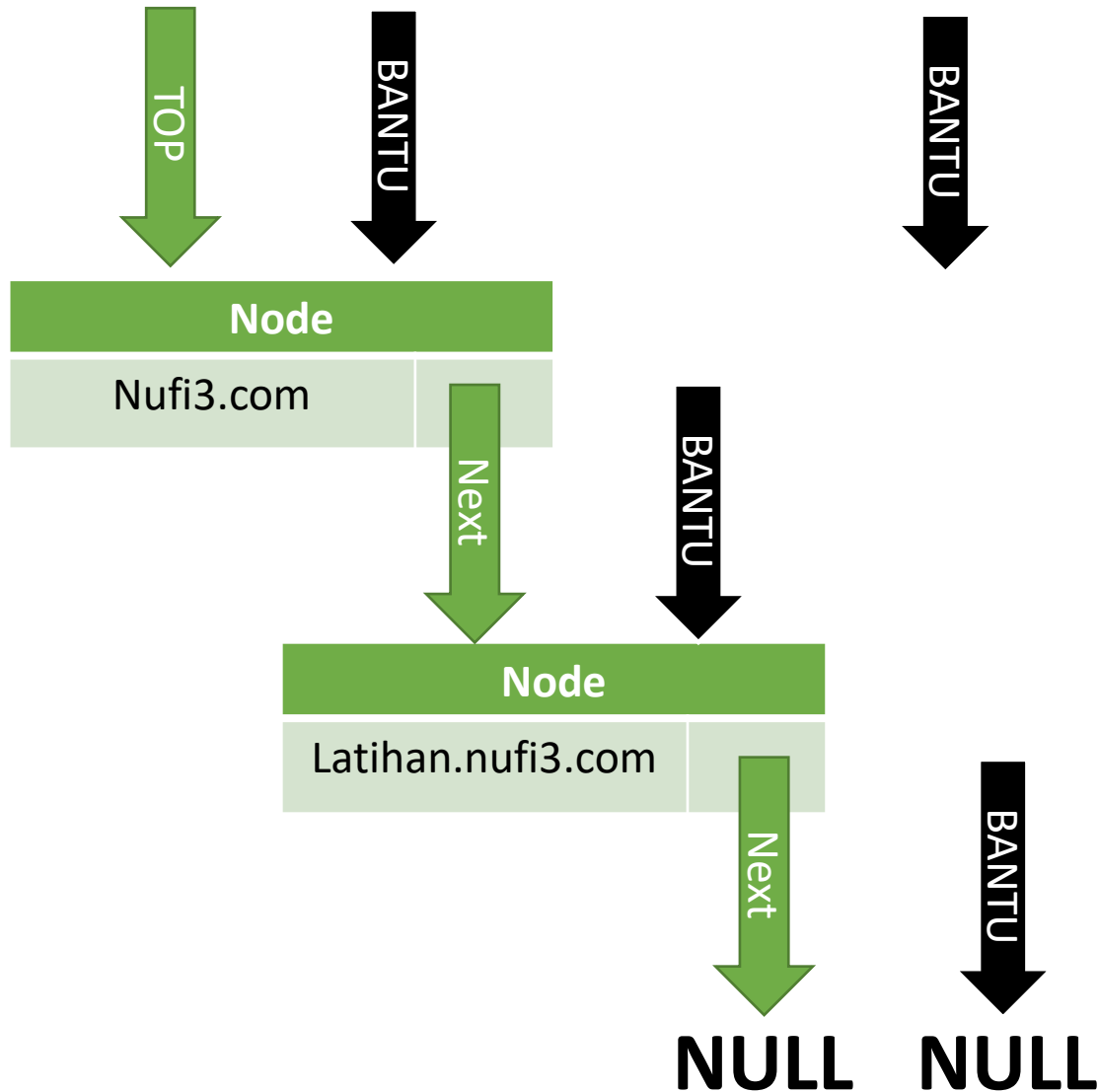
```
21 int hitungNode(){
22     int hasil = 0;
23     if(isKosong() == false){
24         Node *bantu = new Node();
25         bantu = top;
26
27         while(bantu != NULL){
28             hasil += 1;
29             bantu = bantu->next;
30         }
31     }
32     return hasil;
33 }
34
35 }
```

Operasi Pendukung Stack



```
21 int hitungNode(){
22     int hasil = 0;
23     if(isKosong() == false){
24         Node *bantu = new Node();
25         bantu = top;
26
27         while(bantu != NULL){
28             hasil += 1;
29             bantu = bantu->next;
30         }
31     }
32
33     return hasil;
34 }
35 }
```

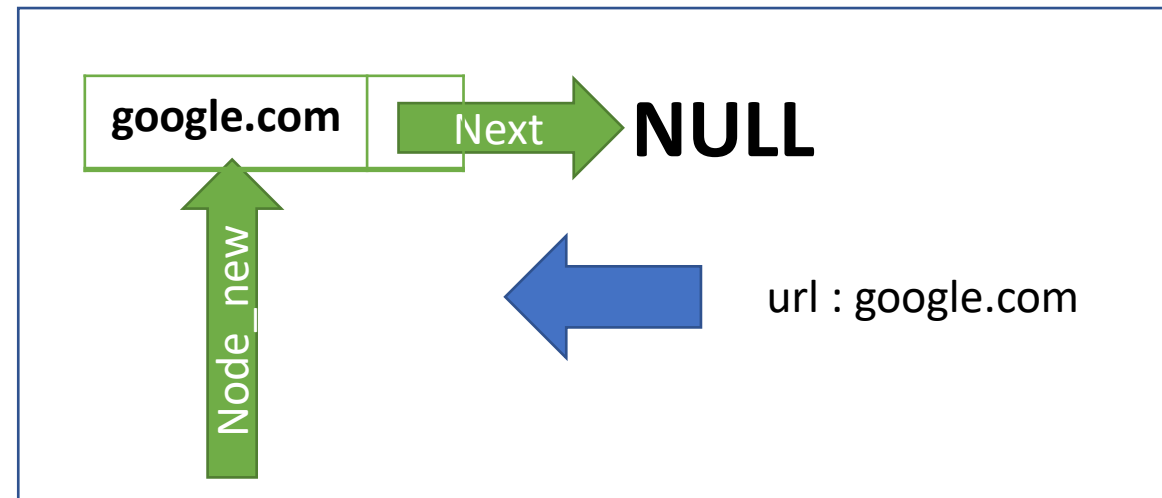

Operasi Pendukung Stack



```
72 void cetakIsiStack(){
73     if(isKosong() == false){
74         cout<<"Isi Stack ["<<hitungNode()<<"] : "<< endl;
75
76         Node *bantu = top;
77         int i = 1;
78         while(bantu != NULL){
79             cout<<bantu->url<<" | ";
80
81             bantu = bantu->next;
82             i++;
83         }
84         cout<<"\n";
85     }else{
86         cout<<"Stack kosong"<<endl;
87     }
88 }
89
```

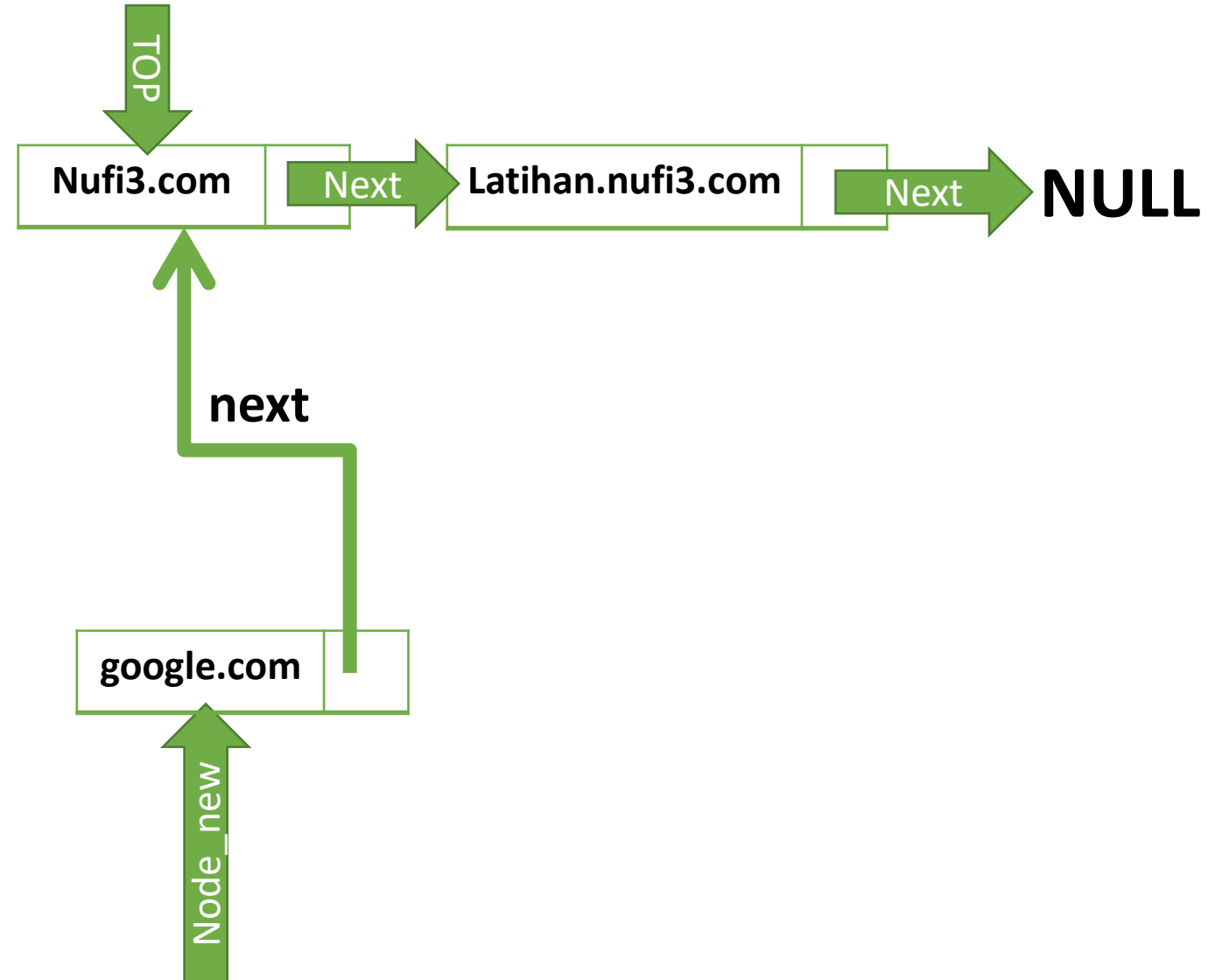
Push : Add New Element

```
37 int pushNode(string url_new){  
38     Node *node_new = new Node();  
39     node_new->url = url_new;  
40  
41     if(isKosong() == true){  
42         node_new->next = NULL;  
43     }else{  
44         node_new->next = top;  
45     }  
46  
47     top = node_new;  
48     node_new = NULL;  
49  
50     return 0;  
51 }
```



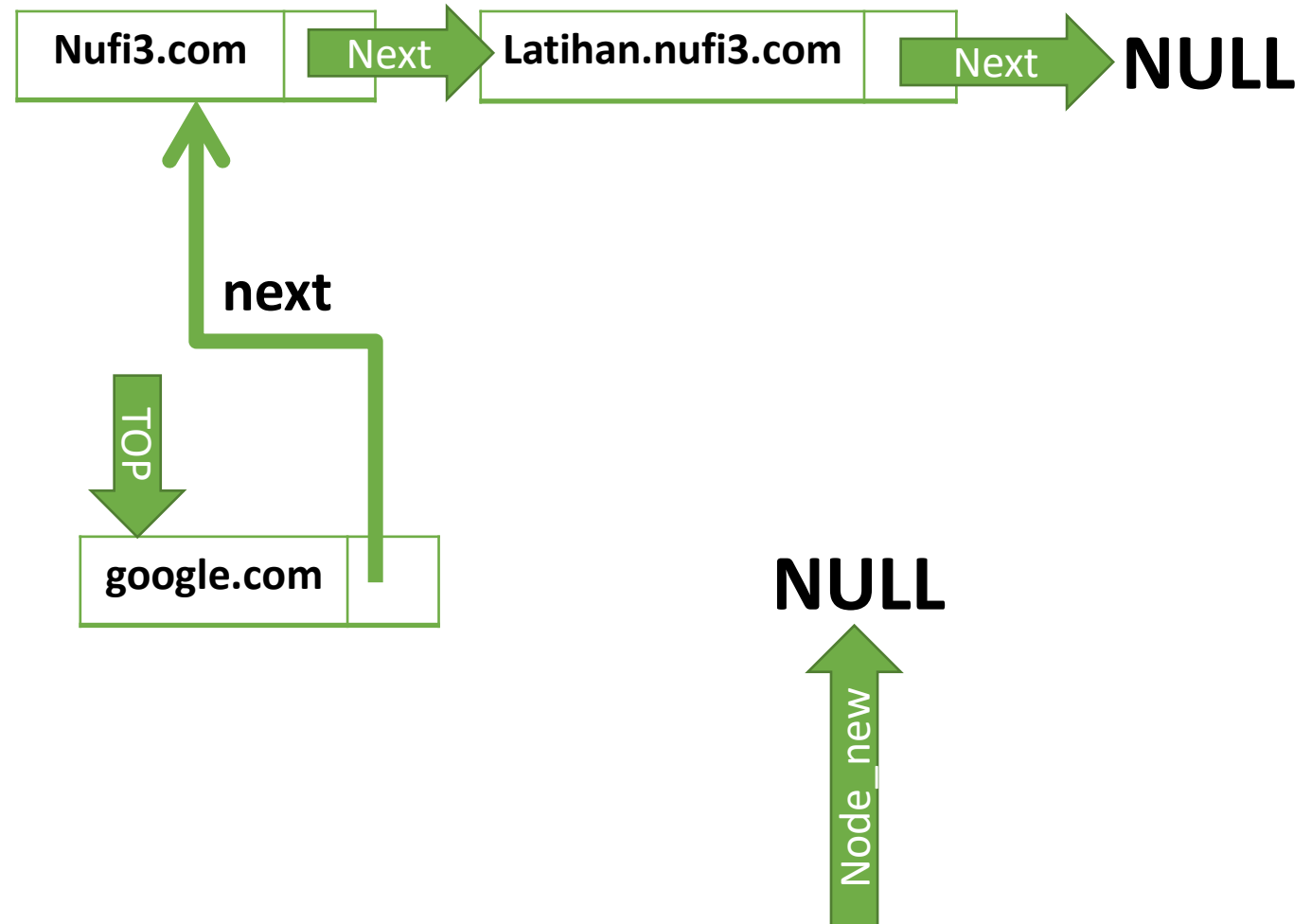
Push : Add New Element

```
37 int pushNode(string url_new){  
38     Node *node_new = new Node();  
39     node_new->url = url_new;  
40  
41     if(isKosong() == true){  
42         node_new->next = NULL;  
43     }else{  
44         node_new->next = top;  
45     }  
46  
47     top = node_new;  
48     node_new = NULL;  
49  
50     return 0;  
51 }
```



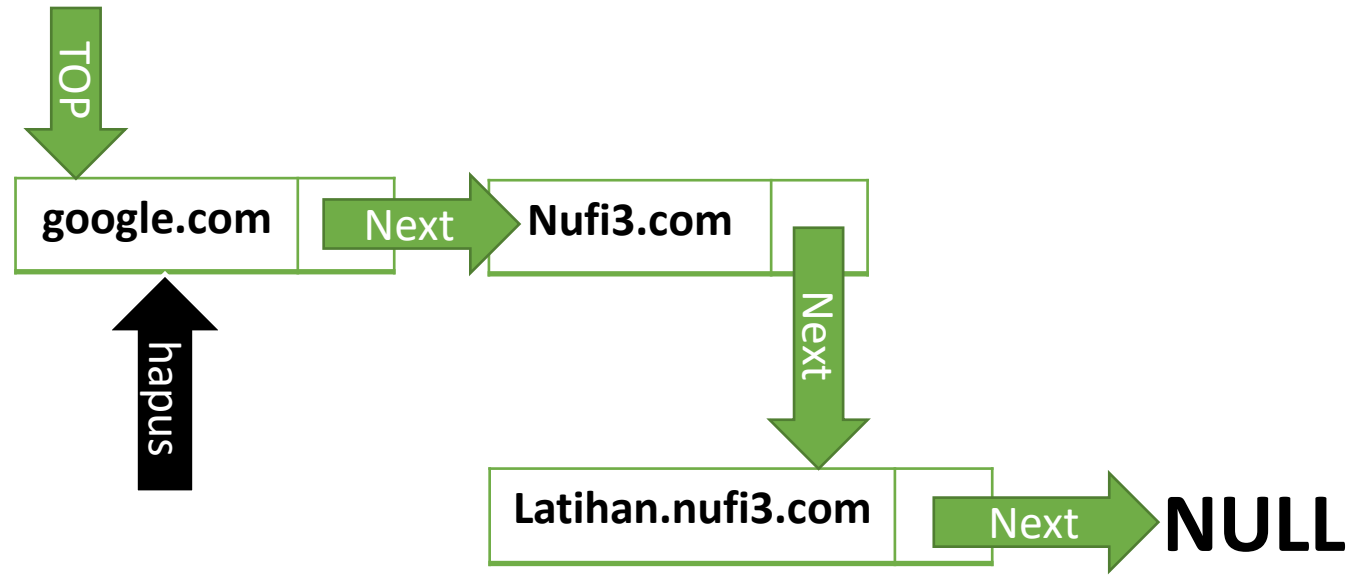
Push : Add New Element

```
37 int pushNode(string url_new){  
38     Node *node_new = new Node();  
39     node_new->url = url_new;  
40  
41     if(isKosong() == true){  
42         node_new->next = NULL;  
43     }else{  
44         node_new->next = top;  
45     }  
46  
47     top = node_new;  
48     node_new = NULL;  
49  
50     return 0;  
51 }
```



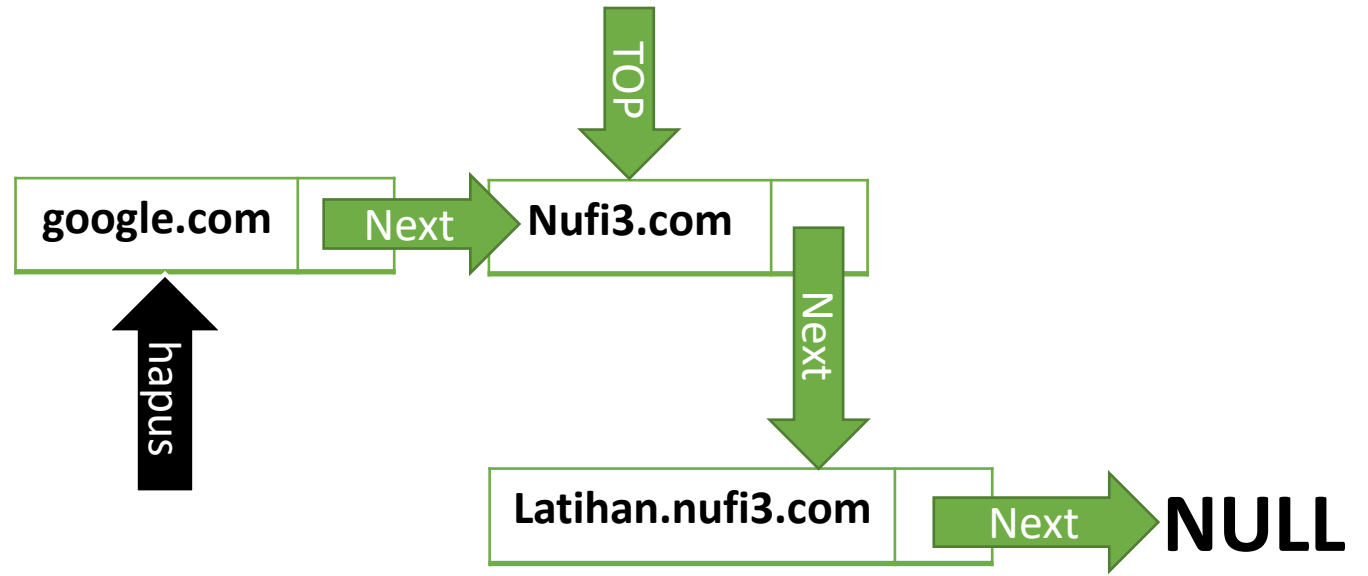
Pop : Delete Head Node

```
53 int popNode(){
54     if(isKosong() == false){
55         Node* hapus = top;
56
57         if(hitungNode() == 1){
58             top = NULL;
59         }else{
60             top = top->next;
61         }
62
63         hapus->next = NULL;
64         free(hapus);
65     }else{
66         cout << "stack kosong" << endl;
67     }
68
69     return 0;
70 }
```



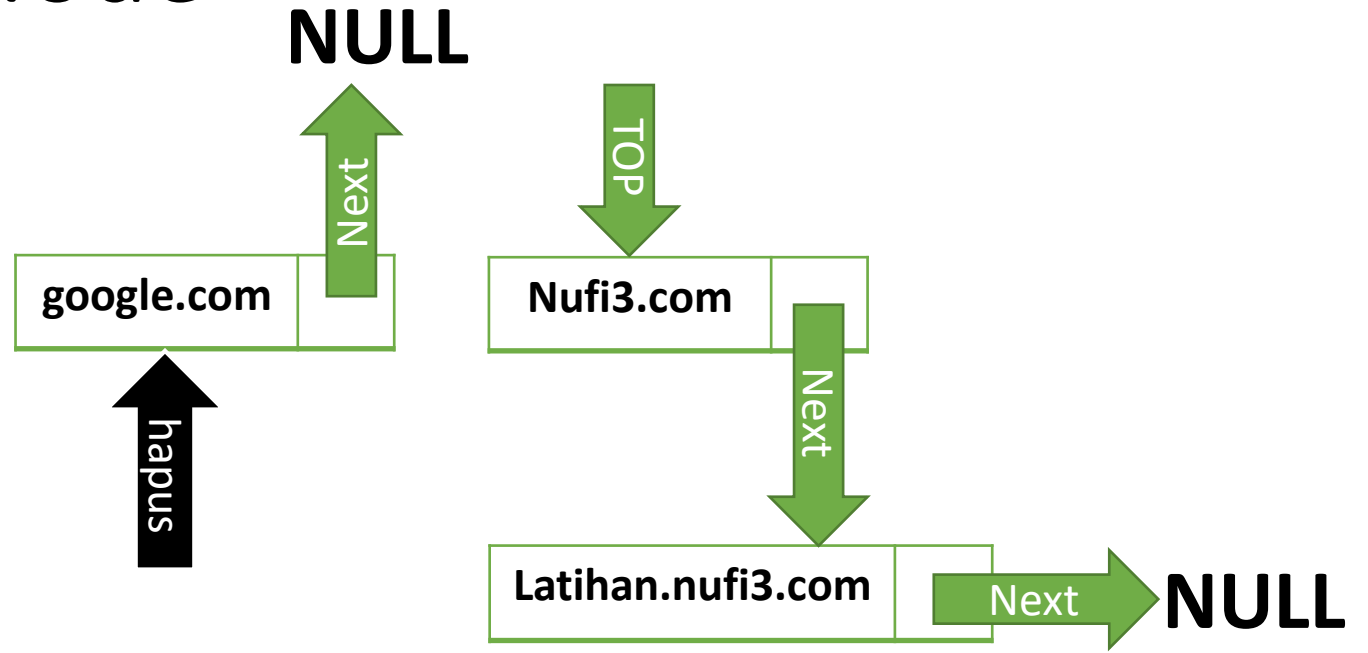
Pop : Delete Head Node

```
53 int popNode(){
54     if(isKosong() == false){
55         Node* hapus = top;
56
57         if(hitungNode() == 1){
58             top = NULL;
59         }else{
60             top = top->next;
61         }
62
63         hapus->next = NULL;
64         free(hapus);
65     }else{
66         cout << "stack kosong" << endl;
67     }
68
69     return 0;
70 }
```



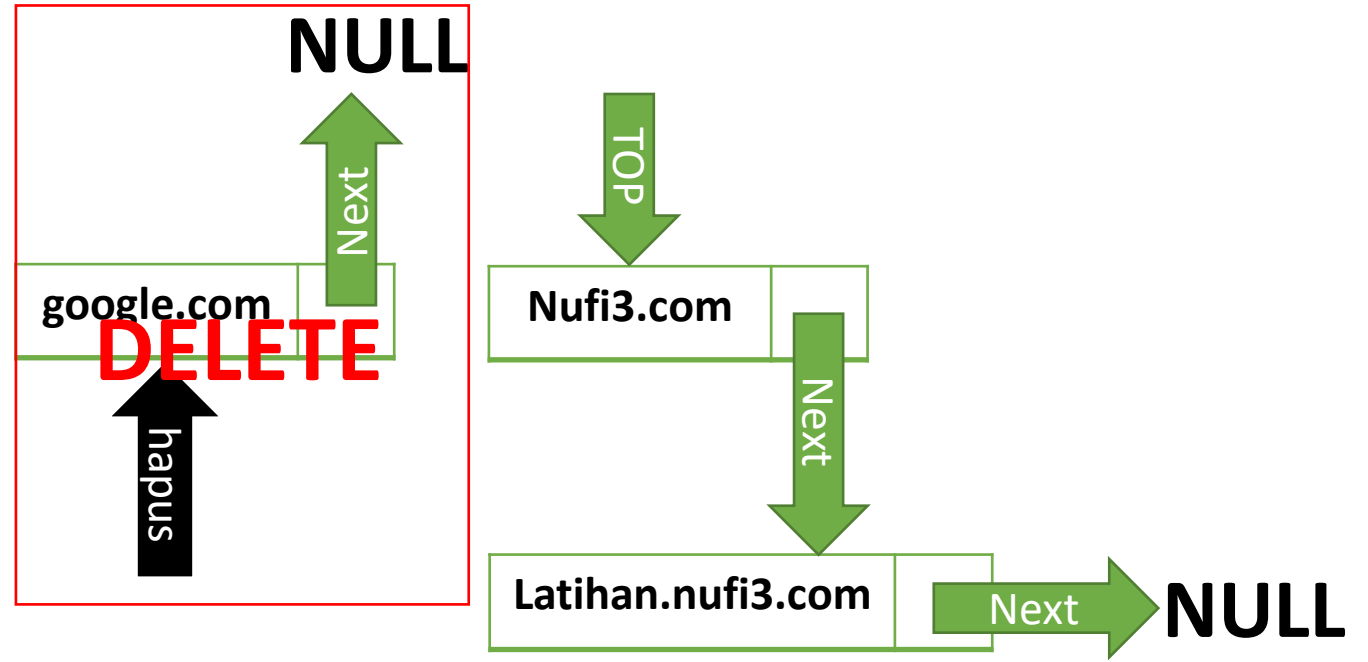
Pop : Delete Head Node

```
53 int popNode(){  
54     if(isKosong() == false){  
55         Node* hapus = top;  
56  
57         if(hitungNode() == 1){  
58             top = NULL;  
59         }else{  
60             top = top->next;  
61         }  
62  
63         hapus->next = NULL;  
64         free(hapus);  
65     }else{  
66         cout << "stack kosong" << endl;  
67     }  
68  
69     return 0;  
70 }
```



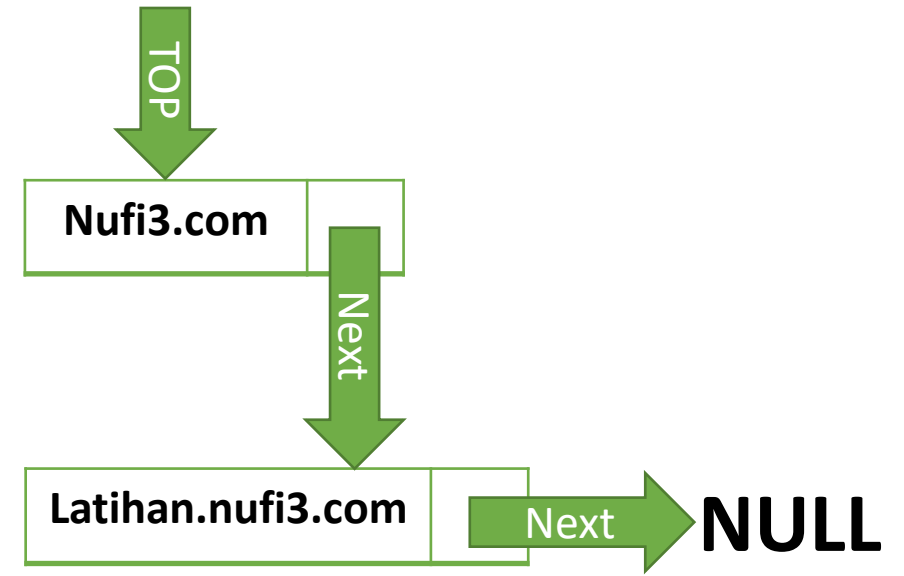
Pop : Delete Head Node

```
53 int popNode(){
54     if(isKosong() == false){
55         Node* hapus = top;
56
57         if(hitungNode() == 1){
58             top = NULL;
59         }else{
60             top = top->next;
61         }
62
63         hapus->next = NULL;
64         free(hapus);
65     }else{
66         cout << "stack kosong" << endl;
67     }
68
69     return 0;
70 }
```



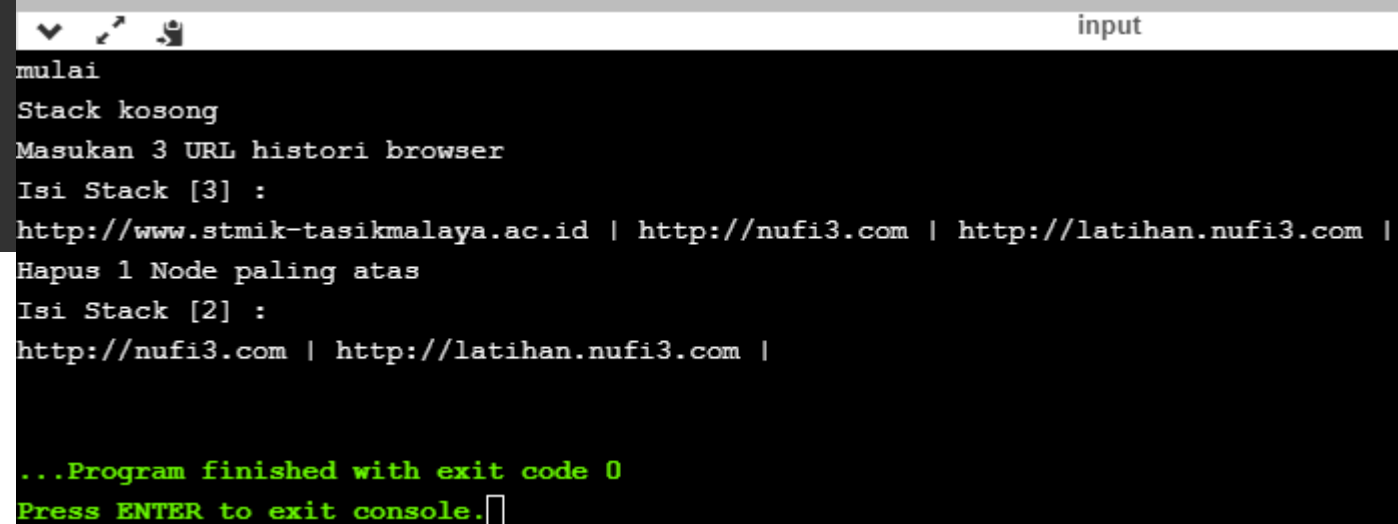
Pop : Delete Head Node

```
53 int popNode(){  
54     if(isKosong() == false){  
55         Node* hapus = top;  
56  
57         if(hitungNode() == 1){  
58             top = NULL;  
59         }else{  
60             top = top->next;  
61         }  
62  
63         hapus->next = NULL;  
64         free(hapus);  
65     }else{  
66         cout << "stack kosong" << endl;  
67     }  
68  
69     return 0;  
70 }
```



Main Program

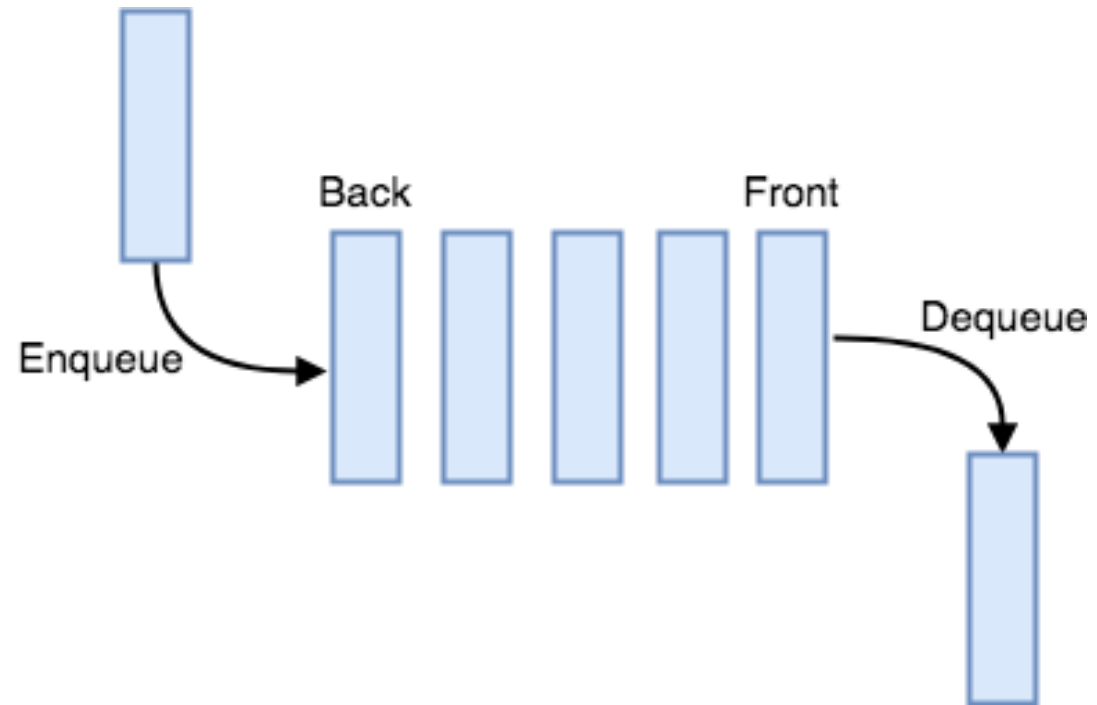
```
90 int main(){
91     top = new Node();
92
93     cout<<"mulai\n";
94     buatKosong();
95     cetakIsiStack();
96
97     cout<<"Masukan 3 URL histori browser \n";
98     pushNode("http://latihan.nufi3.com");
99     pushNode("http://nufi3.com");
100    pushNode("http://www.stmik-tasikmalaya.ac.id");
101    cetakIsiStack();
102
103    cout<<"Hapus 1 Node paling atas\n";
104    popNode();
105    cetakIsiStack();
106
107
108    return 0;
109 }
```



```
input
mulai
Stack kosong
Masukan 3 URL histori browser
Isi Stack [3] :
http://www.stmik-tasikmalaya.ac.id | http://nufi3.com | http://latihan.nufi3.com |
Hapus 1 Node paling atas
Isi Stack [2] :
http://nufi3.com | http://latihan.nufi3.com |

...Program finished with exit code 0
Press ENTER to exit console.
```

Sekarang, bagaimana **Queue**
diimplementasikan pada **Linked**
List?



Operasi pada Queue

- Buat kosong : $\text{first} = \text{last} = -1$
- Cek apakah kosong : $\text{first} == -1$? True or false
- Cek apakah penuh : $\text{last} == (N-1)$? True or false
- Informasi Posisi Last : return last (indeks)
- Cetak isi Queue : membaca dari First ke Last
- Tambah : menambahkan elemen pada bagian belakang/ akhir, $\text{Last}++$
- Hapus : menghapus elemen pada bagian depan/ awal, Elemen bergeser ke depan, $\text{Last}--$

Operasi pada Queue

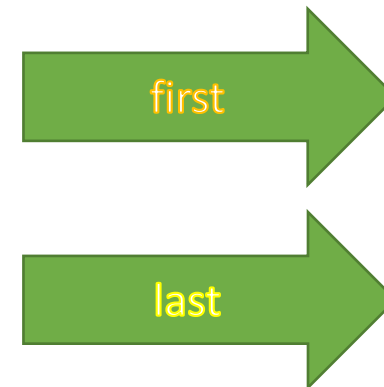
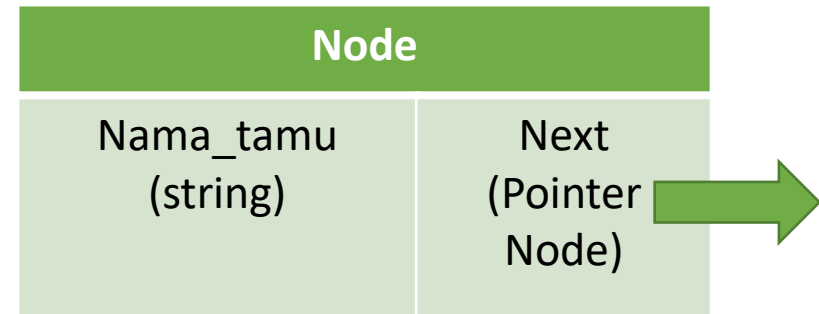
- Buat kosong : $\text{first} = \text{last} = -1$
- Cek apakah kosong : $\text{first} == -1$? True or false
- Cek apakah penuh : $\text{last} == (N-1)$? True or false
- Informasi Posisi Last : return last (indeks)
- Cetak isi Queue : membaca dari First ke Last
- Tambah : menambahkan elemen pada bagian belakang/ akhir, $\text{Last}++$
- Hapus : menghapus elemen pada bagian depan/ awal, Elemen bergeser ke depan, $\text{Last}--$

Operasi pada Queue menggunakan **Linked List**

- Buat kosong : $\text{first} = \text{last} = -1 \rightarrow \text{first} = \text{last} = \text{NULL}$
- Cek apakah kosong : $\text{first} == -1? \rightarrow \text{first} == \text{NULL} \rightarrow \text{True or false}$
- Cek apakah penuh : $\text{last} == (\text{N}-1)? \text{True or false} \rightarrow \text{TIDAK ADA}$
- Informasi Posisi Last : return last (indeks) $\rightarrow \text{isi Node Last/ Tail}$
- Cetak isi Queue : membaca dari **Node** First sampe **Node** Last
- Tambah : menambahkan elemen pada bagian belakang/ akhir, $\text{Last}++$
 - Menambahkan node pada bagian akhir/ LAST/ TAIL
- Hapus : menghapus elemen pada bagian depan/ awal, Elemen bergeser ke depan, $\text{Last}--$
 - Menghapus node pada bagian depan/ Head/ Posisi 0

Implementasi pada C++

```
6 class Node{
7     public:
8         string nama_tamu;
9         Node* next;
10 };
11
12 Node* first;
13 Node* last;
```



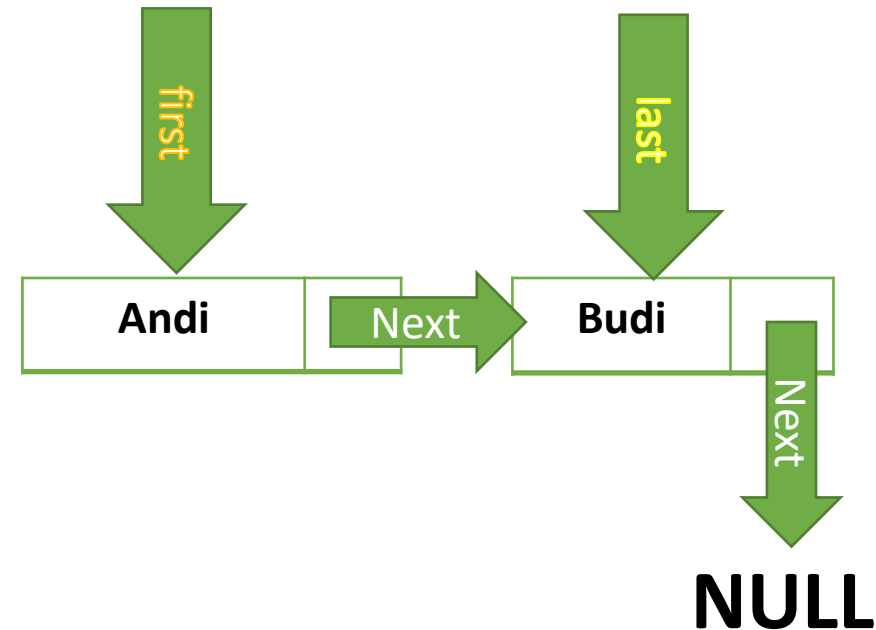
Operasi Pendukung Queue

```
15 void buatKosong(){  
16     first = NULL;  
17     last = NULL;  
18 }  
19  
20 bool isKosong(){  
21     return (first == NULL);  
22 }
```



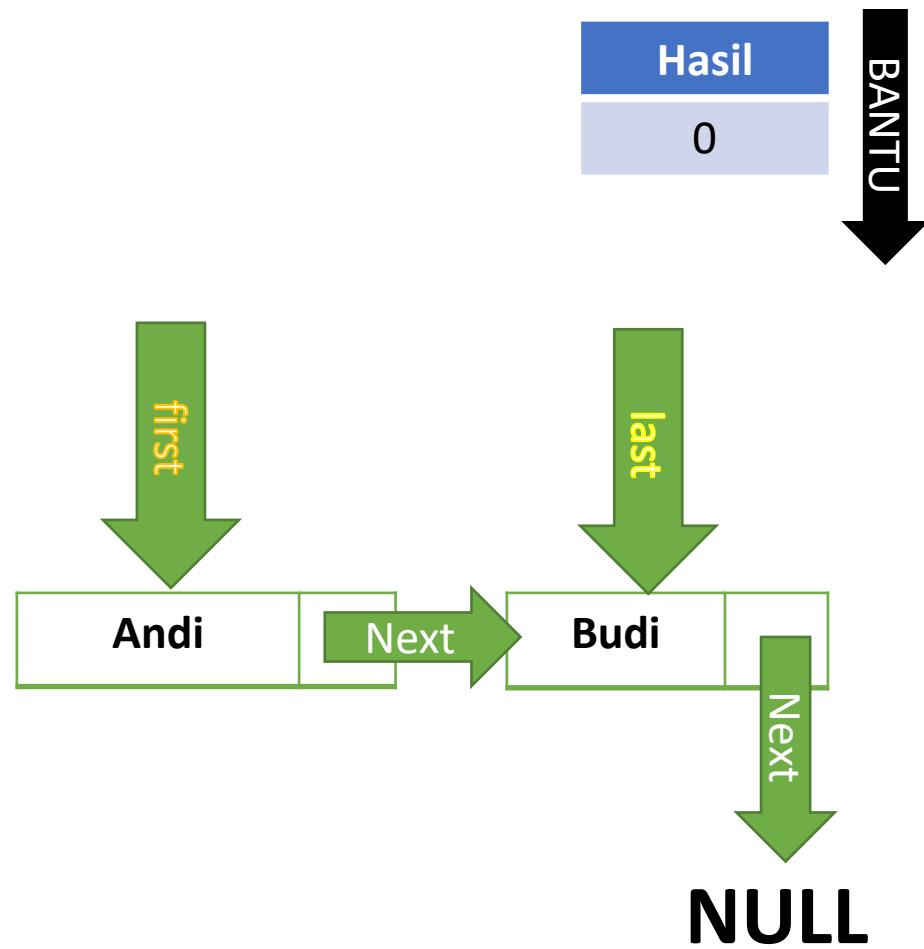
Tidak mengarah pada objek Node

KOSONG



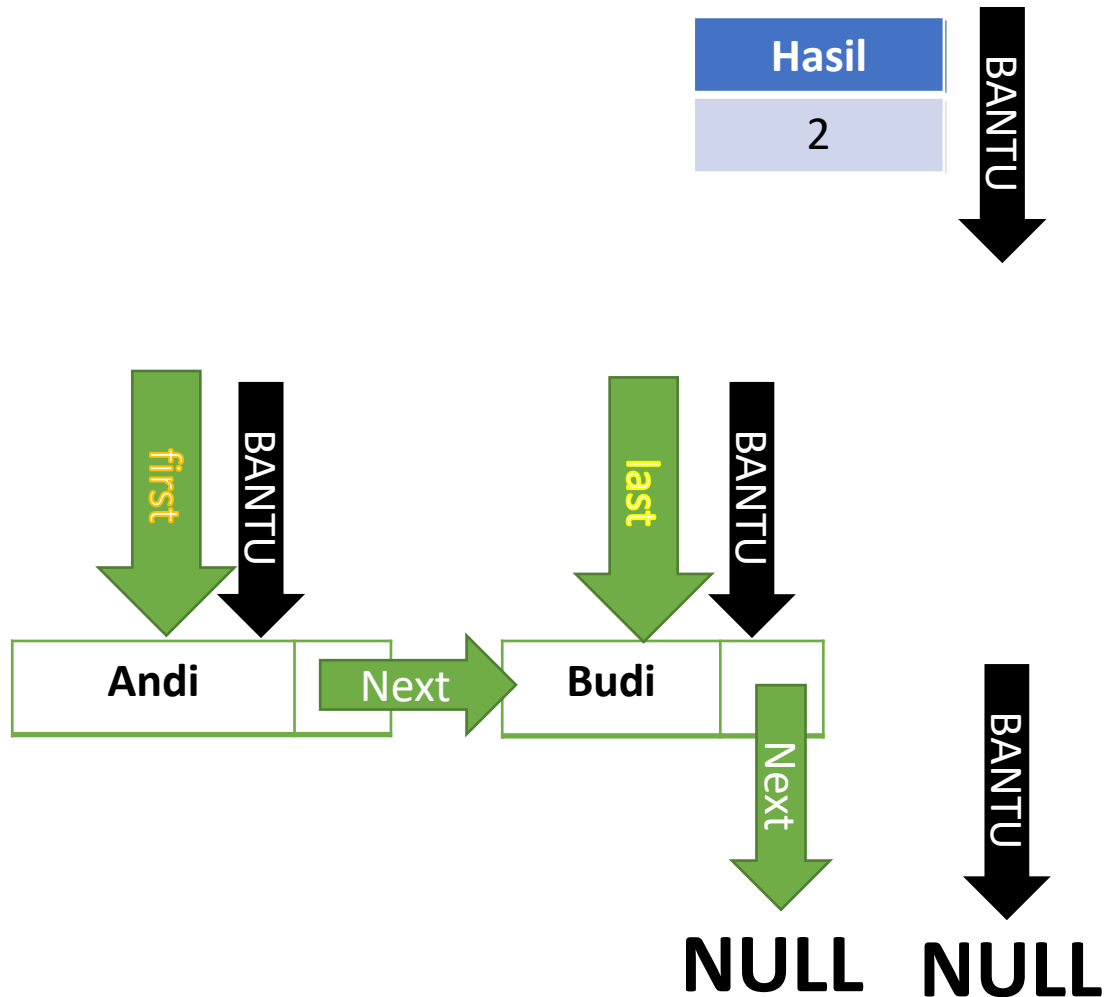
TIDAK KOSONG

Operasi Pendukung Queue



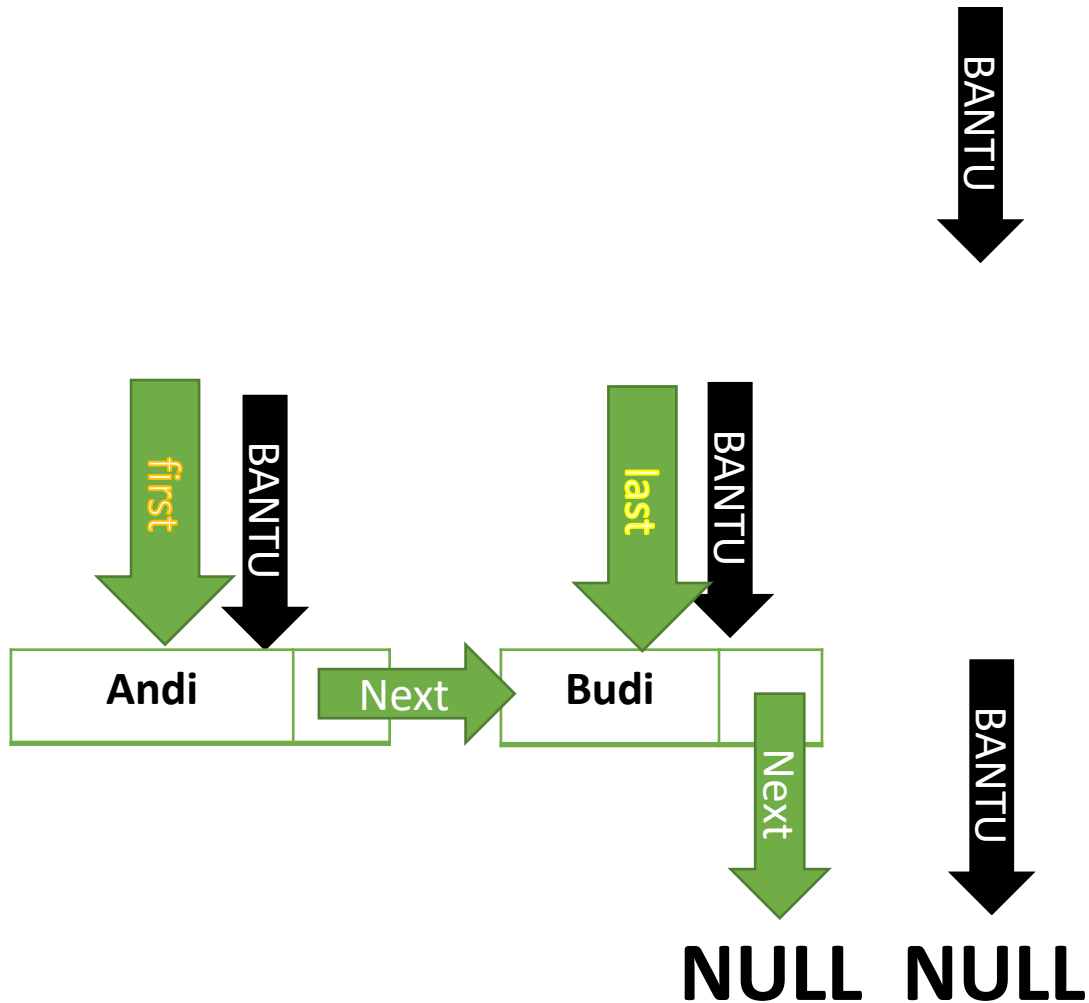
```
24 int hitungJumlahNode(){  
25     int jumlah = 0;  
26     if(isKosong() == false){  
27         Node* bantu = first;  
28         while(bantu != NULL){  
29             jumlah++;  
30             bantu = bantu->next;  
31         }  
32     }  
33     return jumlah;  
34 }  
35 }  
36 }
```

Operasi Pendukung Stack



```
24 int hitungJumlahNode(){
25     int jumlah = 0;
26     if(isKosong() == false){
27         Node* bantu = first;
28         while(bantu != NULL){
29             jumlah++;
30             bantu = bantu->next;
31         }
32     }
33
34     return jumlah;
35 }
36 }
```

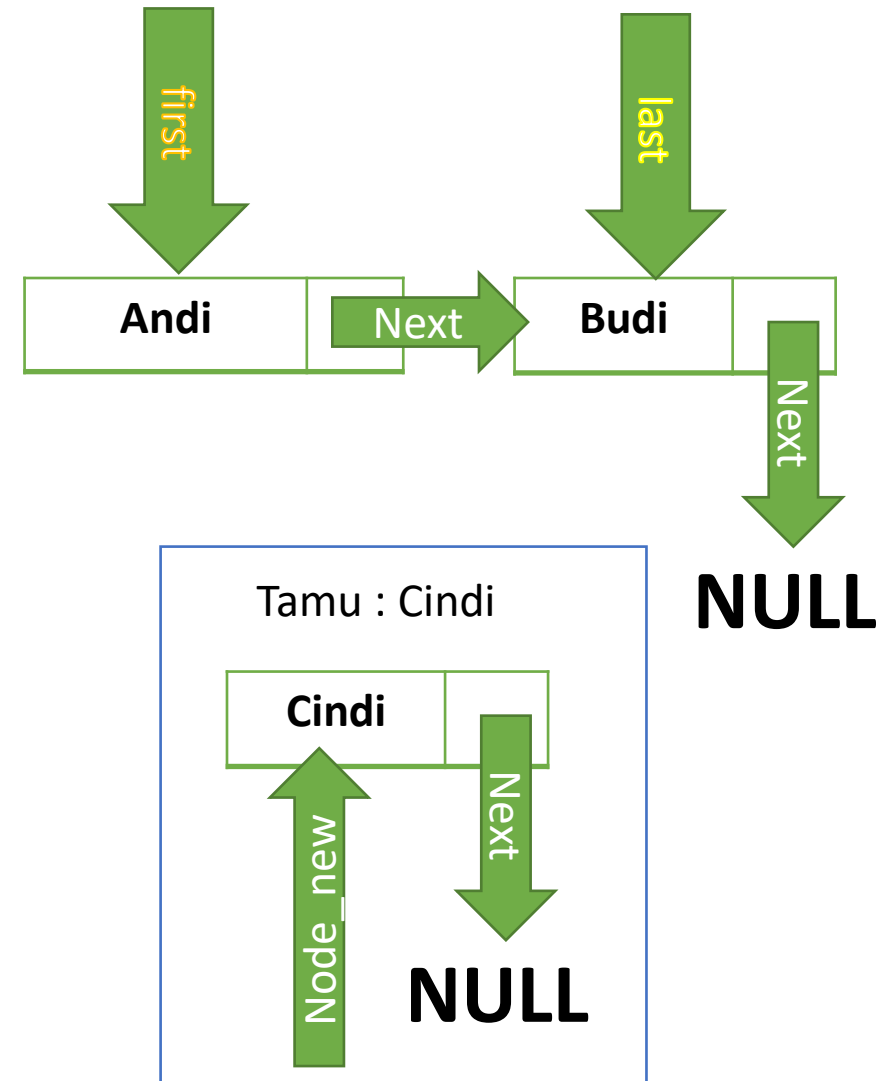
Operasi Pendukung Stack



```
38 void cetakIsiQueue(){
39     cout << "Daftar Antrian [" << hitungJumlahNode() << "] = " << endl;
40     if(isKosong() == false){
41         Node *bantu = first;
42         int i = 1;
43         while(bantu != NULL){
44             cout << bantu->nama_tamu << " | ";
45
46             bantu = bantu->next;
47             i++;
48         }
49         cout << "\n";
50     } else {
51         cout << "Antrian kosong" << endl;
52     }
53 }
```

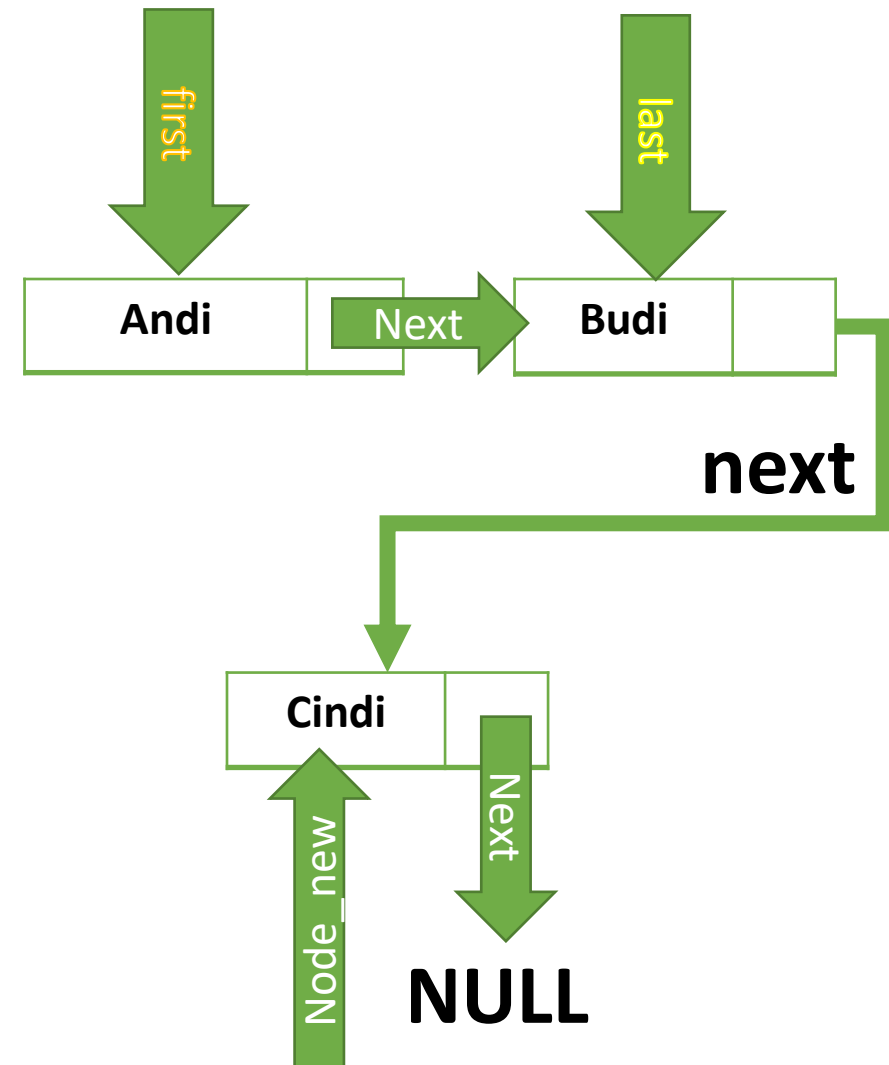
Tambah Node Baru di Bagian Akhir (Last)

```
56 void tambahNode(string tamu_baru){  
57     Node * node_baru = new Node();  
58     node_baru->nama_tamu = tamu_baru;  
59     node_baru->next = NULL;  
60  
61     if(isKosong() == true){  
62         first = last = node_baru;  
63     }  
64  
65     last->next = node_baru;  
66     last = node_baru;  
67 }
```



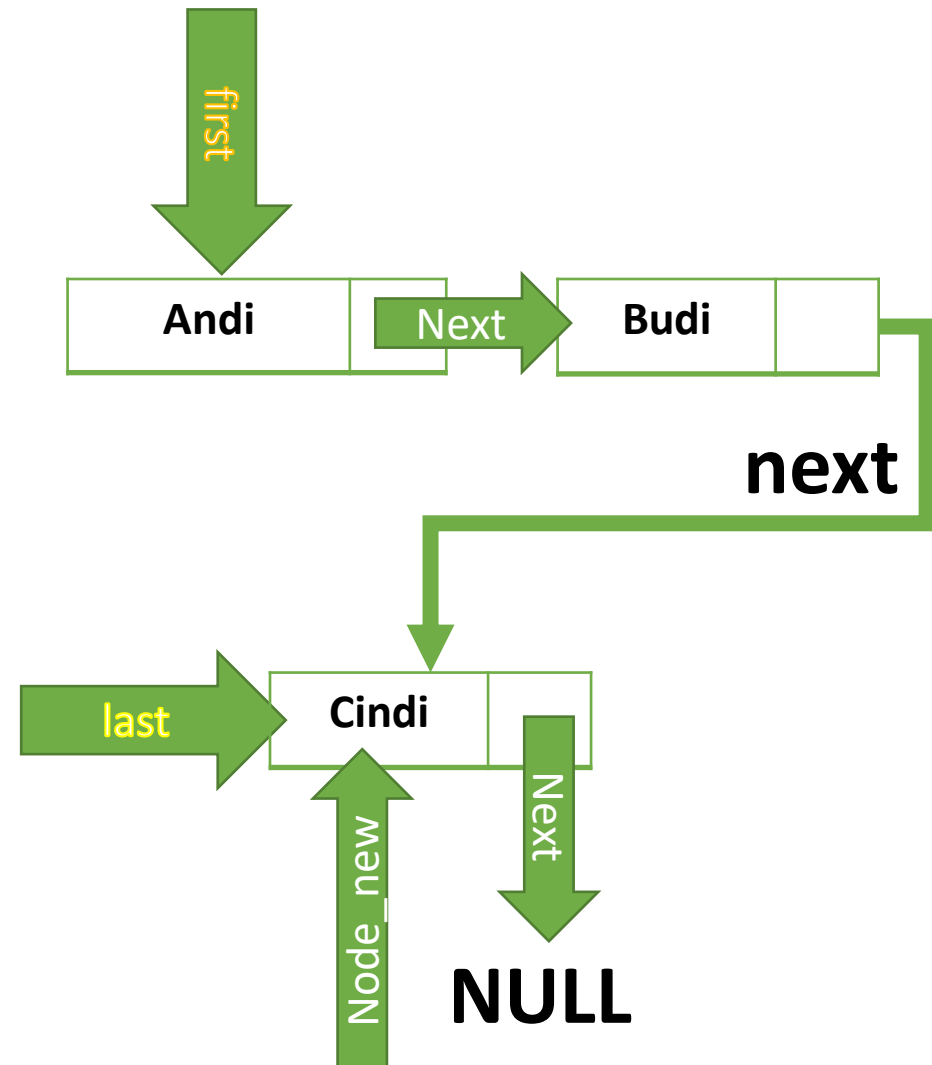
Tambah Node Baru di Bagian Akhir (Last)

```
56 void tambahNode(string tamu_baru){  
57     Node * node_baru = new Node();  
58     node_baru->nama_tamu = tamu_baru;  
59     node_baru->next = NULL;  
60  
61     if(isKosong() == true){  
62         first = last = node_baru;  
63     }  
64  
65     last->next = node_baru;  
66     last = node_baru;  
67 }
```



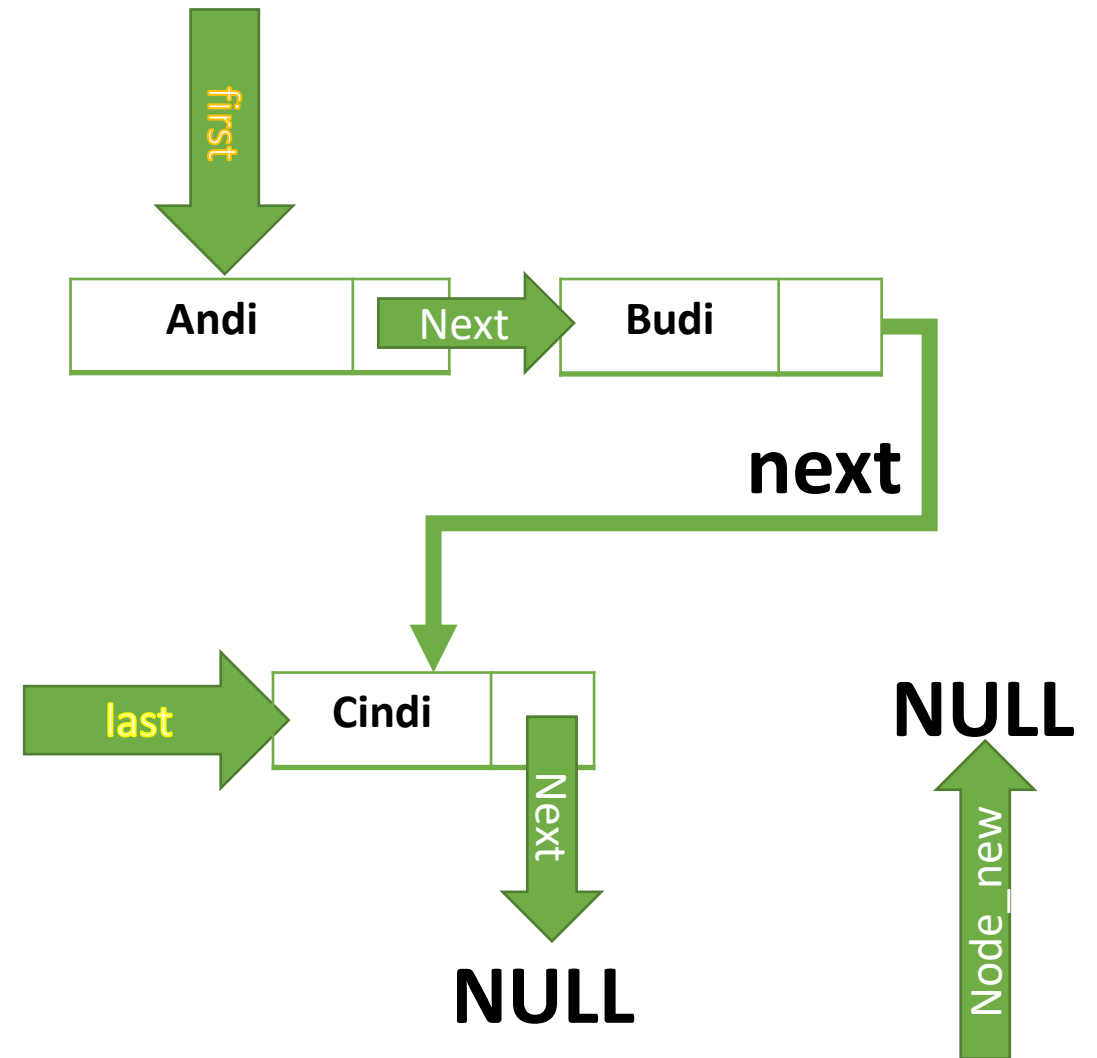
Tambah Node Baru di Bagian Akhir (Last)

```
56 void tambahNode(string tamu_baru){  
57     Node * node_baru = new Node();  
58     node_baru->nama_tamu = tamu_baru;  
59     node_baru->next = NULL;  
60  
61     if(isKosong() == true){  
62         first = last = node_baru;  
63     }  
64  
65     last->next = node_baru;  
66     last = node_baru;  
67 }
```



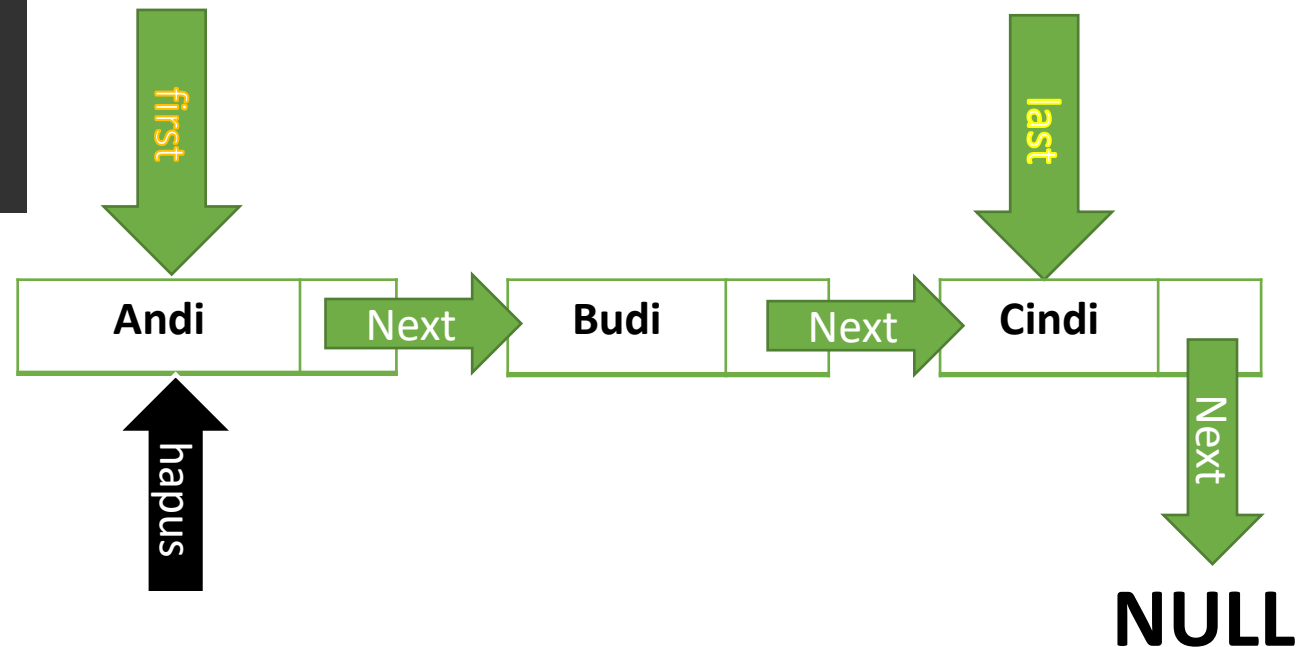
Tambah Node Baru di Bagian Akhir (Last)

```
56 void tambahNode(string tamu_baru){  
57     Node * node_baru = new Node();  
58     node_baru->nama_tamu = tamu_baru;  
59     node_baru->next = NULL;  
60  
61     if(isKosong() == true){  
62         first = last = node_baru;  
63     }  
64  
65     last->next = node_baru;  
66     last = node_baru;  
67 }
```



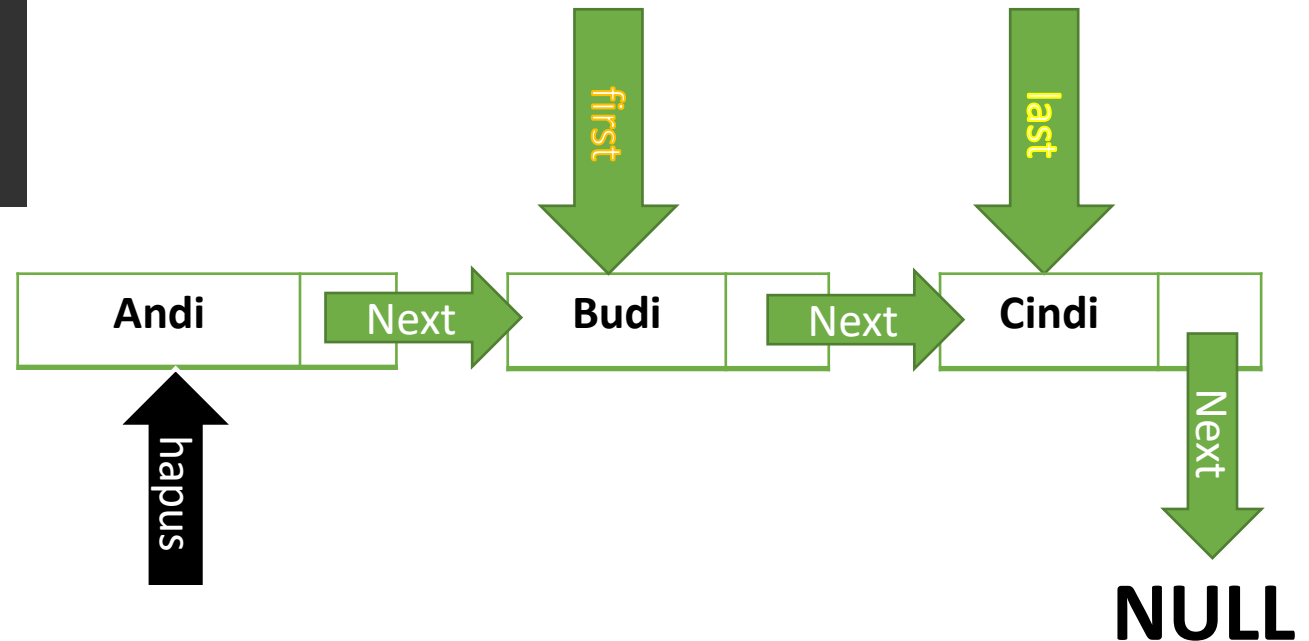
Hapus Node Paling Depan

```
69 void hapusNode(){  
70     if(isKosong() == true) cout<<"Antrian kosong\n";  
71  
72     Node* node_hapus = first;  
73     first = node_hapus->next;  
74     free(node_hapus);  
75 }
```



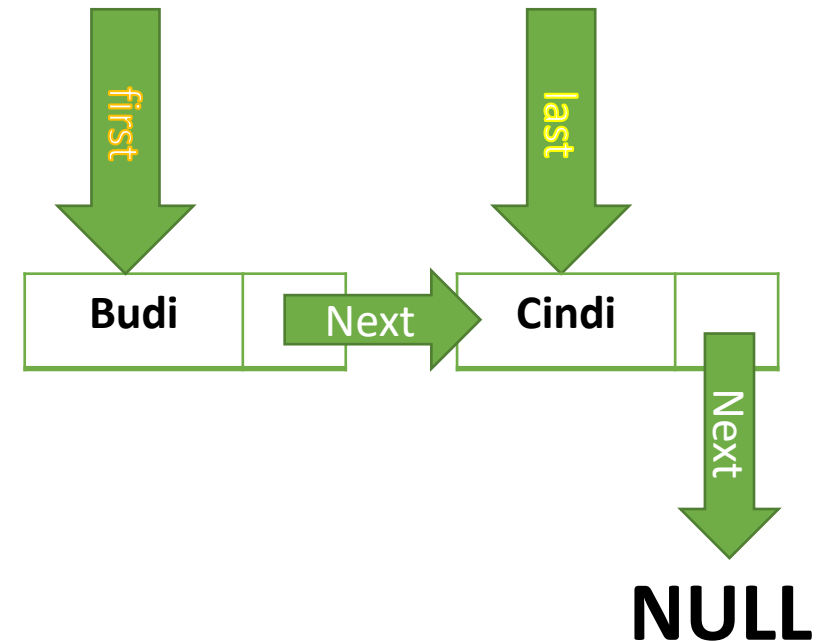
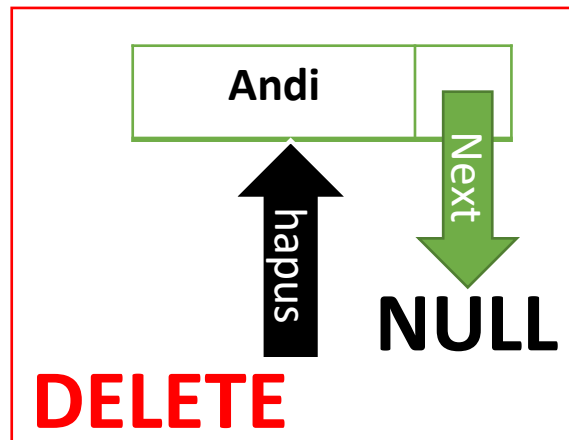
Hapus Node Paling Depan

```
69 void hapusNode(){  
70     if(isKosong() == true) cout<<"Antrian kosong\n";  
71  
72     Node* node_hapus = first;  
73     first = node_hapus->next;  
74     free(node_hapus);  
75 }
```



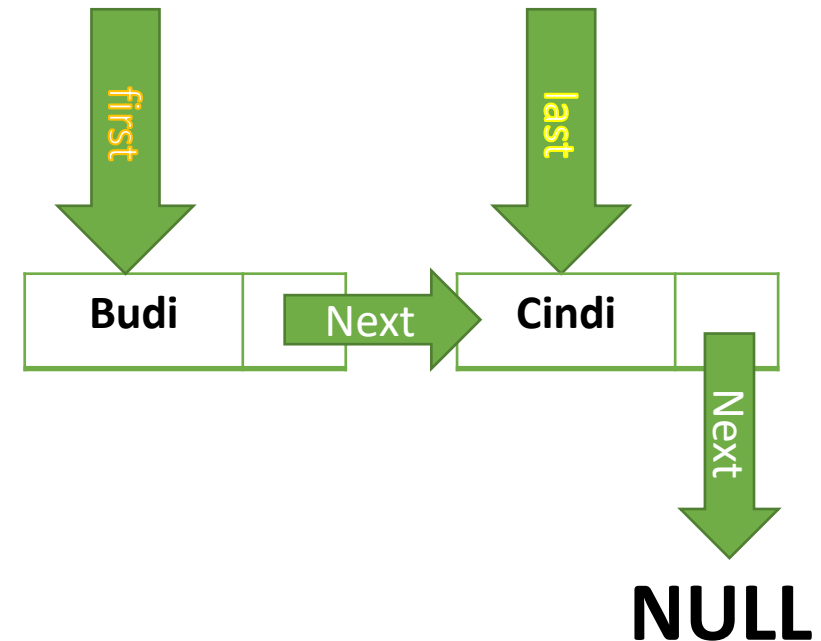
Hapus Node Paling Depan

```
69 void hapusNode(){  
70     if(isKosong() == true) cout<<"Antrian kosong\n";  
71  
72     Node* node_hapus = first;  
73     first = node_hapus->next;  
74     free(node_hapus);  
75 }
```



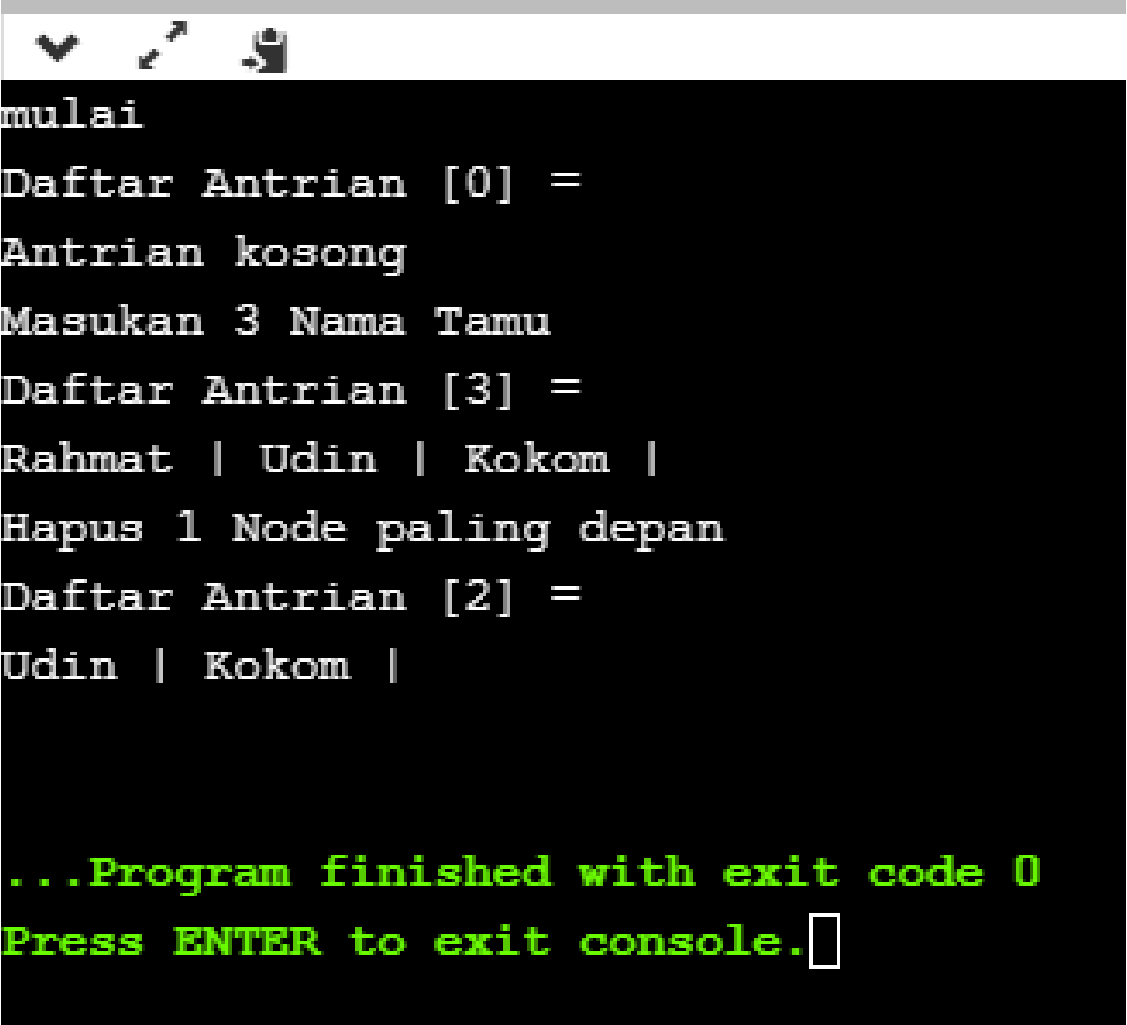
Hapus Node Paling Depan

```
69 void hapusNode(){  
70     if(isKosong() == true) cout<<"Antrian kosong\n";  
71  
72     Node* node_hapus = first;  
73     first = node_hapus->next;  
74     free(node_hapus);  
75 }
```



Main Program

```
77 int main(){
78     first = new Node();
79     last = new Node();
80
81     cout<<"mulai\n";
82     buatKosong();
83     cetakIsiQueue();
84
85     cout<<"Masukan 3 Nama Tamu \n";
86     tambahNode("Rahmat");
87     tambahNode("Udin");
88     tambahNode("Kokom");
89     cetakIsiQueue();
90
91     cout<<"Hapus 1 Node paling depan\n";
92     hapusNode();
93     cetakIsiQueue();
94
95
96     return 0;
97 }
```



```
mulai
Daftar Antrian [0] =
Antrian kosong
Masukan 3 Nama Tamu
Daftar Antrian [3] =
Rahmat | Udin | Kokom |
Hapus 1 Node paling depan
Daftar Antrian [2] =
Udin | Kokom |

...Program finished with exit code 0
Press ENTER to exit console.
```

Pertanyaan :

- Buka browser www.menti.com
- masukan kode 70 11 31

Go to www.menti.com and use the code 70 11 31



<https://bit.ly/presensi3Juli2020>

Link Rekap Kehadiran

Rewards Event Last Meeting

Proyek Akhir untuk Kelas E & F

Akan disampaikan di Grup Telegram

Terima Kasih