Agenda

- 1) Stacks Basics
- 2) functions in Stack
- 3) Implementation of stack

 Lusing array

 Lusing LL
- 4) Balanced paventhesis *
- s) Double char trouble
- 6) Evaluate postfix expression

Stack Basics

Stacks Jollows: LIFO

Last in dirst out

$$Push(x) \rightarrow add x onto the stack$$

POP() -> or move topmost dement of stack

0(1)

peek() -> get topmost dement of stack

size () → no. of elements in stack.

```
Stack < Integer > St = New Stack <> ();

St. push (10);

St. push (20);

St. push (45);

St. pop();

Sopun(St. peek()); \rightarrow 20

St. pop();

St. pop();

St. pop();

St. pop();

St. pop();
```

note: try not to do st. peck() or st. pop() on empty stack.

А	Evaluating arithmetic expressions	12%
В	Implementing undo/redo functionality	21%
С	Representing parenthesis in expressions	0%
3 .	All the above	

```
Jas+ = -1
 class Stack ?
                              409+
      in+ [] A;
      in+ last;
     Stack (int cap) {
                                         Stack st = new Stack (8);
                                         5+ push (10); ~
           A = new int [rap];
                                         57. push(20); ~
           last = -1;
                                          st. push (45); ~
      3
                                          st . POP(); ~
      void push (in+ x) }
              Jast++;
              A[Jast] = x;
        3
        int pop() {
               int tem = A[dast];
               A [uast] = 0;
                uast --;
                return temp;
         3
         int peck() {
                return A (Last ];
         3
              size () {
         in-t
               return last +1;
          3
Ĵ
```

Implementation of Stack using LL

- i) of tail is the working end
 - -) eddiciency won't be achieved in Pop()

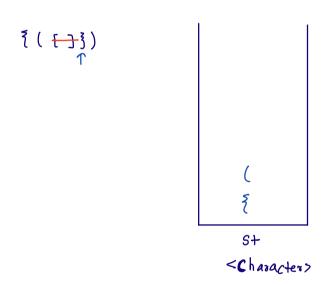
 Push(x) -) add last(x) in LL -> O(1) in SLL

 Pop() -> remove last() in LL -> O(n) in SLL
- ii) I head is the working end
 - efficiency can be achieved

 puh(x) -> add first(x) in LL -> O(1) in SLL

 pop() -> remove first() in LL -> O(1) in SLL

5+ push (10) S+ push (20) S+ push (30) O.1 Liven an expression containing 3 types of brackets: (,), \(\frac{1}{2}\), \(\frac{1}{2}



{ () () } []

ž



эт .

< Character>

```
boolean balanced Parenthes is ( String str) {

Stack < Character > st = new Stack < > ();

Jor (int i = 0; i < str. dength(); itt) {

Char ch = Str. charAt(i);

i) (ch = '{{\frac{1}{2}}}' || ch = '(' || ch = '(') ) {

st. puh (ch);

3

else i) (ch = '{{\frac{3}{2}}}' || ch = ')' || ch = ']') {

i) (is compatible (ch, st. peck ()) = - Jalse) {

seturn Jalse;

3

st. pop();

3

beturn st. size () = = 0;
```

```
boolean is Compatible (char cd, char op) \{

if (cd = = '3') \{

return op = = '\{'\};

\{

return op = = '(');

\{
```

```
Dry oun
```

```
₹<del>() ()</del> ()
```

```
boolean balanced Parenthesis (5+ving 5+v) [
     Stack < Character> st= new stack <>();
     Jos (int i=0; i<str. dength(); i++) {
           char ch = 5+r. charAt(i);
             ) (ch = = '{'} || ch = = '(' || ch = = '(') {
                    st. pub (ch);
             else { (ch == '3' | ch == ')' | (ch == ']') }
                      i) (is compatible (ch, st. peek()) = = Jalse) {
                           return dalse;
                      st . 10p(1;
       return st. size () = = 0;
 boolean is compatible (chas cs, chas of) {
       ! (ca == '3') {
             return op == '{')
        else i) (ru== ')') {
              return op == 'C';
         3
         else {
              return op = = '[';
  ž
```

Q-2 briven a String S, remove equal pair of adjacent characters.

Return the String without adjacent duplicates.

abbd - ad

abcebde - ade

abbbe - abe

ababab - ababab

adebbecaacded - aed

(bbcbbcdcx - cx

ons-) CX

```
String removeAdjEqual (string str) {
     Stack < Character > st = new stack <> ();
     Jos (int i=0; i = str. length (); i++) {
          char ch = st. charAt(i);
                                                          abcebde

    (S+·Size() = = 0) {

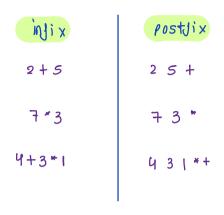
                                                                      1
                St. push (ch);
           else {
               ij (ch = = st. peek ()) {
                      St. POP();
                                                         و
                                                        d
                else 7
                     st. push (ch);
                3
                                                         TC: 0(n)
           3
                                                          SC: 0(n)
      Ž
```

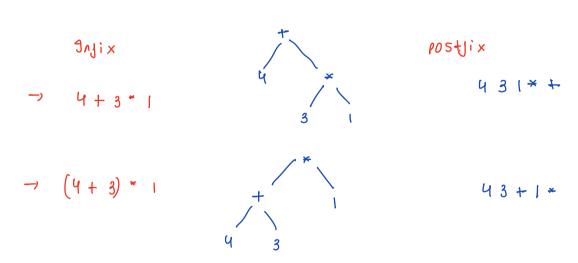
Il build ans string from stack and return it

3

Q.3 biren a postfix expression, return the evaluated answer.

-> what is postfix expression: operator comes ofter operands





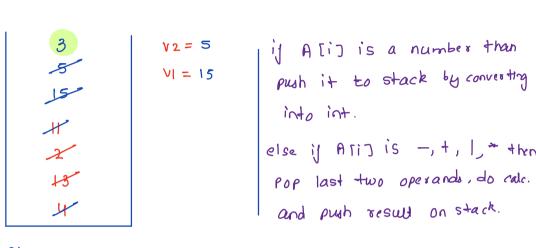
Why postfix are superior

- i) brackets are not needed
- ii) Order in which operators are coming is same as execution order of operators.

$$["2", "4", "4", "3", "*"] \longrightarrow ans = 9$$

$$["4", "13", "5", "/", "+"] \longrightarrow ans = 6$$

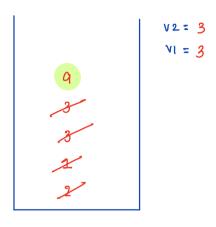
$$A: ["4", "13", "2", "-", "+", "5", "/"] \longrightarrow ans = 3$$



Stack - Integer>

else if Arij is -, +, 1, + +kn pop last two operands, do ralc.
and push result on stack.

return st. peck ();



Stack < Integer>

push it to stack by converting into int.

else if Asij is -, +, |, * then pop last two operands, do rate.

and push result on stack.

return st. peck ();

code : todo