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# Week 3 - Stacks & Queues

— Brenden West - 2023 —

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## *Learning Outcomes*

- Stacks
- Queues
- Iterators

## *Reading & Videos*

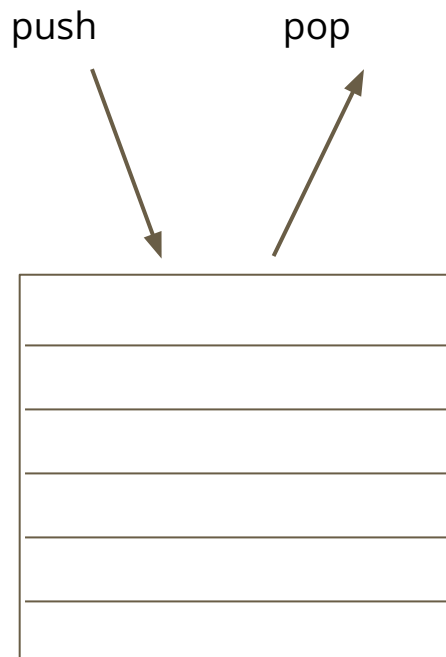
- Carrano & Henry, Chapters 5 - 8, Interlude 4 Iterators
- <https://www.coursera.org/learn/algorithms-part1/home/week/2>
- <https://algs4.cs.princeton.edu/13stacks/> (review)
- <https://www.geeksforgeeks.org/stack-data-structure/> (review)
- <https://www.geeksforgeeks.org/queue-data-structure/> (review)

# Stacks

A data collection based on last-in, first-out (LIFO) principle.

Insertion and deletion both happen at the “top” of the stack.

- Stack items are accessed in reverse order of being added
- Useful for reversing items in a collection without knowing total count
- Common stack use cases:
  - a. browser history
  - b. mobile application screens
  - c. evaluating arithmetic expressions



# Stack operations

- isEmpty()
- size() - return count of items in stack
- peek() - return item at top of stack
- push() - add item to top of stack
- pop() - remove item from top of stack

# Stack implementation

Stacks can use either a linked-list or an array for data storage.

- For linked-list implementation, it's most efficient to treat first node as 'top' of stack. Stack operations for linked-list implementation are  $O(1)$  in worst case.
- For array implementation, it's most efficient to treat last occupied element as top of stack. Stack operations for array implementation are  $O(1)$ , except for resizing the array.

# Stack implementation - Array

Array implementation of a stack.

- Use array `s[]` to store `N` items on stack.
- `push()`: add new item at `s[N]`.
- `pop()`: remove item from `s[N-1]`
- Resize array when full or if size falls below  $\frac{1}{4}$  full

# Queues

A data collection based on first-in, first-out (**FIFO**) principle.

Similar to stack, but operations happen at both ends of the collection.

- Data items are organized in the order received - earliest item is at the front and most recently added item is at the back
- Double-ended queue (Deque) is similar to a queue, but items can be added/removed from either end
- Priority queue orders items by importance rather than arrival time. Requires that items be Comparable



# Queue operations

- isEmpty()
- size() - return count of items in queue
- peek() - return item at front of queue
- enqueue() - add item to back of queue
- dequeue() - remove item from front of queue



# Queue Implementation - Linked List

- Maintain pointers to **first** and **last** nodes in linked list
- insert/remove from opposite ends

# Queue Implementation - Array

- Use array `q[]` to store items in queue.
- `enqueue()`: add new item at `q[tail]`.
- `dequeue()`: remove item from `q[head]`.
- Update head and tail modulo the capacity.
- Add resizing array.