# Data Structures & Algorithms


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# Lecture 4

# Stack

## Linked List Based

# Course Roadmap


## Part 1: Linear Data Structures

Lecture 1: Complexity Analysis & Recursion

Lecture 2: Arrays

Lecture 3: Linked List

**Lecture 4: Stack**

Lecture 5: Queue

Lecture 6: Deque

Lecture 7: STL in C++ (Linear Data Structures)

# Lecture Agenda

We will discuss in this lecture the following topics

1- Introduction to Stack

2- Insertion Operation

3- Deletion Operation

4- Top Operation

5- Time Complexity & Space Complexity


Let's
START UP

# Lecture Agenda

Section 1: Introduction to Stack

Section 2: Insertion Operation

Section 3: Deletion Operation

Section 4: Top Operation

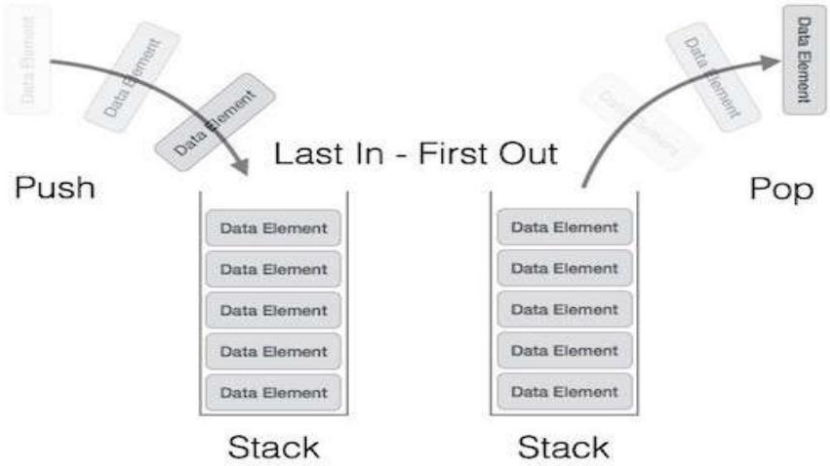
Section 5: Time Complexity & Space Complexity

# Introduction to Stack

- A stack is an abstract data type that serves as a collection of elements, with two principal operations:

- push, which adds an element to the collection.
- pop, which removes the most recently added element that was not yet removed.

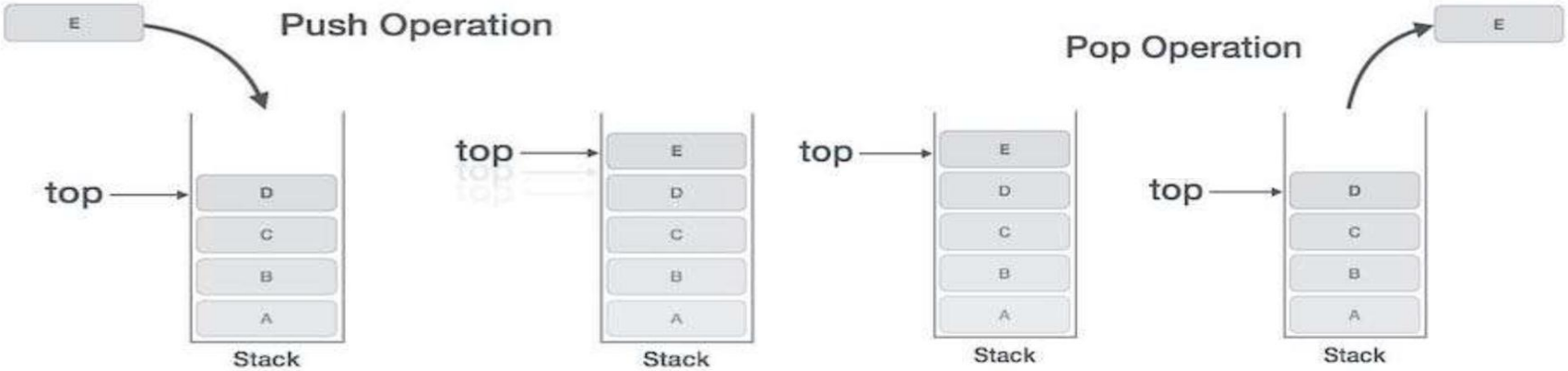
- The order in which elements come off a stack gives rise to its alternative name, LIFO (last in, first out). Additionally, a peek operation may give access to the top without modifying the stack. The name "stack" for this type of structure comes from the analogy to a set of physical items stacked on top of each other. This structure makes it easy to take an item off the top of the stack, while getting to an item deeper in the stack may require taking off multiple other items first.



# Introduction to Stack

## ➢ Inserting and deleting elements:

- Stacks have restrictions on the insertion and deletion of elements. Elements can be inserted or deleted only from one end of the stack i.e. from the . The element at the top is called the  element. The operations of inserting and deleting elements are called push() and pop() respectively.
- When the top element of a stack is deleted, if the stack remains non-empty, then the element just below the previous top element becomes the new top element of the stack. For example, in the stack of trays, if you take the tray on the top and do not replace it, then the second tray automatically becomes the top element (tray) of that stack.



# Introduction to Stack

- Stacks are dynamic data structures that follow the Last In First Out (LIFO) principle. The last item to be inserted into a stack is the first one to be deleted from it. For example, you have a stack of trays on a table. The tray at the top of the stack is the first item to be moved if you require a tray from that stack.
- Considered as a linear data structure, or more abstractly a sequential collection, the push and pop operations occur only at one end of the structure, referred to as the top of the stack. This data structure makes it possible to implement a stack as a singly linked list and a pointer to the top element. A stack may be implemented to have a bounded capacity. If the stack is full and does not contain enough space to accept an entity to be pushed, the stack is then considered to be in an overflow state. The pop operation removes an item from the top of the stack.
- Accessing the content while removing it from the stack, is known as a Pop Operation. In an array implementation of pop() operation, the data element is not actually removed, instead top is decremented to a lower position in the stack to point to the next value. But in linked-list implementation, pop() actually removes data element and de-allocates memory space.

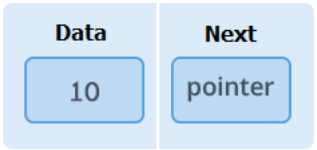
# Introduction to Stack

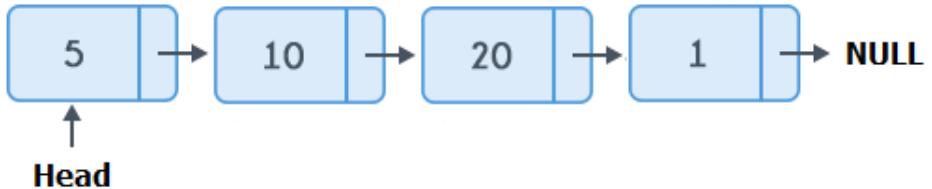
➢ Following are the basic operations supported by a stack.

- Push: which adds an element to the collection.
- Pop: which removes the most recently added element that was not yet removed.
- Top: which gets the most recently added element.

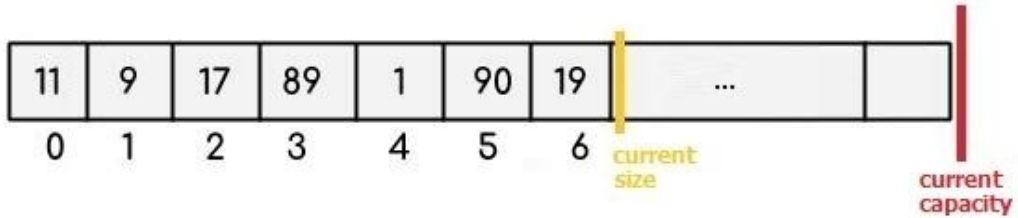
➢ Stack Types

1. Stack (Linked List Based)




2. Stack (Array Based)



# Stack (Linked List Based) Node

- Initialize a global struct

```cpp
#include <bits/stdc++.h>
using namespace std;

// A stack node
struct node {
    int data;
    node* next;
};

// Initialize a global pointer for head
node* head;
```

Stack-Linked-List-Based.cpp

# Lecture Agenda

- ✓ Section 1: Introduction to Stack
- **Section 2: Insertion Operation**
- Section 3: Deletion Operation
- Section 4: Top Operation
- Section 5: Time Complexity & Space Complexity

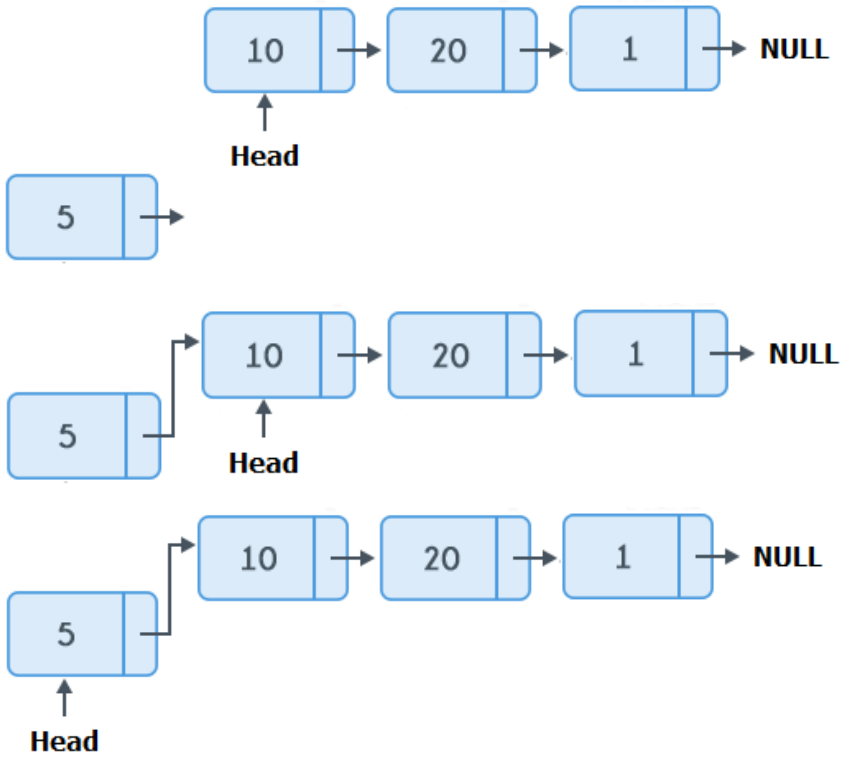
# Insertion Operation - Stack (Linked List Based)

- Insert Operation is to insert a data element into a stack.

- ***Insertion Algorithm***:

1. ***create a new node***
2. ***new node data = data***
3. ***if head == NULL then head = new node***
4. ***otherwise new node next = head***
5. ***head = new node***

- Insert 5



# Insertion Operation - Stack (Linked List Based)

```
// This function adds a node at the begin of the stack
void push(int new_data) {
    // allocate new node and put it's data
    node* new_node = new node();
    new_node->data = new_data;
    // check if the stack is empty
    if (head == NULL) {
        head = new_node;
    }
    // otherwise insert the new node in the begin of the stack
    else {
        // set next of the new node to be the head
        new_node->next = head;
        // set the new node as a head
        head = new_node;
    }
}
```

Stack-Linked-List-Based.cpp

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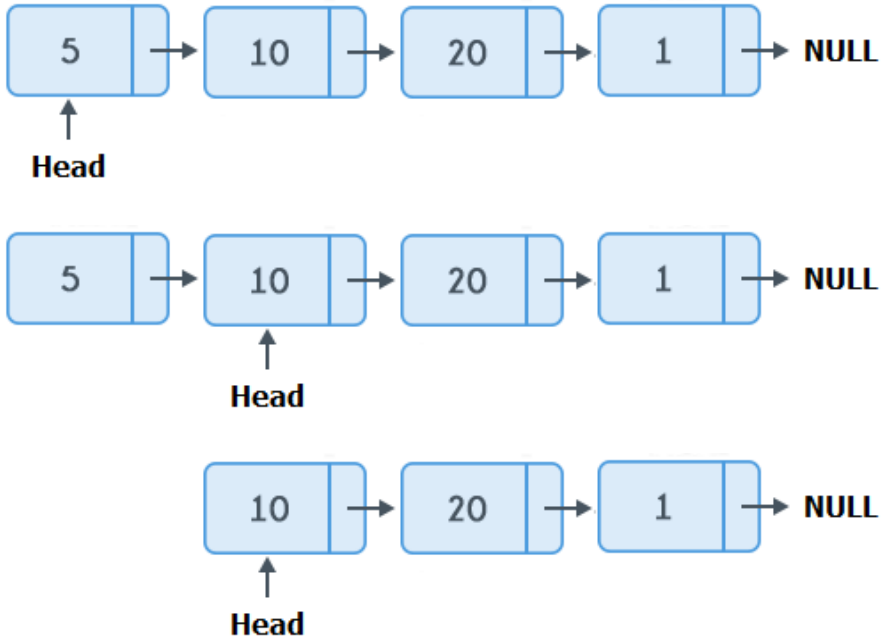
# Deletion Operation - Stack (Linked List Based)

- Delete Operation removes the most recently added element that was not yet removed.

- ***Deletion Algorithm***:

1. ***temp node = head***
2. ***if head next equal NULL then***
3. ***delete temp node***
4. ***head = NULL***
5. ***otherwise head = head next***
6. ***delete temp node***

- Delete 5



# Deletion Operation - Stack (Linked List Based)

```
// This function deletes the first node in the stack
void pop() {
    // check if the stack is empty
    if (head == NULL)
        return;
    // get the node which it will be deleted
    node* temp_node = head;
    // check if the stack has only one node
    if (head->next == NULL) {
        delete(temp_node); // delete the temp node
        head = NULL;
    }
    // otherwise the stack has nodes more than one
    else {
        // shift the head to be the next node
        head = head->next;
        delete(temp_node); // delete the temp node
    }
}
```

Stack-Linked-List-Based.cpp

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# Top Operation - Stack (Linked List Based)

- Top Operation gets the most recently added element.

- ***Top Algorithm***:

1. ***return head***

- Top is 5

# Top Operation - Stack (Linked List Based)

```
// This function returns the value of the first node in the stack
int top() {
    // check if the stack is empty
    // to return the biggest integer value as an invalid value
    if (head == NULL)
        return INT_MAX;
    // otherwise return the real value
    else
        return head->data;
}
```

Stack-Linked-List-Based.cpp

# Functionality Testing - Stack (Linked List Based)

- Initialize a global struct

```cpp
#include <bits/stdc++.h>
using namespace std;

// A stack node
struct node {
    int data;
    node* next;
};

// Initialize a global pointer for head
node* head;
```

- In the Main function:

```cpp
cout << "Stack top: " << top() << '\n';
```

- Expected Output:

```
Stack top: 2147483647
```

Stack-Linked-List-Based.cpp

# Functionality Testing - Stack (Linked List Based)

- In the Main function:

```
push(10);
cout << "Stack top: " << top() << '\n';
push(20);
cout << "Stack top: " << top() << '\n';
push(30);
cout << "Stack top: " << top() << '\n';
push(40);
cout << "Stack top: " << top() << '\n';
push(50);
cout << "Stack top: " << top() << '\n';
```

- Expected Output:

```
Stack top: 10
Stack top: 20
Stack top: 30
Stack top: 40
Stack top: 50
```

Stack-Linked-List-Based.cpp

# Functionality Testing - Stack (Linked List Based)

- In the Main function:

```
while (head != NULL) {
    cout << "Stack top: " << top() << '\n';
    pop();
    cout << "Stack top has been deleted\n";
}
cout << "Stack is empty now\n";
```

- Expected Output:

```
Stack top: 50
Stack top has been deleted
----------------------------
Stack top: 40
Stack top has been deleted
----------------------------
Stack top: 30
Stack top has been deleted
----------------------------
Stack top: 20
Stack top has been deleted
----------------------------
Stack top: 10
Stack top has been deleted
----------------------------
Stack is empty now
```

Stack-Linked-List-Based.cpp

# Functionality Testing - Stack (Linked List Based)

- In the Main function:

```
push(10);
cout << "Stack top: " << top() << '\n';
push(20);
cout << "Stack top: " << top() << '\n';
push(30);
cout << "Stack top: " << top() << '\n';
```

- Expected Output:

```
Stack top: 10
Stack top: 20
Stack top: 30
```

Stack-Linked-List-Based.cpp

# Functionality Testing - Stack (Linked List Based)

- In the Main function:

```
while (head != NULL) {
    cout << "Stack top: " << top() << '\n';
    pop();
    cout << "Stack top has been deleted\n";
}
cout << "Stack is empty now\n";
```

- Expected Output:

```
Stack top: 30
Stack top has been deleted
----------------------------
Stack top: 20
Stack top has been deleted
----------------------------
Stack top: 10
Stack top has been deleted
----------------------------
Stack is empty now
```

Stack-Linked-List-Based.cpp

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# Time Complexity & Space Complexity


- Time Analysis

| | Worst Case | Average Case |
|---|---|---|
| • Push | Θ(1) | θ(1) |
| • Pop | Θ(1) | θ(1) |
| • Top | Θ(1) | θ(1) |

# Lecture Agenda

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# Practice

# Practice


1- Reverse string using stack
2- Check string is palindrome or not
3- Convert Infix Expression to Postfix Expression
4- Convert Infix Expression to Prefix Expression
5- Convert Postfix Expression to Infix Expression
6- Convert Prefix Expression to Infix Expression
7- Convert Postfix Expression to Prefix Expression
8- Convert Prefix Expression to Postfix Expression
9- Evaluation of Prefix & Infix & Postfix Expressions
10- Reverse a stack using recursion
11- Check for balanced parentheses in an expression
12- Length of the longest valid substring
13- Minimum number of bracket reversals needed to make an expression balanced
14- Next Greater Element
15- Delete middle element of a stack

# Practice


16- Reverse individual words
17- Largest Rectangular Area in a Histogram
18- Find maximum depth of nested parenthesis in a string
19- Expression contains redundant bracket or not
20- Check if two expressions with brackets are same
21- Delete consecutive same words in a sequence
22- Remove brackets from an algebraic string
23- Range Queries for Longest Correct Bracket Subsequence
24- Check if stack elements are pairwise consecutive
25- Reverse a number using stack
26- Tracking current Maximum Element in a Stack
27- Decode a string recursively encoded as count followed by substring
28- Find maximum difference between nearest left and right smaller elements
29- Find if an expression has duplicate parenthesis or not
30- Find index of closing bracket for a given opening bracket in an expression

# Assignment

# Implement STL Stack


- Stacks are a type of container adaptor, specifically designed to operate in a (last-in first-out) context, where elements are inserted and extracted only from one end of the container.
- Stacks are implemented as container adaptors, which are classes that use an encapsulated object of a specific container class as its underlying container, providing a specific set of member functions to access its elements. Elements are pushed/popped from the "back" of the specific container, which is known as the top of the stack.
- Stacks are a type of container adaptors with (Last In First Out) type of working, where a new element is added at one end and (top) an element is removed from that end only.

More Info: cplusplus.com/reference/stack/stack/
More Info: en.cppreference.com/w/cpp/container/stack
More Info: geeksforgeeks.org/stack-in-cpp-stl/

# Implement STL Stack


- Member functions: (constructor) Construct stack (public member function)
  (empty) Test whether container is empty (public member function)
  (size) Return size (public member function)
  (top) Access next element (public member function)
  (push) Insert element (public member function)
  (pop) Remove top element (public member function)
  (swap) Swap contents (public member function)

More Info: cplusplus.com/reference/stack/stack/
More Info: en.cppreference.com/w/cpp/container/stack


DO
MORE.