

Questions

1. Implement a nonrecursive Java method for enumerating all permutations of the numbers {1, 2, ..., N} using a stack. N is passed as an argument to your method, so your code should be generic.

Hint: You can represent the permutations as Strings and store the numbers to permute in an array. You can consider a bottom-up approach and start from the empty String. Then in each iteration pop a permutation from the stack, add a number that is not in the String, repeat these for all permutations in the stack and push those extended permutations back to stack. Report a permutation when its length reaches N. (40 pts.)

Input : N=3

Output:

```
Main x
"C:\Program Files\Java\jdk1.8.0_251\bin\java.exe" ...
321
312
231
213
132
123
Process finished with exit code 0
```

Input : N=4

Output:

```
Main x
"C:\Program Files\Java\jdk1.8.0_251\bin\java.exe" ...
4321
4312
4231
4213
4132
4123
3421
3412
3241
3214
3142
3124
2431
2413
2341
2314
2143
2134
1432
1423
1342
1324
1243
1234
Process finished with exit code 0
```

2. Stacks are often used to provide “undo” support in applications like a Web browser or text editor. While support for undo can be implemented with an unbounded stack, many applications provide only limited support for such an undo history, with a fixed-capacity stack. When push is invoked with the stack at full capacity, rather than throwing an exception, a more typical semantic is to accept the pushed element at the top while “leaking” the oldest element from the bottom of the stack to make room. Modify *push* and *pop* methods in the `ArrayStack` class provided for this lab using a circular array. (30 pts.)
3. Implement a Java method with signature `transfer(S, T)` that transfers all elements from stack `S` onto stack `T`, so that the element that starts at the top of `S` is the first to be pushed onto `T`, and the element at the bottom of `S` ends up at the top of `T`. Implement a driver application with main method that demonstrates the transfer operation. You can use the `ArrayStack` code provided for this lab. (30 pts)

HINT: You need to use provided classes for this lab assignment.

IMPORTANT NOTE : Your code will be checked via using a software similarity tool. If there will be similarity between people then they will be graded as 0 without any objection !!!

Submission : You need to upload a `Q1.java` file for the 1st question and `Q3.java` file for the 3rd question and the changed version of `ArrayStack.java` for this lab assignment. You need to zip those files first then you can upload it to canvas.

Deadline : 04.12.2020 – 4:00 pm.