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ĐẠI HỌC BÁCH KHOA HÀ NỘI

HANOI UNIVERSITY OF SCIENCE AND TECHNOLOGY

ONE LOVE. ONE FUTURE.

DATA STRUCTURES AND ALGORITHMS BASIC LAB

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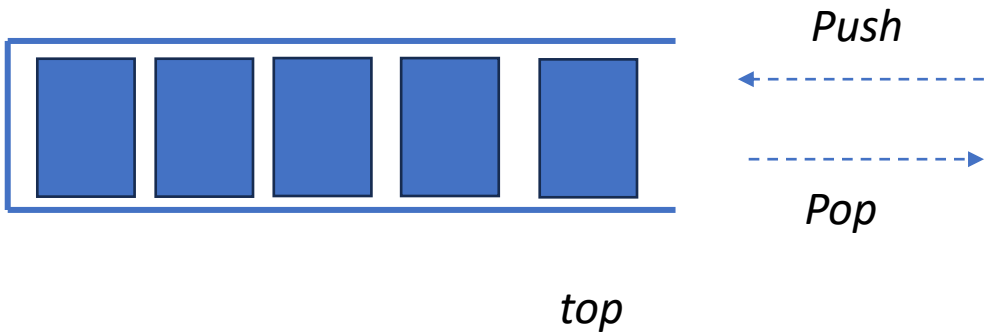
CONTENTS

STACK AND QUEUE

A stack:

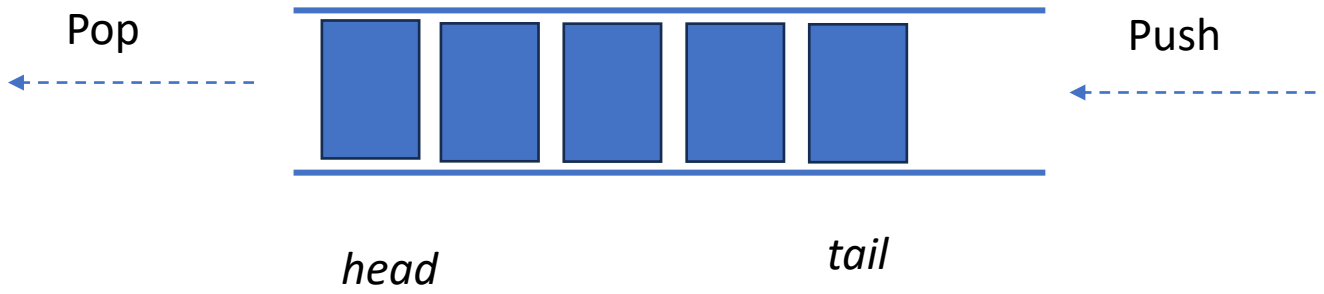
- A linear list of object
- Push and Remove are operated at top (head) of the list (First-In-Last-Out)
- Commonly used operations:
  - Push(x,S): Insert an element x into stack S
  - Pop(S): Remove an element from S
  - Top(S): Access the element on the top of S
  - Empty(S): Return true if S is empty



STACK AND QUEUE

A Queue:

- Is a linear list of objects. A queue has two pointers: *head* and *tail*
- Inserting a new element is operated at *tail* and removing is at *head* (First-In-First-Out)
- Commonly used operations:
  - Enqueue(x,Q) (Push): Insert a new element x into Q
  - Dequeue(Q) (Pop): Remove an element from Q
  - Empty(Q): Return true if Q is empty



EXERCISE 1: SIMULATION STACK

- Perform a sequence of operations over a stack, each element is an integer:
  - PUSH v: push a value v into the stack
  - POP: remove an element out of the stack and print this element to stdout (print NULL if the stack is empty)

- Input
  - Each line contains a command (operration) of type
    - PUSH v
    - POP
- Output
  - Write the results of POP operations (each result is written in a line)

EXERCISE 1: SIMULATION STACK

Example:

stdin	stdout
PUSH 1	3
PUSH 2	2
PUSH 3	5
POP	
POP	
PUSH 4	
PUSH 5	
POP	
#	

EXERCISE 1: SIMULATION STACK - PSEUDOCODE

- Using a singly linked list (pointed by *top*) to implement a stack:
  - Pop: remove an element on the *top*.
  - Push: add a new element to the *top*.

```
struct Node{
    int value;
    struct Node* next;
}
```

```
makeNode(x){
   p = new Node();
   p -> value = x;
   return p;
}
```

```
Pop(){
if top==NULL return NULL;
x = top;
top = top-> next;
return x;
}
```

```
Push(x){
p = makeNode(x);
p->next= top;
top = p;
}
```

EXERCISE 2: SIMULATION QUEUE (P.03.08.02)

- Perform a sequence of operations over a queue, each element is an integer:
  - PUSH v: push a value v into the queue
  - POP: remove an element out of the queue and print this element to stdout (print NULL if the queue is empty)
- Input
  - Each line contains a command (operration) of type
    - PUSH v
    - POP
- Output
  - Write the results of POP operations (each result is written in a line)

EXERCISE 2: SIMULATION QUEUE

Example 2.1:

stdin	stdout
PUSH 1	1
PUSH 2	2
PUSH 3	3
POP	
POP	
PUSH 4	
PUSH 5	
POP	
#	

EXERCISE 2: SIMULATION QUEUE

Example 2.2:

stdin	stdout
PUSH 1	1
POP	NULL
POP	4
PUSH 4	
POP	
#	

EXERCISE 2: SIMULATION QUEUE - PSEUDOCODE

- Using a singly link list pointed by *head* và *tail* to implement a queue:
  - Pop: remove the element at *head*
  - Push: add a new element to *tail*

```
struct Node{
    int value;
    struct Node* next;
}
```

```
makeNode(x){
   p = new Node();
   p -> value = x;
   return p;
}
```

```
Pop(){
if head = tail = NULL return ‘’;
v=head->value
head = head->next
return v
}
```

```
Push(x){
p = makeNode(x)
if head=tail=NULL then
head=tail=p; return;
tail->next = p
tail = p
return
}
```

EXERCISE 3: CHECK PARENTHESIS

- Given a string containing only characters (,), [,] {, }. Write a program that checks whether the string is correct in expression.

Example:

  - ([]{()}()[]): correct
  - ([]{()]()[]): incorrect

- Input
  - One line contains the string (the length of the string is less than or equal to 10^6
- Output
  - Write 1 if the sequence is correct, and write 0, otherwise

stdin	stdout
(()[][]{}){}{}[][]({[]()})	1

EXERCISE 3: CHECK PARENTHESIS - PSEUDOCODE

- Using a stack, from left to right, if meet an open parenthesis then push to the stack, otherwise (a close parenthesis):
  - If the top of the stack is the matched open parenthesis then pop from stack
  - Otherwise: return false

```
match(a,b){
if (a==‘(‘ and b ==’)’) or (a==‘{’ and
b==‘}’)
or (a==’[’ and b == ‘]’) return true;
return false;
}
```

```
Check(s){
stack h;
for i = 1…len(s){
   if s[i] in (’(’, ‘[‘, ‘{‘) then push(s[i]);
   else if (s[i] match top(h)) then pop(h);
   else return false;
}
if h is empty return true;
return false;
}
```

EXERCISE 4: WATER JUGS (P.03.08.04)

- There are two jugs, a-litres jug and b-litres jug (a, b are positive integers). There is a pump with unlimited water. Given a positive integer c, how to get exactly c litres.
- Input
  - Line 1: contains positive integers a, b, c (1 <= a, b, c <= 900)
- Output
  - Write the number of steps or write -1 (if no solution found)

Example:

stdin	stdout
6 8 4	4

EXERCISE 4: WATER JUGS - PSEUDOCODE

Idea: Enumerating the amount of water in the jugs (a pair of two integer x,y) using a queue with the shortest steps.

- Mark (x,y) if visited
- Pop each (x,y) at the head of the queue then push to the tail the new states not visited yet but can be reached from (x,y) by 1 step. Increase num_steps by 1.
- If reach to the target state then return num_steps , otherwise return -1 when finish.

```
mark(t){
    m[t] = 1;
}
```

```
is_mark(t){
    return m[t] == 1;
}
```

```
target(t){
    return c in t;
}
```

```
update_num_steps(t,r){
    num[t] = r + 1;
}
```

```
next_steps(t){
    r = list_of_next_1_step_from(t);
    return r;
}
```

```
Check(a,b,c){
(x,y) = (0,0); mark((0,0));
queue q; q.push((x,y))
while not empty(q){
t = pop(q);
for ti in next_steps(t){
   if target(ti) then return num[t]+1];
   if not is_mark(ti) then {push(ti); mark(ti);
update_num_steps(ti, num[t]);}
}
}
return -1;
}
```

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THANK YOU !