

# FIND THE MINIMUM ELEMENT IN A STACK IN CONSTANT TIME

KEEP TRACK OF THE MINIMUM ELEMENT  
FOR EACH ELEMENT PUSHED ON TO THE  
STACK

HAVE 2 STACKS, ONE TO HOLD THE ACTUAL  
ELEMENTS, AND ANOTHER TO HOLD THE  
MINIMUM ELEMENT CORRESPONDING TO  
EVERY ELEMENT ADDED TO THE STACK

WHEN EACH ELEMENT IS PUSHED ONTO  
THE STACK COMPARE IT WITH THE LAST  
MINIMUM ELEMENT AND PUSH BOTH THE  
MAIN STACK AND THE MINIMUM  
ELEMENT STACK TOGETHER

DO THE SAME WHEN POPPING AN  
ELEMENT FROM THE STACK

# FIND THE MINIMUM ELEMENT IN A STACK IN CONSTANT TIME

POP

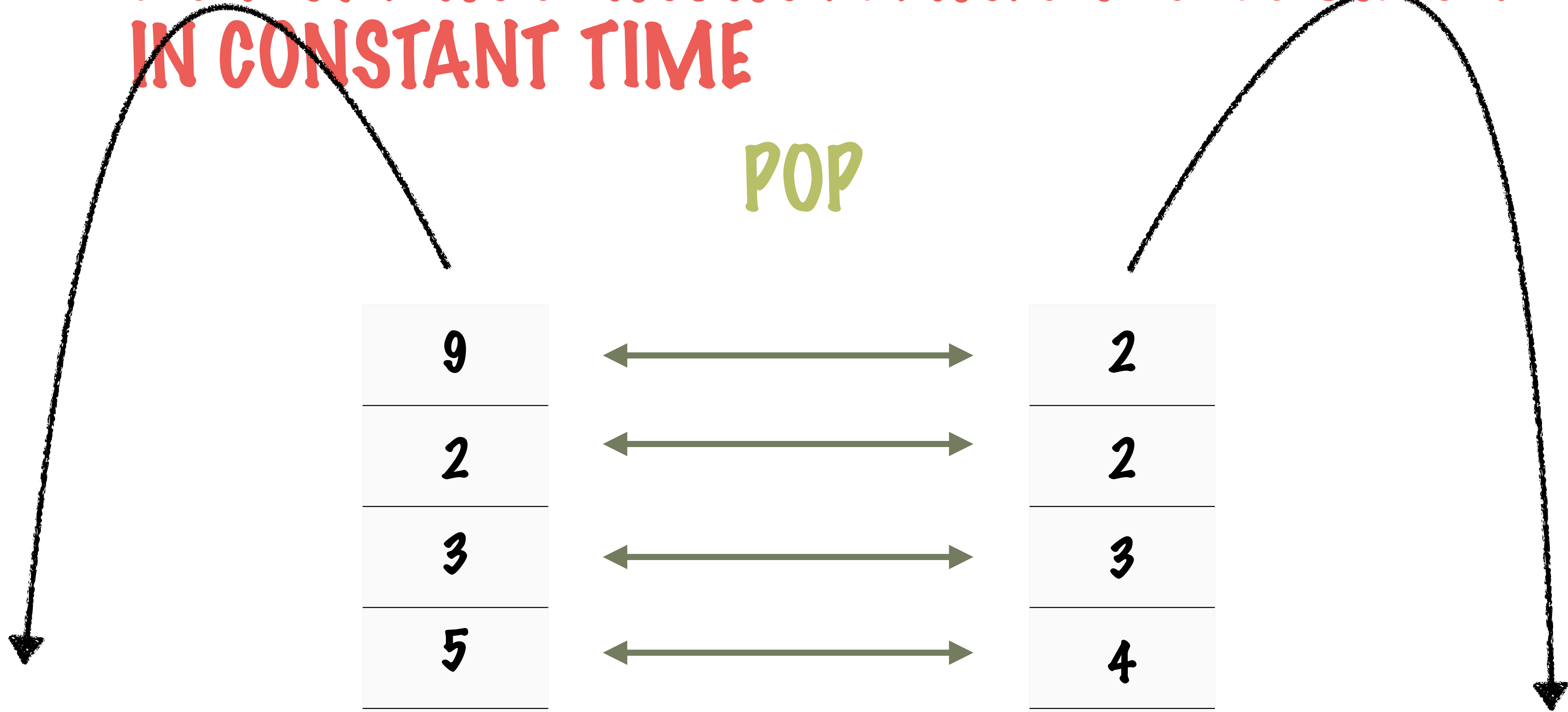
9
2
3
5
4

STACK



2
2
3
4
4

MIN STACK



# USE STACKS TO FIND THE MINIMUM ELEMENT

SET UP ONE STACK TO HOLD THE INFORMATION AND ANOTHER TO HOLD THE MINIMUM ELEMENT

FIND THE MINIMUM BETWEEN THE ELEMENT JUST ADDED AND THE TOP OF THE MINIMUM STACK

PUSH THE ELEMENT ON TO THE STACK AND THE MINIMUM ELEMENT ON TO THE MINIMUM STACK

POP SHOULD POP ELEMENTS FROM BOTH STACKS

GETMINIMUM IS NOW AN  $O(1)$  OPERATION

```
public static class MinimumStack {  
    private Stack<Integer> stack = new Stack<>();  
    private Stack<Integer> minimumStack = new Stack<>();  
  
    public void push(int data) throws  
        Stack.StackOverflowException,  
        Stack.StackUnderflowException {  
        int min = data;  
        if (!minimumStack.isEmpty()) {  
            if (min > minimumStack.peek()) {  
                min = minimumStack.peek();  
            }  
        }  
        stack.push(data);  
        minimumStack.push(min);  
    }  
  
    public int pop() throws Stack.StackUnderflowException {  
        minimumStack.pop();  
        return stack.pop();  
    }  
  
    public int getMinimum() throws Stack.StackUnderflowException {  
        return minimumStack.peek();  
    }  
}
```