

Min Stack

📌 Difficulty	Medium
📌 Category	Stack
🔗 Question	https://leetcode.com/problems/min-stack/
🔗 Solution	https://www.youtube.com/watch?v=qkLI7nAwDPo
🌟 Status	Done

Question

Design a stack that supports push, pop, top, and retrieving the minimum element in constant time.

Implement the `MinStack` class:

- `MinStack()` initializes the stack object.
- `void push(int val)` pushes the element `val` onto the stack.
- `void pop()` removes the element on the top of the stack.
- `int top()` gets the top element of the stack.
- `int getMin()` retrieves the minimum element in the stack.

You must implement a solution with $O(1)$ time complexity for each function.

Example

Example 1:

```
Input
["MinStack","push","push","push","getMin","pop","top","getMin"]
[[],[-2],[0],[-3],[],[],[],[]]

Output
[null,null,null,null,-3,null,0,-2]

Explanation
MinStack minStack = new MinStack();
```

```
minStack.push(-2);
minStack.push(0);
minStack.push(-3);
minStack.getMin(); // return -3
minStack.pop();
minStack.top();    // return 0
minStack.getMin(); // return -2
```

Idea



Use two Stacks: One for the normal implementation, another one to hold the minimum of the stack at the top always

Solution

```
class MinStack:

    def __init__(self):
        # Initialize two empty lists: stack and minStack
        self.stack = []    # This is the main stack that holds the elements.
        self.minStack = [] # This stack keeps track of the minimum elements.

    def push(self, val: int) -> None:
        self.stack.append(val)

        # Calculate the minimum of 'val' and the current minimum (if it exists) and push it onto minStack.
        val = min(val, self.minStack[-1] if self.minStack else val)
        self.minStack.append(val)

    def pop(self) -> None:
        # Pop the top element from both the main stack and minStack to maintain consistency.
        self.stack.pop()
        self.minStack.pop()

    def top(self) -> int:
        # Return the top element of the main stack without removing it.
        return self.stack[-1]

    def getMin(self) -> int:
        # Return the top element of minStack, which represents the current minimum element in the stack.
        return self.minStack[-1]
```



The **Time complexity** of the provided code is **$O(1)$** .



The **Space complexity** of the code is **$O(n)$** as well.