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CSC220 Programming II - Spring 2020





## Outline









► A Stack is a standard Interface







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  - which is so standard
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- Like any kind of stack we can think of,
  - the top entry is easy to add, view, or remove.
  - Trying to add, view, or remove entries in the middle is messy and awkward.







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  - push add a new entry to the top of the stack
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  - peek look at the top entry of the stack without changing it
  - empty true if there is nothing in the stack, false otherwise
- When I put something on top of one of the towering stacks of papers on my desk,
  - I don't think of it as pushing,
  - nor do I think of it as popping when I remove it.
  - Peek and empty make sense though.









I think what the original inventors had in mind was a 1950s buffet diner spring loaded plate dispenser.



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- ▶ The power cord is to run a dish warmer.
- It doesn't shoot the dishes up when it pops!
- Instead, it always keeps the top dish level with the top of the dispenser,
- although I don't think that requires electricity.



Stack stack = new Stack();





```
Stack stack = new Stack();
stack.empty(); // returns true
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Stack stack = new Stack();
stack.empty(); // returns true
stack.push("mango");
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Stack stack = new Stack();
stack.empty();  // returns true
stack.push("mango");
stack.push("banana");
```













```
Stack stack = new Stack();

stack.empty();  // returns true

stack.push("mango");

stack.push("banana");

stack.push("coconut");

stack.pop();  // returns "coconut"

stack.peek();  // returns "banana"
```





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Stack stack = new Stack();

stack.empty();  // returns true

stack.push("mango");

stack.push("banana");

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stack.pop();  // returns "coconut"

stack.peek();  // returns "banana"

stack.push("cantaloupe");
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stack.empty();  // returns true
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stack.push("cantaloupe");
stack.pop();
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stack.pop();
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stack.empty();
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stack.empty();
                              // returns false
stack.pop();
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```





#### Stack methods in action

```
Stack stack = new Stack();
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stack.pop();
                              // returns "coconut"
stack.peek();
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stack.push("cantaloupe");
stack.pop();
                              // returns "cantaloupe"
stack.pop();
                              // returns "banana"
stack.empty();
                              // returns false
stack.pop();
                              // returns "mango"
stack.peek();
                              // throws Exception
```







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It has to be a class, however, so for primitive data types you have to use the class version of those types:

- ▶ char → Character
- int → Integer
- ▶ double → Double

This is less efficient (by a constant factor in space and time) than creating a specific StackOfChar, etc., but it is usually good enough.





# Examples



Stack<Puppy>



Stack<Cat>



Stack<Stack<Cash>>





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Array based implementation of StackInterface.





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- (unless the array is full and needs to be reallocated).
- This is the fastest way to implement a stack,
- but it might not be good for real time programming.

(Sorry the laser stopped in the middle of your eye, but we have to allocate a bigger array!)





LinkedStack.java



## LinkedStack.java

► Linked list implementation



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- not the end.







ListStack.java





# ListStack.java

Implementation using java.util.List





# ListStack.java

- Implementation using java.util.List
- and its implementation java.util.ArrayList.





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- add(item) means add an item to the end of the list.



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- ► How do we implement empty()?
- How do we implement peek()?
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Use ArrayList implementation of List.

Partially filled array.





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Doubly linked list implementation of List.





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- ▶ When size==length, it reallocates.
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- Doubly linked list implementation of List.
- We could easily use it if we wanted to,
- thanks to the List interface.









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Use Java List interface.





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- Use add(item), size(), get(index), remove(index).





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- Use Java List interface.
- ▶ Use add(item), size(), get(index), remove(index).
- ArrayList implementation uses partially filled array.
- LinkedList is another implementation of List using a doubly linked list.



