Stacks and Queues

What is a Stack?

A Stack is a linear data structure that follows the **LIFO (Last-In-First-Out)** principle. Stack has one end, whereas the Queue has two ends (**front and rear**).

Some key points related to stack

- o It is called as stack because it behaves like a real-world stack, piles of books, etc.
- A Stack is an abstract data type with a pre-defined capacity, which means that it can store the elements of a limited size.
- It is a data structure that follows some order to insert and delete the elements, and that order can be LIFO or FILO.

Standard Stack Operations

The following are some common operations implemented on the stack:

- o **push():** When we insert an element in a stack then the operation is known as a push. If the stack is full then the overflow condition occurs.
- o **pop():** When we delete an element from the stack, the operation is known as a pop. If the stack is empty means that no element exists in the stack, this state is known as an underflow state.
- o **isEmpty():** It determines whether the stack is empty or not.
- isFull(): It determines whether the stack is full or not.'
- peek(): It returns the element at the given position.
- o **count():** It returns the total number of elements available in a stack.
- o **change():** It changes the element at the given position.
- o **display():** It prints all the elements available in the stack.

Uses

Stacks can be used for Backtracking, i.e., to check the parenthesis matching in an expression

Stack using array

```
kage Stacks;
public class StackUsingArray {
    public static void main(String[] args) {
        Stacks s = new Stacks(5);
}
               // remove
public int pop() {
   if (isEmpty()) {
               public int peek() {
   if (isEmpty()) {
```

Stack using ArrayLIst

```
package Stacks;
       public int peek() {
           s1.pop();
```

```
package Stacks;
       public int pop() {
       public int peek() {
       public boolean isEmpty() {
```

```
public static void main(String[] args) {
    Stack s1 = new Stack();
    s1.push(1);
    s1.push(2);
    s1.push(3);
    s1.push(4);
    s1.push(5);

    while (!s1.isEmpty()) {
        System.out.println(s1.peek());
        s1.pop();
    }
}
```

Inbuilt Stack

```
package Stacks;
import java.util.Stack;

public class Inbuilt {
    public static void main(String[] args) {
        Stack<Integer> s1 = new Stack<>();
        s1.push(1);
        s1.push(2);
        s1.push(3);
        s1.push(4);
        s1.push(5);

        while(!s1.isEmpty()) {
            System.out.print(s1.peek()+" -> ");
            s1.pop();
        }
        System.out.println("end");
    }
}
```

Questions on Stacks

Find Largest Area of Histogram

```
package Stacks.Questions;
   public int largestRectangleArea(int[] height) {
           area = height[popped] * (i - 1 - s.peek());
```

Push element at buttom

```
package Stacks.Questions;
import java.util.*;
public class PushAtBottom {
    public static void pushAtBottom(int data , Stack<Integer> s) {
        if (s.isEmpty()) {
            s.push(data);
            return;
        }
        int temp = s.pop();
        pushAtBottom(data, s);
        s.push(temp);
    }

public static void main(String[] args) {
        Stack<Integer> s = new Stack<>();
        s.push(1);
        s.push(2);
        s.push(3);

        pushAtBottom(4, s);
        while(!s.isEmpty()) {
            System.out.println(s.peek());
            s.pop();
        }
    }
}
```

Reverse the element

```
package Stacks.Questions;
import java.util.Stack;

public class Reverse {
    public static void reverse(Stack<Integer> stack) {
        while(!stack.isEmpty()) {
            System.out.print(stack.pop() + " -> ");
        }
        System.out.println("start");
    }

    public static void main(String args[]) {
        Stack<Integer> stack = new Stack<>();
        stack.push(1);
        stack.push(2);
        stack.push(3);

        reverse(stack);
    }
}
```

Check valid Parentheses

Make valid parentheses

What is a Queue?

- A Queue is a linear data structure that follows the **FIFO** (**First-In-First-Out**) principle. Queue has two ends (**front and rear**).
- For example, people waiting in line for a rail ticket form a queue.

Basic Operations on Queue:

Some of the basic operations for Queue in Data Structure are:

- enqueue() Insertion of elements to the queue.
- dequeue() Removal of elements from the queue.
- **peek() or front()** Acquires the data element available at the front node of the queue without deleting it.
- rear() This operation returns the element at the rear end without removing it.
- isFull() Validates if the queue is full.
- **isEmpty()** Checks if the queue is empty.
- **size():** This operation returns the size of the queue i.e. the total number of elements it contains.

Characteristics of Queue:

- Queue can handle multiple data.
- We can access both ends.
- They are fast and flexible.

Uses

Queues are typically used to manage threads in multithreading and implementing priority queuing systems.

Queue using array

```
ackage Queues;
```

```
public int remove() {
   if (a.isEmpty()) {
public int peek() {
   if (a.isEmpty()) {
```

Queue using LinkedList

```
return remove;
```

```
// peek
public int front() {
    int front = head.value;
    if (tail == null) {

    }
    return front;
}

public void display() {
    Node temp = head;
    for (int i = 0; i <= size; i++) {
        System.out.print(temp.value+" -> ");
        temp = temp.next;
    }
    System.out.println("end");
}
```

Queue Inbuilt

Circular Queue

```
public boolean isEmpty() {
public void display() {
```

Question

Queue using stacks

```
package Queues.Question;
           return s1.pop();
       public boolean isEmpty() {
```