

Push(element)

- If stack is full then stop.
- **Make space** at top for new element.
- Store new element and make it topmost element.

\Rightarrow $\left\{ \begin{array}{l} \text{if (Is Full)} \\ \quad \text{return;} \\ \quad ++\text{top;} \\ \quad \text{Stack}[\text{top}] = \text{element;} \end{array} \right.$

Pop()

- If stack is empty then stop.
- Set topmost element as result.
- Remove topmost element and make element below top, the topmost element.
- Return the result.

\Rightarrow $\left\{ \begin{array}{l} \text{if (Is Empty)} \text{ throw } \dots \\ \quad \text{result} = \text{Stack}[\text{top}]; \\ \quad --\text{top}; \\ \quad \text{return result;} \end{array} \right.$

IsEmpty()

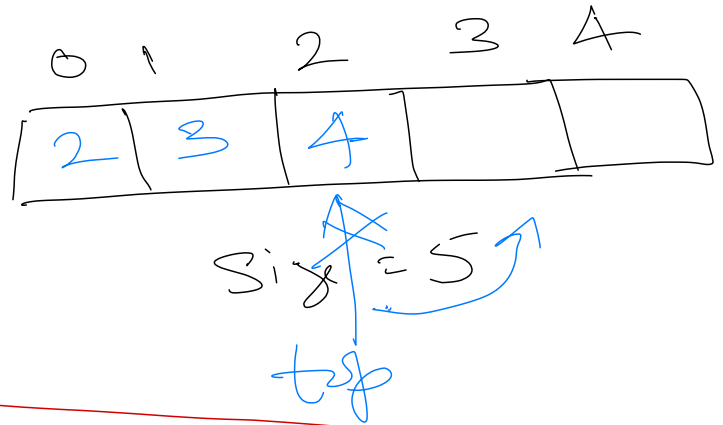
- If no element stored at top then return true.
- Else return false.

\Rightarrow $\left\{ \begin{array}{l} \text{if (top == -1)} \\ \quad \text{return true} \\ \quad \text{return false} \end{array} \right.$

IsFull()

- If no space left for new element to be stored then return true.
- Else return false.

\Downarrow
 $\left\{ \begin{array}{l} \text{if (top == size - 1)} \\ \quad \text{return true} \\ \quad \text{return false} \end{array} \right.$
 $\text{top} = -1$



AddQ(element)

- If queue is full then stop.
- Make space at rear for new element.
- Store new element and make it the rear element.

$\Rightarrow ++\text{rear}$

DeleteQ()

- If queue is empty then stop.
- Move the front towards rear.
- Return the front element as result.

$\Rightarrow ++\text{front}$

IsEmpty()

- If no elements stored in queue then return true.
- Else return false.

\Rightarrow $\left\{ \begin{array}{l} \text{if (front == rear)} \\ \quad \text{return true} \end{array} \right.$

IsFull()

- If no space left for new element to be stored then return true.
- Else return false.

\Rightarrow $\left\{ \begin{array}{l} \text{if (rear == size - 1)} \\ \quad \text{return true} \end{array} \right.$

0	1	2	3	4
1	2	3	4	5

Size = 5

front = ~~1~~ 4
 rear = ~~1~~ 4

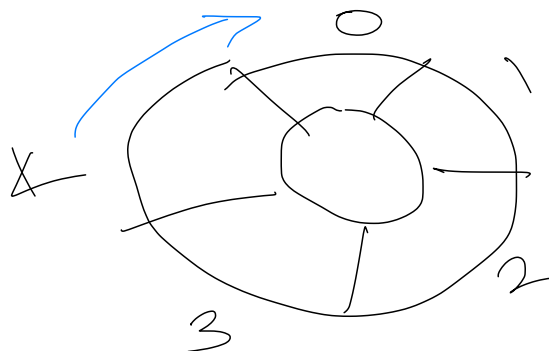
Add 2
5 times

Delet 2
5 times

Queue is
full as well as empty.

Problem with linear Queue

Circular Queue: After last element comes first element.



Size = 5

$i = 0, 1, 2, 3, 4, \dots$
 $i + 1$ in a loop

If $(i = -\text{Size}) \quad i = 0$



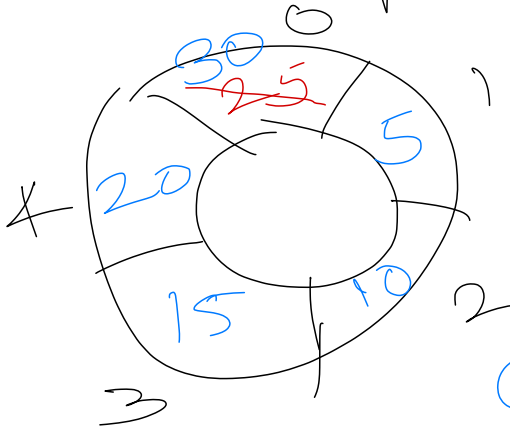
$i = (i + 1) \text{ MOD Size}$

MOD N
 $0 \dots (N-1)$

rear $\rightarrow 3 \neq 0$

rear = $(\text{rear} + 1) \% \text{Size}$
 $\neq 0$

Initial value of front & rear for circular queue will be 0.



Size = 5
front = ~~0~~ 1
rear = ~~0~~ 1

if $(\text{rear} + 1) \% \text{Size} == \text{front}$

If after rear comes front then queue is full

fail

5

Add A(5)

Add A(10)

Add A(15)

Add A(20)

~~Add A(25)~~

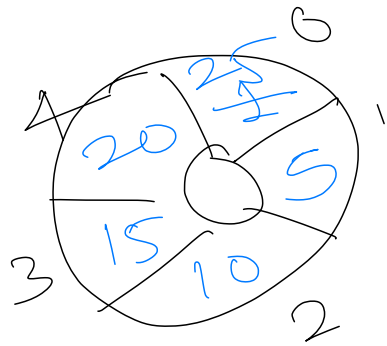
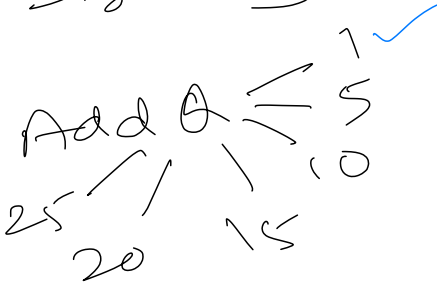
Delete A()

Add A(30)

front = -1

rear = ~~-1~~ ~~0~~ ~~1~~ ~~2~~ ~~3~~ ~~4~~ ~~5~~ ~~6~~ ~~7~~ ~~8~~ ~~9~~

Size = 5



Assignment:

1. Implement Circular Queue using Arrays.

Recommended: Practice TDD while doing the implementation.

Practice Problem

Problem to solve involving Stack - Check for balanced parenthesis.

((([[]])))([]) - This is

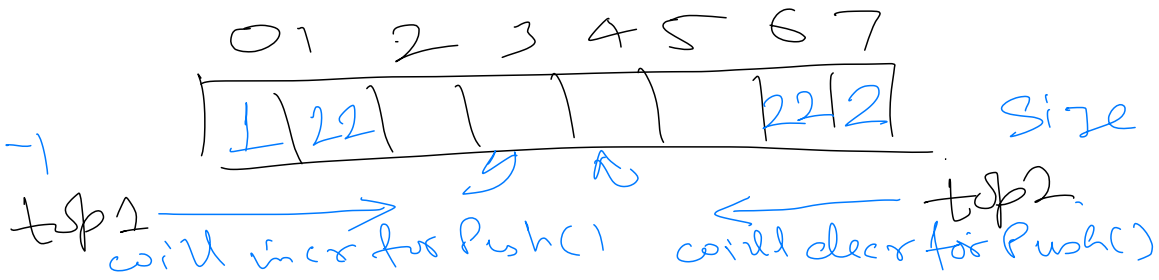
([]) - Not balanced/matched

Implement Stack using two Queues for storing data.

Implement Queue using two Stacks for storing data.

Two Stack - Implement two stacks in a single array.

Size = 8



Linear Data Structures

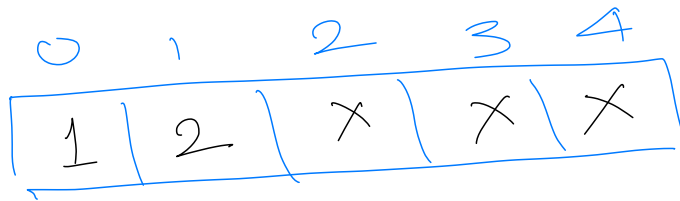
Array

- Need for an array?

When we need to store multiple elements.
And do same processing on those elements.



done via a loop

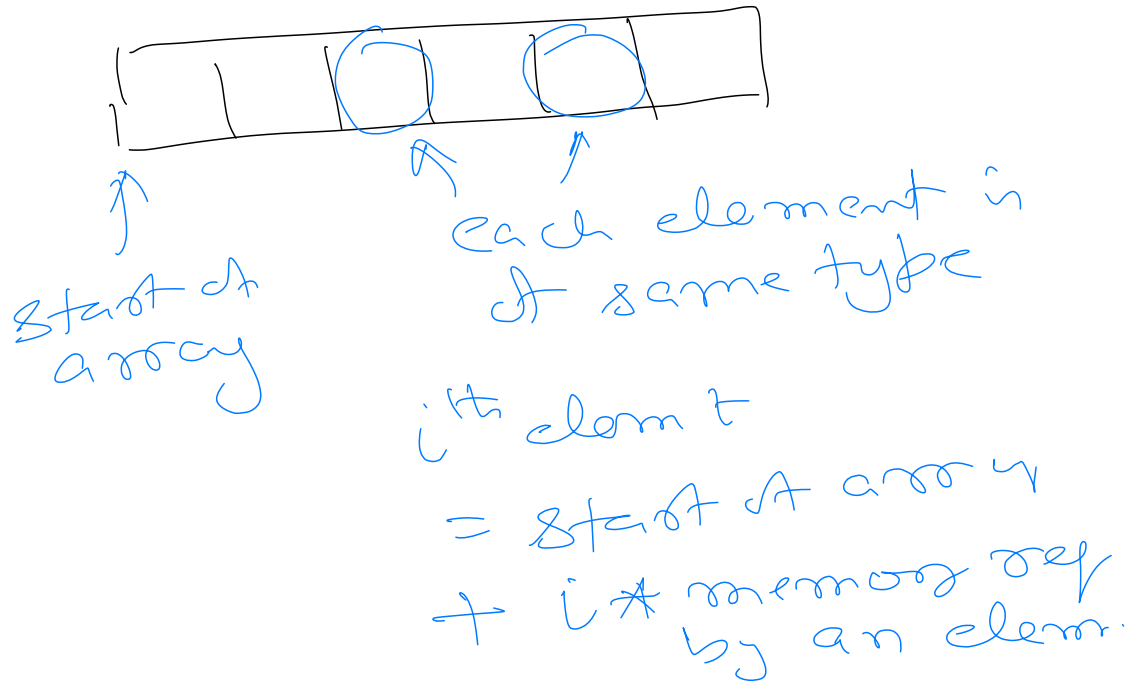


Size = 5

Count = 2

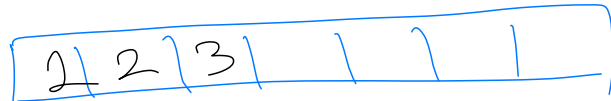
Properties of Array

- Data Structure that stores multiple elements, **all the same type.**
- All elements of an array are **stored sequentially** in memory, one after another.



Pros and Cons of Array

- Advantages
 - Efficient lookup OR Random access.
 - Efficient in adding and removing elements at the end of array
- Disadvantages
 - Fixed size. Resizing of array is inefficient.
 - Insertion and deletion of elements, in middle of array is inefficient.

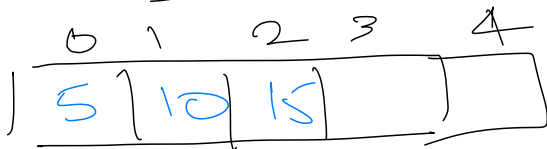


Count $\rightarrow 3$



Resize array to size 5

- \rightarrow Allocate a new array of size 5
- \rightarrow Copy elements from existing memory to new

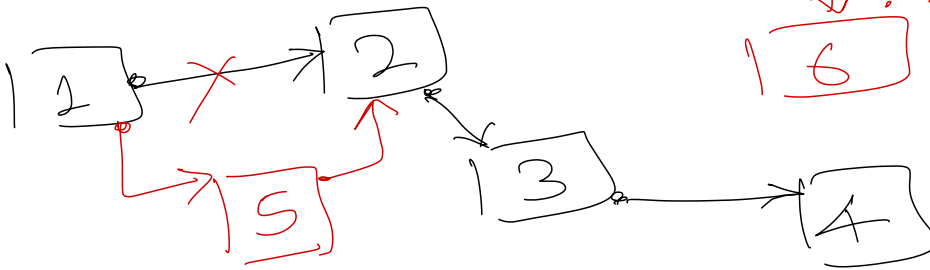
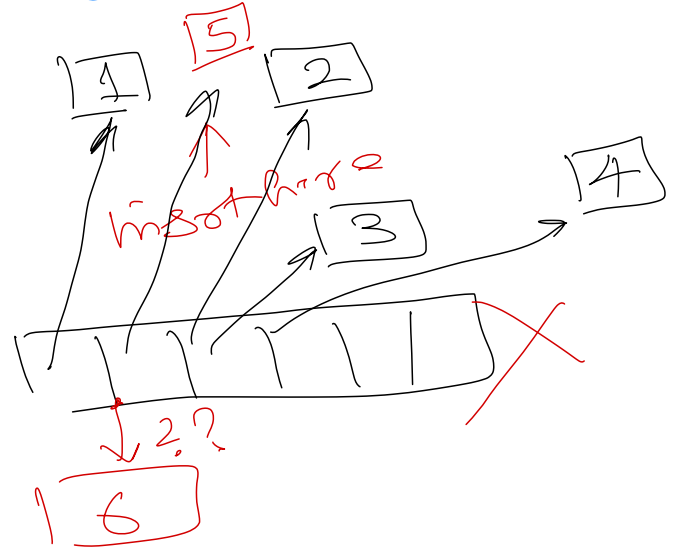
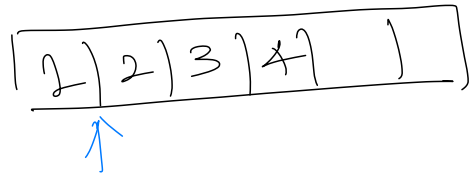


- \rightarrow Release old memory block.

Linked List

- Need for a linked list?

↳ Do not stores all element in one single memory block



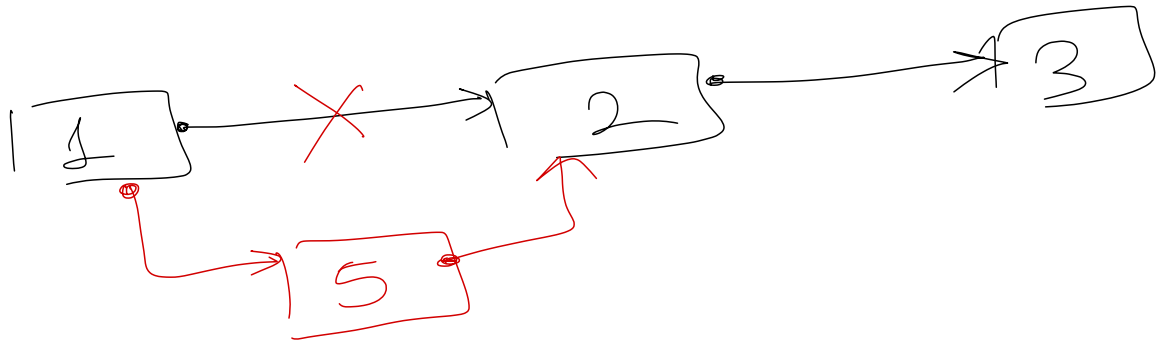
Properties of Linked List

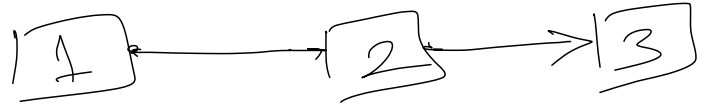
whose data is stored in linked list

- Stores data as a chain of nodes.
- Each node contains data and a pointer to the next node in the chain.
- First node of linked list is pointed by "head". When list is empty, head do not point to any node.
- Last node of list points to no node.

Pros and Cons of Linked List

- Advantages
 - Can dynamically grow or shrink its size.
 - Efficient in insertion and deletion of elements.
- Disadvantages
 - Lookup OR Random access is inefficient.





Types of Linked List

- **Single linked list** (Uni-directional). One node keeps track of one neighbour node only.
- **Doubly linked list** (Bi-directional). Each node keeps track of two of its neighbours.
- Circular linked list.

