

CS2x1:Data Structures and Algorithms

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Recap

- Data type
- Data Structures
- Classifications of Data Structures
 - Primitive data structures → basic data structures
 - Non-Primitive data structures → complicated data structures
 - Linear data structures
 - Non-Linear data structures
- Abstract Data Structures
 - Stack (LIFO)
 - push/add/insert
 - pop/remove/delete
 - top/peek
 - overflow
 - underflow

Outline

- Exercises on Stack
- Implementation of Stack
- Applications of Stack

Exercise#1: Data Structure

Select the following correct options which define “Data Structure”!

- a. Data structure is a special format for organizing and storing data
- b. Data structure is used to denote a particular way of organizing data for particular type of operations
- c. Data structure is a data organization, management, and storage format that enables efficient access and modification
- d. None of the above

Exercise#2: Stack

- What is the output of the program for the following input?

4 3 2 * 6 * +

- Rules:
- (i) Read the element from Left to Right
 - (ii) If it is an operand push it into stack
 - (iii) if it is an operator →
 - pop top 2 elements
 - apply the operators on the popped elements
 - push the results on to the stack
 - (iv) Pop → Results

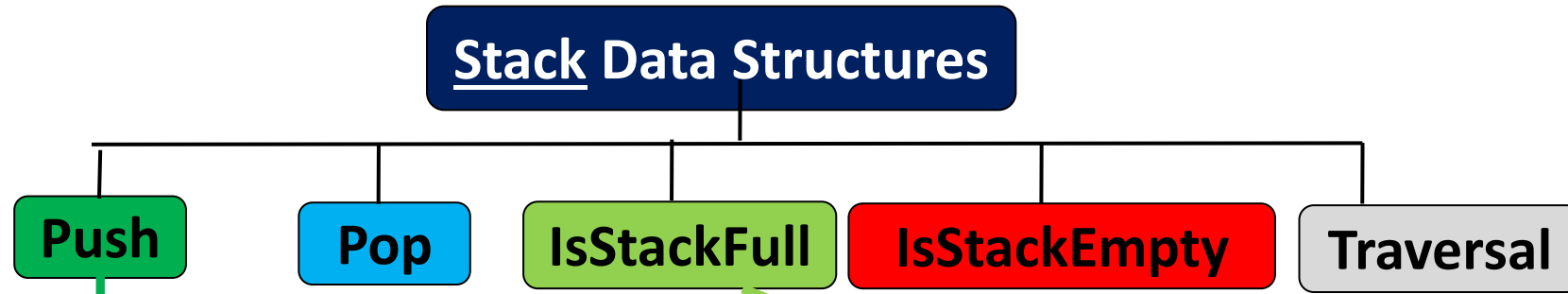
Exercise#3: Stack

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- Rules:
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 - push the results on to the stack
 - (iv) Pop → Results

Implementation: Push



```
void Push() {  
    int Element;
```

```
1 if(!IsStackFull()) {
```

```
2     printf("Enter element\n");  
3     scanf("%d", &Element);
```

```
4     Top++;
```

```
5     Stack[Top] = Element;
```

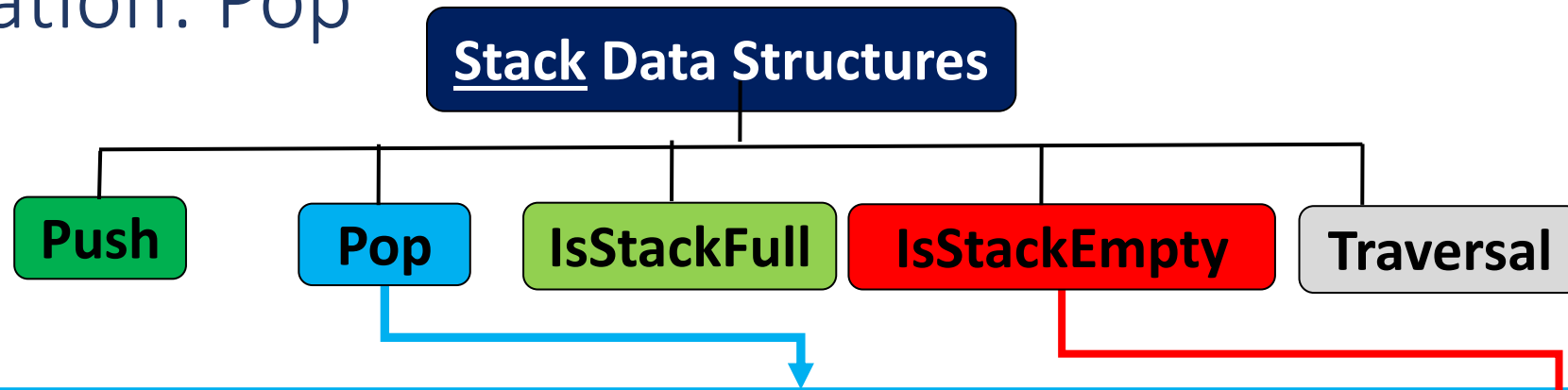
```
}
```

```
else
```

```
6 printf("Element cannot be pushed as stack is already  
full \n");}
```

```
int IsStackFull() {  
    if(Top == StackSize-1) {  
        return 1;  
    }  
    else  
        return 0;  
}
```

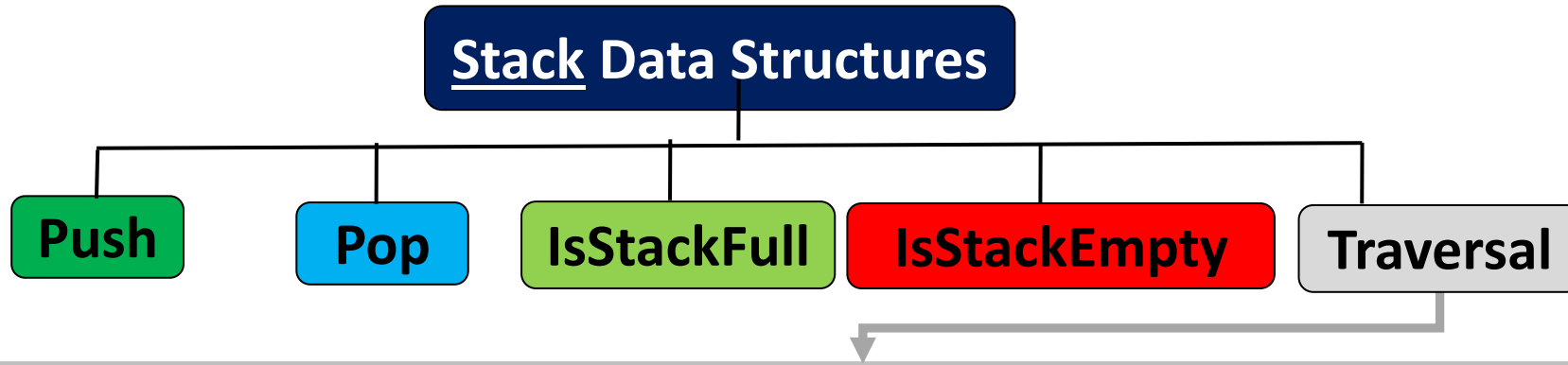
Implementation: Pop



```
void Pop() {  
    if(!IsStackEmpty()) {  
        printf("Popped out element is: %d \n",  
            Stack[Top]);  
        // Stack[Top] = -1; *****  
        Top--;  
    }  
    else  
        printf("Stack is already empty, we cannot pop the element  
            from it\n");  
}
```

```
int IsStackEmpty  
( ) {  
    if (Top == -1) {  
        return 1;  
    }  
    else  
        return 0; }
```


Implementation: Traversal



```
void PrintStack() {  
    int i=0;  
  
    for(i=0; i<StackSize; i++) {  
        printf("Stack[%d] = %d \n", i, Stack[i]);  
    }  
}
```

*//Top *****

Stack Application: Recursion

- *Recursion:* (i) Any function which calls itself is called *recursive*.
(ii) *Recursion terminates* → we need to make sure
(iii) *The small-small recursive functions should be convergence*
(iv) *The code is shorter*

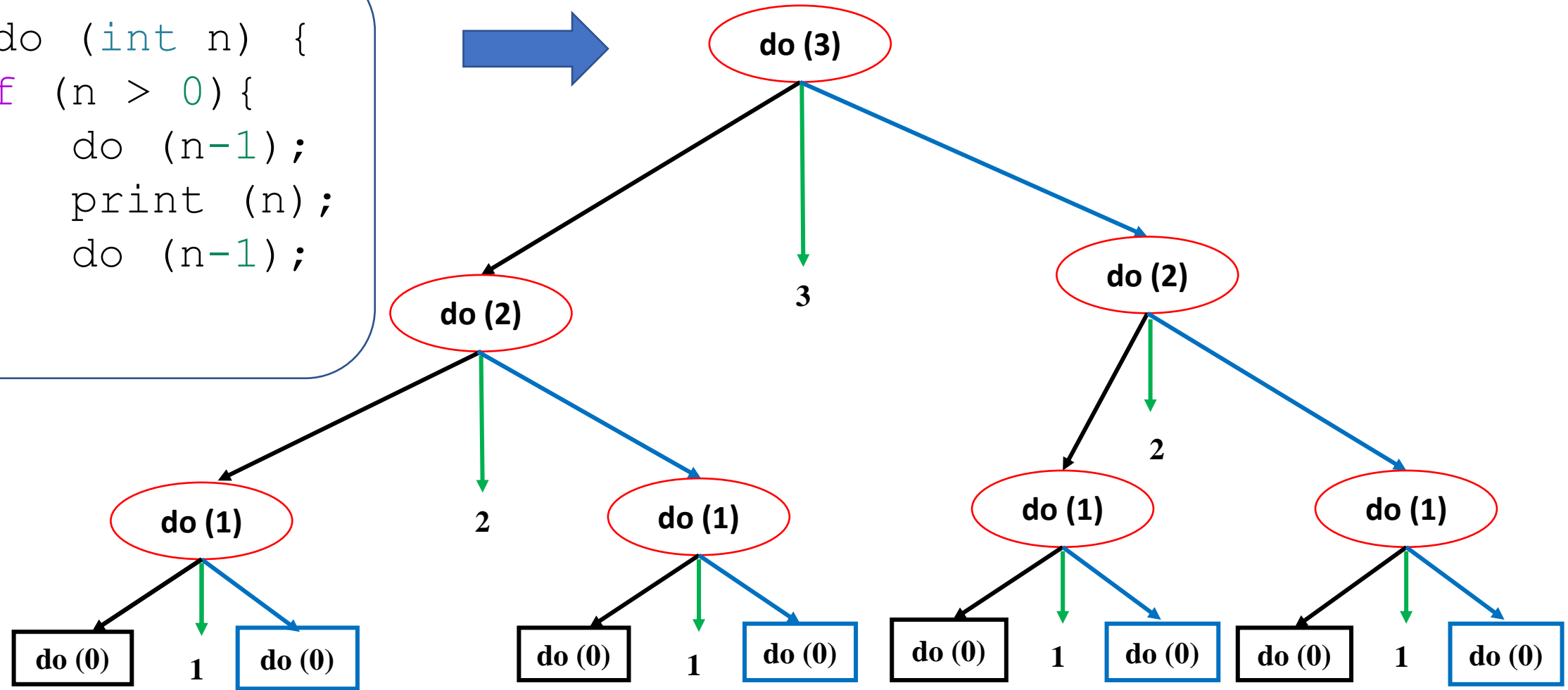
- Base case
- Sub task
- Recursive case

```
//Calculate the factorial of a positive integer
int Fact(int n){
    if (n == 1) // base case: fact of 0 or 1
        return 1;
    else if (n == 0)
        return 1;
    else //recursive case: multiply n by (n-
1) factorial
        return n*Fact(n-1);
}
```

3	1*Fact(1-1)
2	2*Fact(2-1)
1	3*Fact(3-1)
0	4*Fact(4-1)

Stack Application: Recursion (1)

```
void do (int n) {  
    if (n > 0) {  
        do (n-1);  
        print (n);  
        do (n-1);  
    }  
}
```



Stack Applications: Arithmetic expression evaluation

- Arithmetic expression \rightarrow Consists of operands and operators.
- Arithmetic notation \rightarrow Arrangement of operators and operands to write the arithmetic expression
 - Prefix expression (or Polish expression) \rightarrow The operators in the expression are placed before the operands on which the operator works. e.g: $a+b*c \rightarrow +a*bc$
 - Infix expression \rightarrow The operators in the expression are placed in between the operands on which the operator works. e.g: $a+b*c$
 - Postfix expression \rightarrow The operators in the expression are placed after the operands on which the operator works. e.g: $a+b*c \rightarrow abc*+$

Stack Applications: Arithmetic expression evaluation

<i>Precedence</i>	<i>Operators</i>	<i>Associativity</i>
1	() [] -> . ++ --	Left to Right
2	+ − ! ~ ++ − (type)* & sizeof()	Right to Left
3	* / %	Left to Right
4	+ −	Left to Right
5	<<, >>	Left to Right
6	< <= > >=	Left to Right
7	== !=	Left to Right
8	&	Left to Right
9	^	Left to Right
10		Left to Right
11	&&	Left to Right
12		Left to Right
13	?:	Right to Left
14	= += -= *= /= %= >>= <<= &= ^= =	Right to Left

Stack Applications: Arithmetic expression evaluation (1)

- Convert the following infix expression into the postfix expression

Infix expression: $a*(b+c+d)$

Infix

$a*(b+c+d)$

↑

$a*(b+c+d)$

↑

$a*(b+c+d)$

↑

$a*(b+c+d)$

↑

$a*(b+c+d)$

↑

$a*(b+c+d)$

↑

$a*(b+c+d)$



Postfix

$a*(b+c+d) \setminus 0$

Stack Applications: Arithmetic expression evaluation (2)

- Convert the following infix expression into the postfix expression

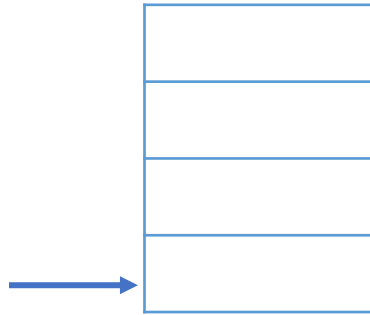
Infix expression: $x+y-z+(s^t)*u/v$

Infix

Stack

Postfix

$x+y-z+(s^t)*u/v$



thank you!

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NEXT Class: 24/04/2023