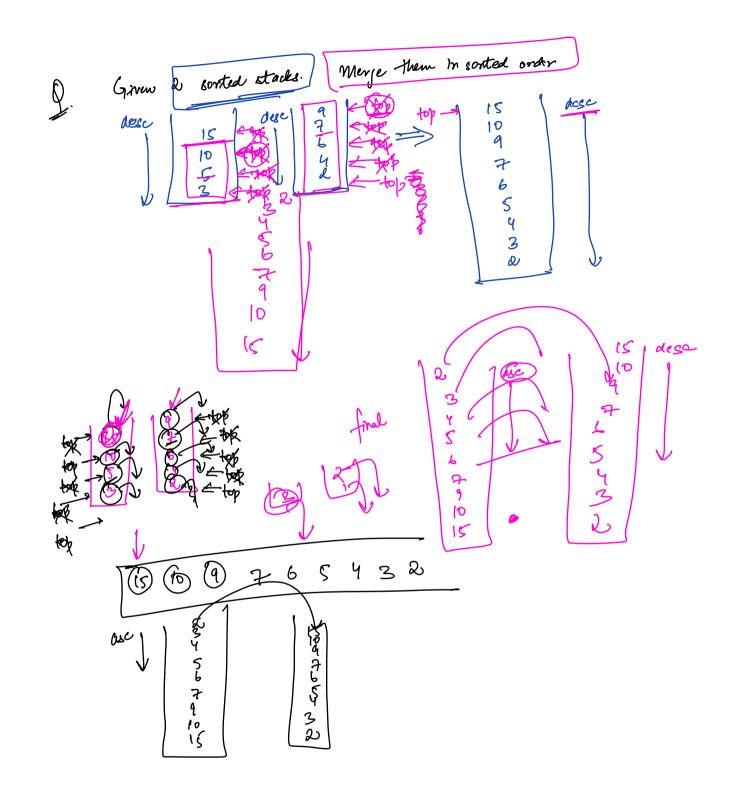
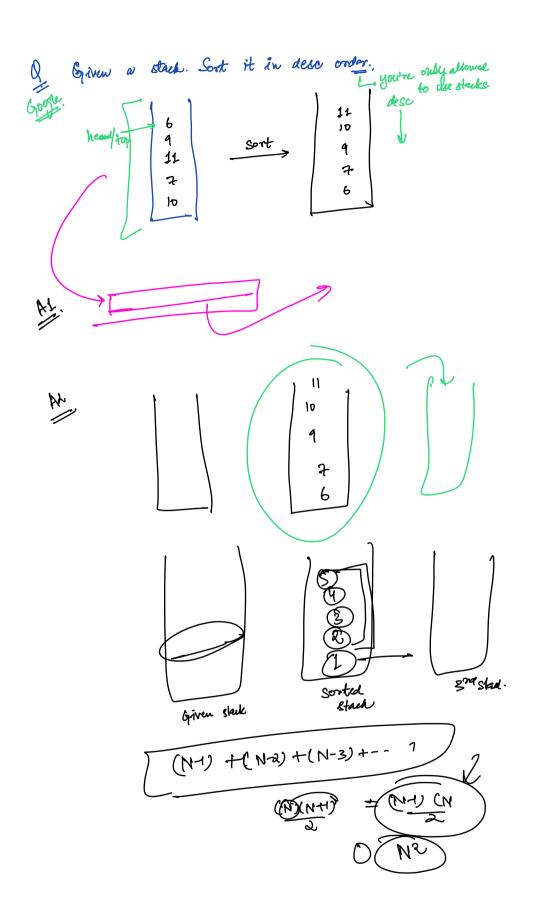
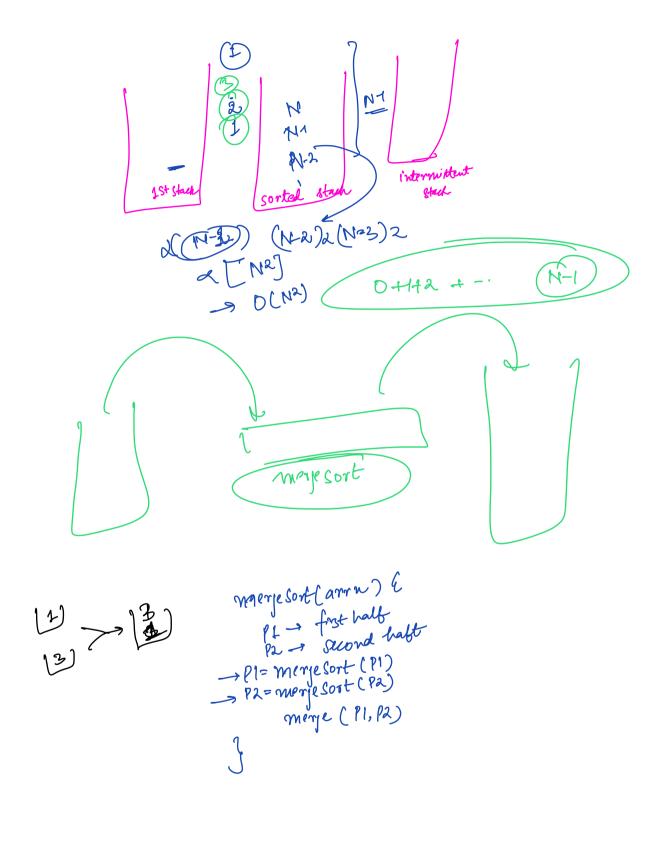
Stacks Last In Fist Out (LIFO) peck() / top() undo (redo recursion back button Implementation linked list Tetop Nead = head nut.

Given a study, remove every consecutive desplicates (亚) (abab ab -> ababab ~ S.C= D(N) Remove all consecutive duplicates.



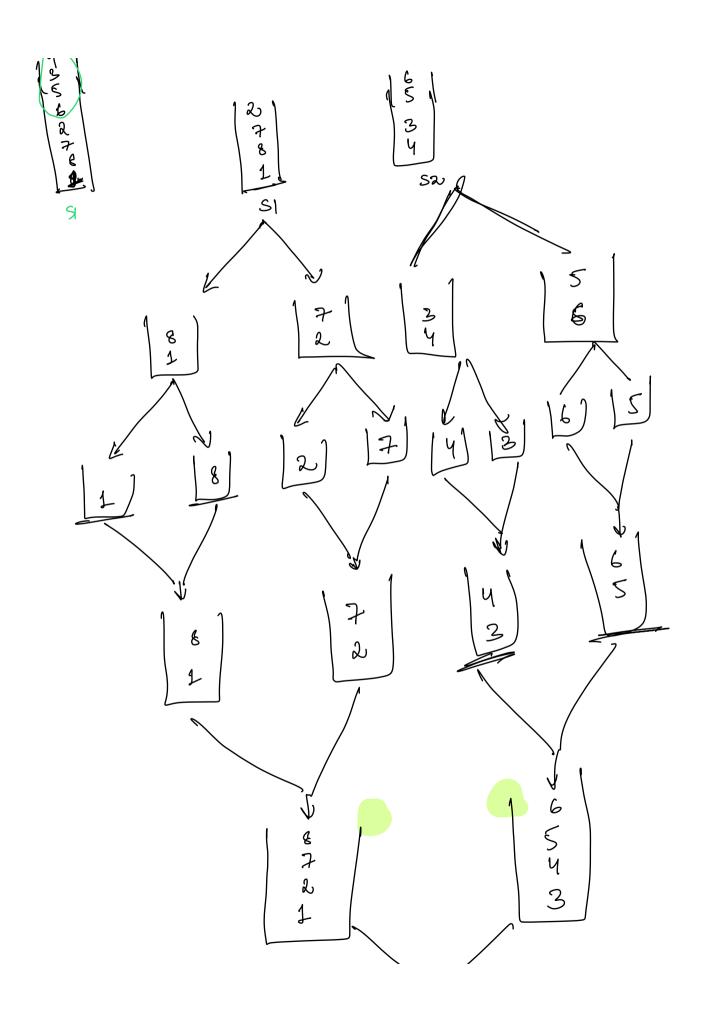
```
Stack/ Int> merge (stack/int) s1, stack/int) s2) §
                                         final stack; new stack (Int)();
                          bobile( S1. SPR() >0 &1& Sh. Size >0) &
                                         if ( c1. top() > s2. top()) {
    final stand. push( s1. top())
        s1. pop();
    else {
        final stand. push (s2. top())
        s2. pop();
    }
house element
     sorted order
                              if( s1. size t) == 0) {
                                        while (Sh. size !=0) &
                                            final stack. push (sa. top())
sa. pop();
                            if ( s) size () == 0) 8.
                                      while ( st. esze !=0) &
final stack. push (st. top())
st. pop();
                        Stack into reverse ( stack into stack) {
                               stack(int) reversed stack = @new stack(int)();
                               while ( Stack Size ) =0) {
                                         reverse Stack. push( stack. to p(2); stack. pop();
```



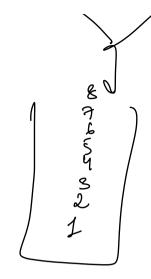


```
19
                  StackLint mergeSort ( etack(int) 51) {
                    If (S1. Size) == 1) return S1;
                        Stack(int) sa= new stack(int) ();
                       T(N)= T(N(2)+O(N)) [S1= e mergeSort(S1); ] = assume that these work sd= mergeSort(Sd); ] fw calls get the work aone.
```

£.



7.c=O(nlagn)



<del>K</del>

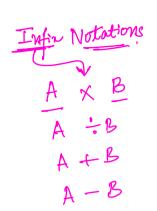
$$7x1 + 2 - 8 \times 3 + 10/5 = 2$$

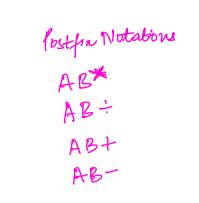
TXI=P + 12 = 9 -8 1 12 = 3 +10 = 13/5

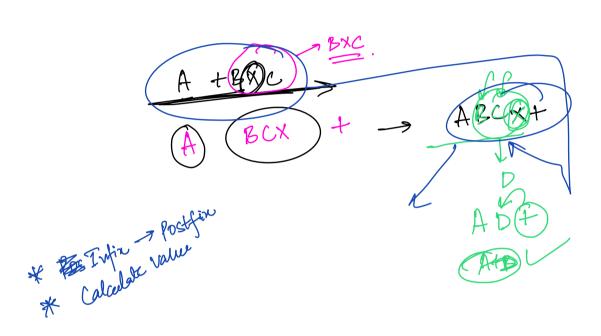
$$\frac{1}{4x_{1}} + 2 - 8x_{3} + 195$$

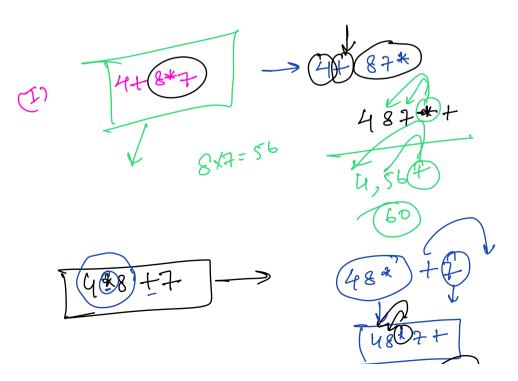
$$1 + 2 - 24 + 20$$

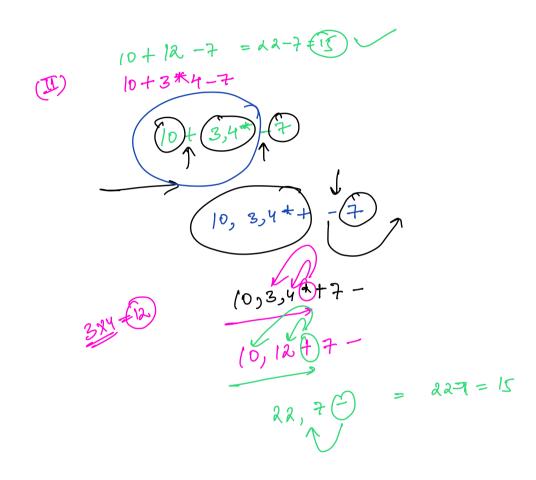
$$11 - 24 = -12$$

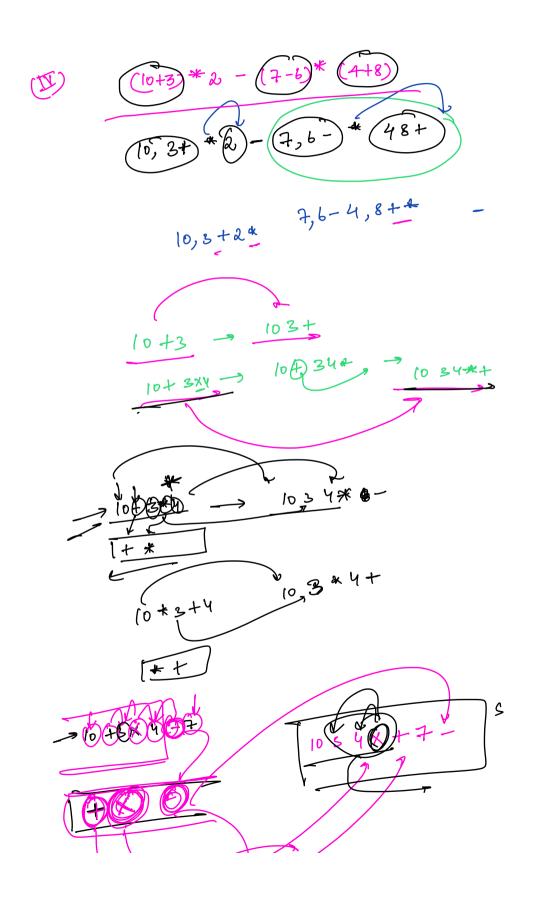


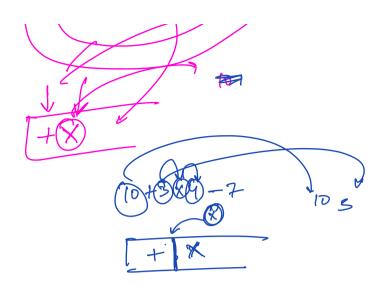












cohile