

Stacks and Queues

Implementation → real quick

→ Interface

Stacks → FILO ; Queue → FIFO

Stack <Integer> stack = new Stack <> ();

Class

push

pop

Queue <Integer> queue = new LinkedList <> (); → remove

add

remove

offer

peek

poll

{ since integers are not instantiated directly.

Deque <Integer> deque = new ArrayDeque <> ();

add

addLast

addFirst

removeFirst

removeLast

(O(1))

Custom Stack Implementation:-

fixed size

Basic declaration:-

unlike two diff. class in LL → LL, Node here we use just custom stack.

public class CustomStack {

int[] data;

→ data of stacks are stored in array

private static final int DEFAULT_SIZE = 10;

→ static → no need to initialize in other class fn.

final → fixed value; has convention variable name in capital

non-parameterized const
for if size not mentioned
then we default size of 10

public CustomStack() {
this(DEFAULT_SIZE);
}

const if size is mentioned →
if used for data length

public CustomStack(int size) {
this.data = new int[size];
}

Write less to avoid mess

int ptr = -1;

Don't close the class bracket as it is public class → contains all
band on file

Try → Can just write Exception except stack exception

✓

add(push) → return type = boolean, arg. int item

① if (isFull()) { → make this fn.

print ("Stack is full");

return false;

② ptr++; → item aaya hai to wo use point karne to badhao!

③ jo item aaya hai us data ki address

data[ptr] = item;

④ return true; → just showing yes you can do it add & it's done.

✓

isFull fn. → return type = boolean, no arg. → made just for check.

↳ ① jab ptr last ki jaga tak.

ptr started from -1

directly → return ptr == data.length - 1;

✓

isEmpty → ditto same bs ptr at -1;

since yeha se initialize hua tha.

first element index/ptr is 0.

just to let you know which one popped (not imp.)

✓

pop → return type → int, arg → nothing, throws StackException

we without this (void) too!

① if (isEmpty()) {

throw new StackException ("cannot pop from empty stack");

② ~~ptr++~~ int removedItem = data[ptr];

③ ptr--;

④ return removedItem;

on directly return data[ptr--];

show then decrement

✓

peek → check top element → return type int, arg → nothing, throws StackException

① if (isEmpty()) {

throw new StackException ("can't peek from empty");

② return data[ptr];

focus here only.

✓

in psvm throws StackException

~~Stack~~

Dynamic Stack not imp.

revise & check reasons
for all conditions

all conditionals!

Custom Queue Implementation :-

* Basic Declaration same as of Custom Stack but here for name is end (since FIFO) & it's initialised with 0.

i.e. $\text{int end} = 0;$

add :- return type \rightarrow boolean, arg. \rightarrow int item

- ① if (isFull()) {
 return false;
}
- ② data[end] = item;
- ③ end++;
- return true

same steps.

Similarly Empty when $\text{end} == 0$.

remove \rightarrow return type \rightarrow int, arg \rightarrow nothing throws Exception?

- ① if Empty throw new Exception("Queue is empty");
- ② directly return data[end--] \rightarrow wrong Diff. from Stack

\rightarrow FIFO

only

\therefore FIFO

② removed will be first \rightarrow int removed = data[0];

③ ek ek karke ab data values ki location piche leao :-

for (int i = 1; i < end; i++) \rightarrow not started with i=0

data[i-1] = data[i];

data[0-1] = data[-1] ho jata

ek kam hua hai na!

④ end--;

⑤ return removed;

front \rightarrow return data[0]; empty \rightarrow exception

Display \rightarrow return type void, arg nothing

for (i = 0 to end)

print (data[i] + " < ")

print("End");

since jo last # aaya
wo sabse piche hoga
& last # niklega

0 < 0 < 0 < 0 < 0

first

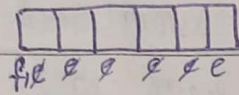
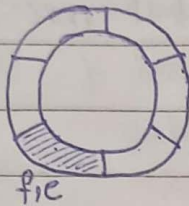
last

same for stack
just reverse
arrow dir.

5, 5, 1, 1, 0, 0, 1

Circular Queue Implementation:-

- first and end ~~ptr~~ will be declared and all the items in circular queue will be b/w first and end (they'll be considered only).



concept → • at first, "first" and "end" will be at 0th index.

• item inserted → $end + 1$

• item removed → $front + 1$ (∵ items b/w front + end only considered)

• Now if size of the array is reached for the end the to repeat its path we use remainder concept → easy → $[end = end \% size]$ → if ^{end is at} data.length

↓
V. popular concept + easy

for array size of 5 if end reached till 6 i.e. (>5)

then modulo it by size to revert from 1 → $6 \% 5 = 1$; $7 \% 5 = 2$

• Since it is a queue, ∴ we'll use a end-ptr also to track.

✓ Basic declaration → same as of queue + initialise front + end as 0 with end-ptr = 0 (this is already in queue)

✓ isFull + isEmpty → " " " " for end-ptr

✓ insert → return type = boolean, arg = item

① if (isFull) return false

② end aage badhega on insertion (read concept) to use item daalo.
 $data[end] = item;$
 $end++;$

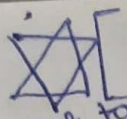
③ $end = end \% data.length;$ → !: For safety purposes if $end > data.length$ then only used otherwise no use
i.e. $3 \% 5 = 3$ only

④ parampara → end-ptr++;

⑤ return true;

Insert

• full → false
• data aage badhega + end badhega
• check safety
• ptr badhega



* I've mistakenly used front in place of first. kindly understand accordingly.

Ajanta

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easy just stick to concept.

just showing purpose

remove \rightarrow int = return type, args = nothing, throws exception

① if empty throw exception

② get value for returning purposes \rightarrow int removed = data[front];

front++ \rightarrow concept

\therefore item aage n niklega (FIFO)

③ * safety for front too \rightarrow front % = data.length;
(Alkur, wo bhi aage badh rha na)

④ end-ptr --;

⑤ return removed;

* offer \rightarrow return type int, arg \rightarrow nothing throws exception.

① if empty throw exception.

② ~~data~~ return data[front]; \rightarrow not data[0]; *

done mistake while using

* Display \rightarrow void, no args

① if empty \rightarrow print empty

② do while loop \rightarrow int i = front;
do {

print(data[i] + " \rightarrow ");

i++; \rightarrow increasing \therefore add safety

i = i % data.length;

} while(i != end);

print("END");

Cannot write as

while(i <= end)

\downarrow
because front can be greater than or less than or equal to end.