Ex.No: 4	**Java Application for ADT Stack using Interfaces**
Date:	

Aim:

To create a Java console application using interface concepts of java for abstract data type stack. Stack operations must be controlled by exception handling techniques.

Algorithm:

Step 1 Start the process.

Step 2 Get the Stack's maximum limit from user.

Step 3 Create an array with the limit and initialize all the elements as -1 and initialize current_position with 0

Step 4 Prompt the user with choice for stack operations
1. PUSH 2.POP 3.PEEK 4.DISPLAY 5.EXIT

Step 5 Get the choice from user and goto step 6

Step 6 If user selects to PUSH

- Step 6.1 Get the number from user to push.
- Step 6.2 Try to assign the value to array assuming that array index is current position.
- Step 6.3 If exception rises display message "Stack is full try to pop someting" and goto step 9.
- Step 6.4 Else increment current position with the value 1 and display element pushed index and goto step 9.

Step 7 If user selects to POP

- Step 7.1 Try to set previous position of current position to -1
- Step 7.2 If exception rises display message "Stack is empty try to push something" and goto step 9.
- Step 7.3 Else decrement current position with the value 1 and display popped element and goto step 9.

Step 8 If user selects to PEEK display element display current_position -1 element in the array

Step 9 If user selects to DISPLAY

- Step 9.1 Display array reversely and elements which is not equal to -1 and goto step 4

Step 10 Exit from the process.

Step 11 Stop the process.

Coding

StackOpeations.java [Interface]

```
package com.raja.oopslab.stackadt;

public interface StackOperations {

	boolean push(int number);

	boolean pop();

	void peek();

	void display();
}
```

CustomStack.java

```
package com.raja.oopslab.stackadt;

public class CustomStack implements StackOperations {
	int[] stack_array;
	int limit;
	int current_position = 0;

	public CustomStack(int limit) {
		this.limit = limit;
		stack_array = new int[limit];
		initStack();
	}

	public void initStack() {
		for (int i = 0; i < limit; i++)
			stack_array[i] = -1;
	}

	@Override
	public boolean push(int number) {

		try {

			stack_array[current_position] = number;
			current_position++;
			System.out.println("The element " + number + " pushed in the position " +
current_position);
			display();
			return true;
		}

		catch (ArrayIndexOutOfBoundsException e) {
```

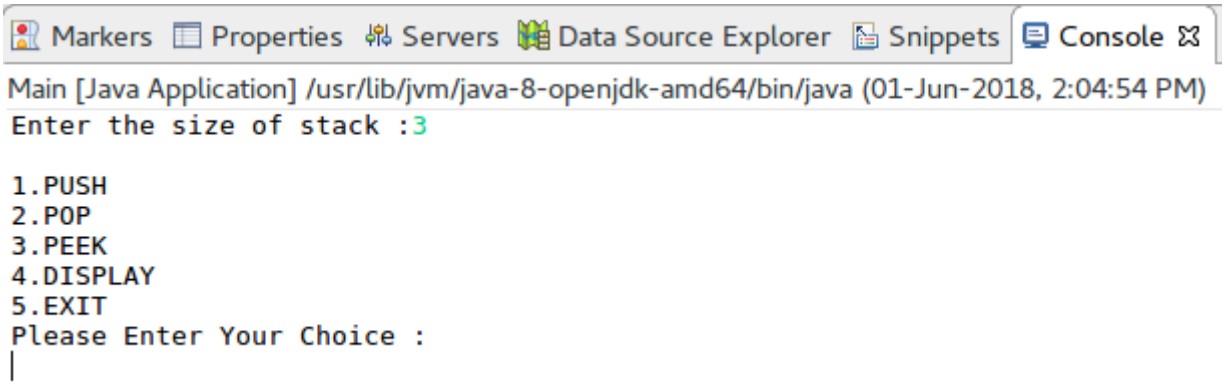
```
                System.out.println("Sorry Stack Full Please do some POP's");
            }
            return false;

        }

        @Override
        public boolean pop() {
            int poped_element;
            try {
                poped_element = stack_array[current_position - 1];
                stack_array[current_position - 1] = -1;
                current_position--;
                System.out.println("Poped element is : " + poped_element);
                display();
                return true;
            } catch (ArrayIndexOutOfBoundsException e) {
                System.out.println("Sorry Stack is Empty try to do some push");
            }
            return false;
        }

        @Override
        public void display() {

            System.out.println("\nStack Display");
            System.out.println("**********\n");
            for (int i = limit - 1; i >= 0; i--)
                if (stack_array[i] != -1)
                    System.out.println(stack_array[i]);
            System.out.println("\n**********");
        }

        @Override
        public void peek() {
            int peek_element = 0;
            peek_element = stack_array[current_position - 1];
            System.out.println("Peek Element of the Stack is " + peek_element);
        }

}
```

Main.java

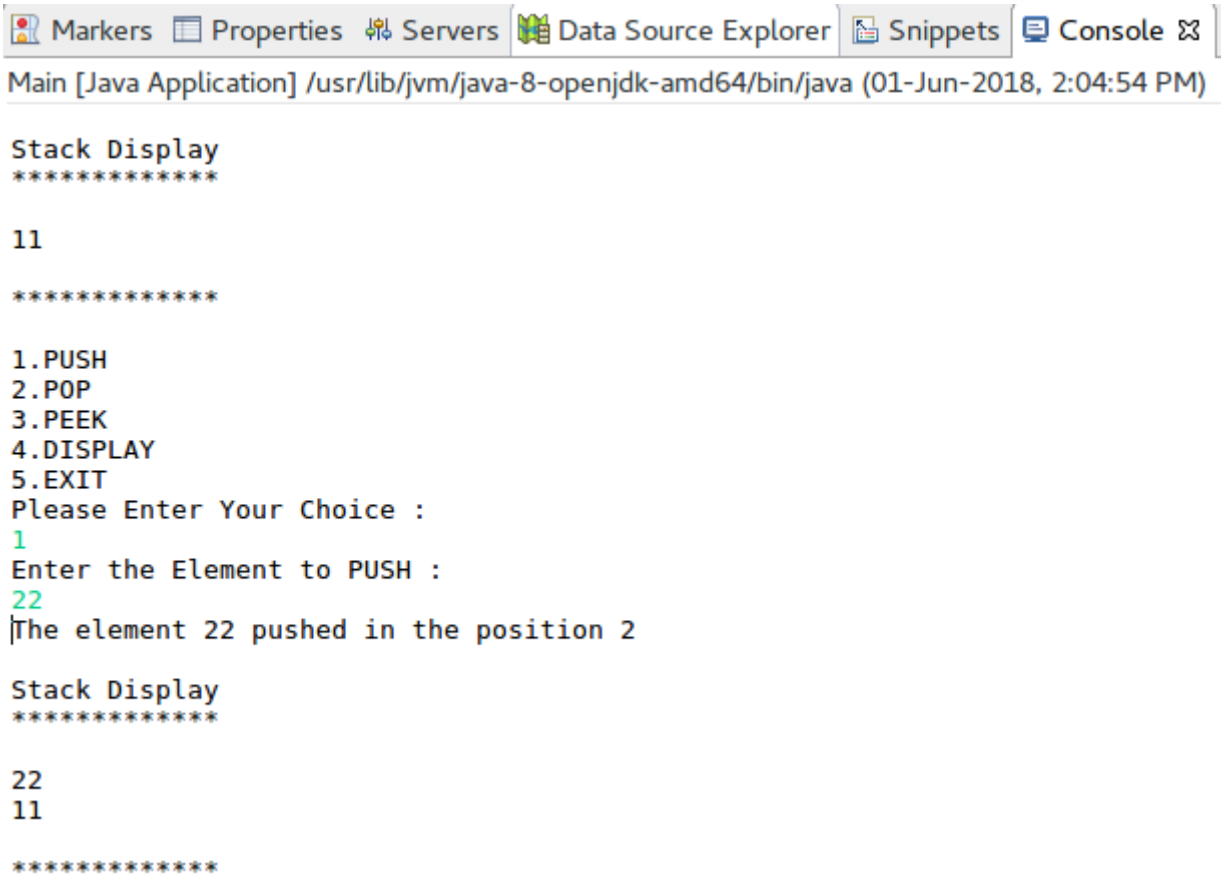
```
import java.util.Scanner;
import com.raja.oopslab.stackadt.*;

public class Main {
	public static void main(String[] args) {
		Scanner input = new Scanner(System.in);
		System.out.print("Enter the size of stack :");
		CustomStack mystack = new CustomStack(input.nextInt());
		int choice = 0;
		while (choice != 5) {
			System.out.println("\n1.PUSH\n2.POP\n3.PEEK\n4.DISPLAY\n5.EXIT");
			System.out.println("Please Enter Your Choice : ");
			choice = input.nextInt();
			switch (choice) {
			case 1:
				System.out.println("Enter the Element to PUSH : ");
				mystack.push(input.nextInt());
				break;
			case 2:
				mystack.pop();
				break;
			case 3:
				mystack.peek();
				break;
			case 4:
				mystack.display();
				break;
			case 5:
				System.out.println("!!! Thank You !!!");
				break;
			}

		}
		input.close();
		System.exit(0);
	}

}
```

Output:

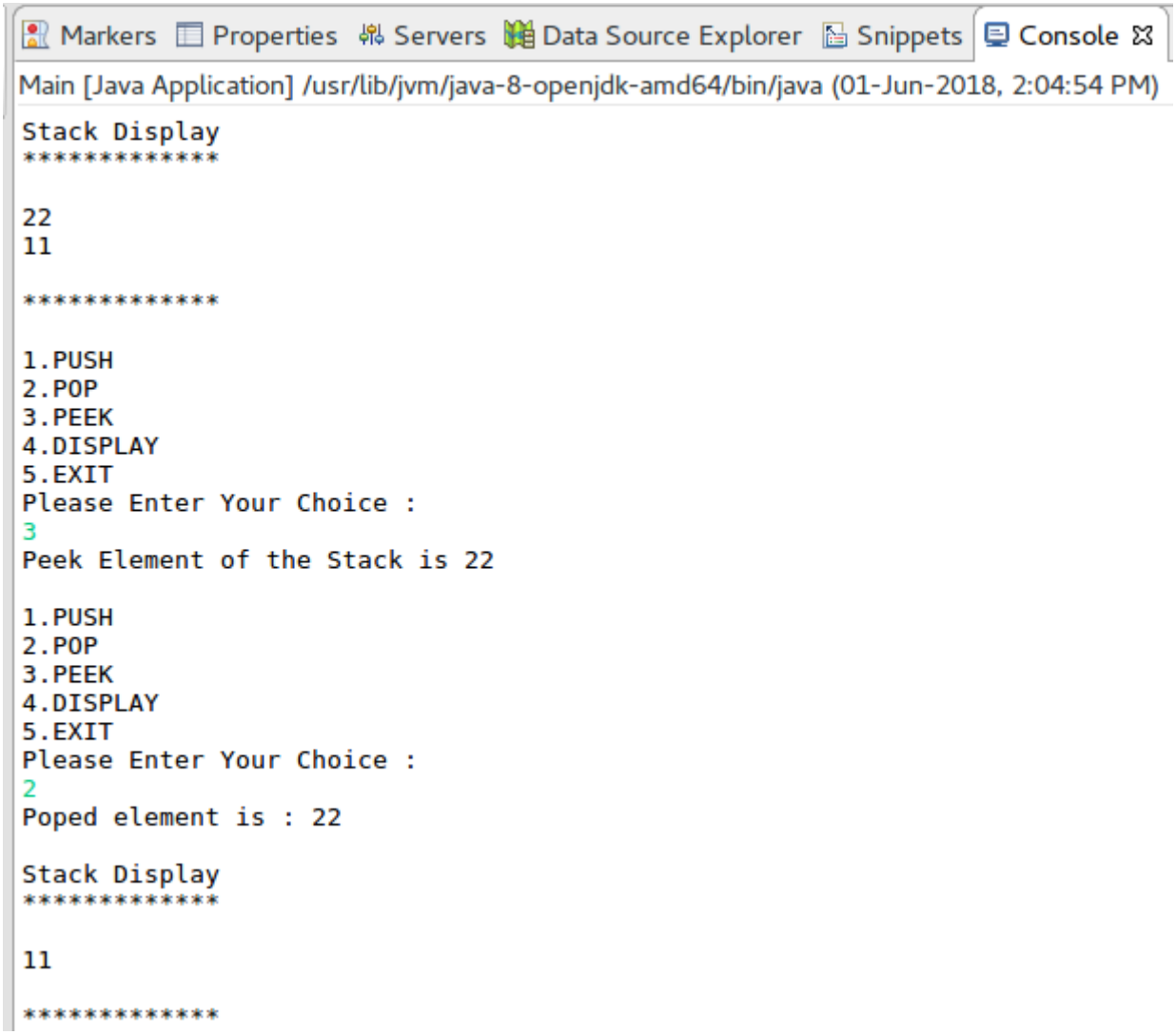
Choice:



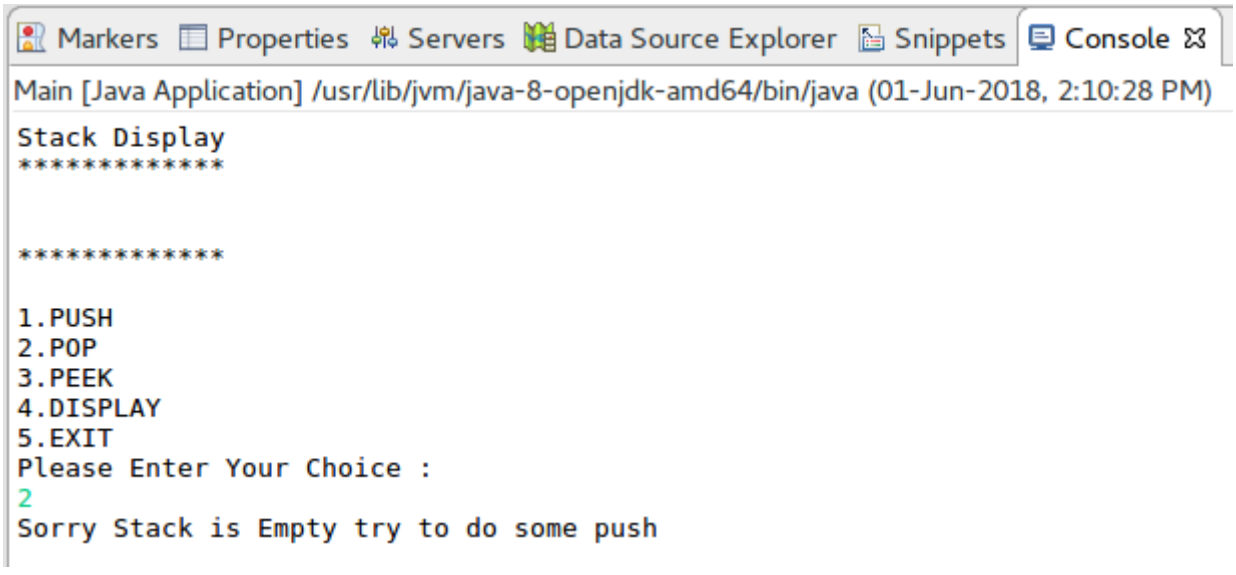
Push Operation:



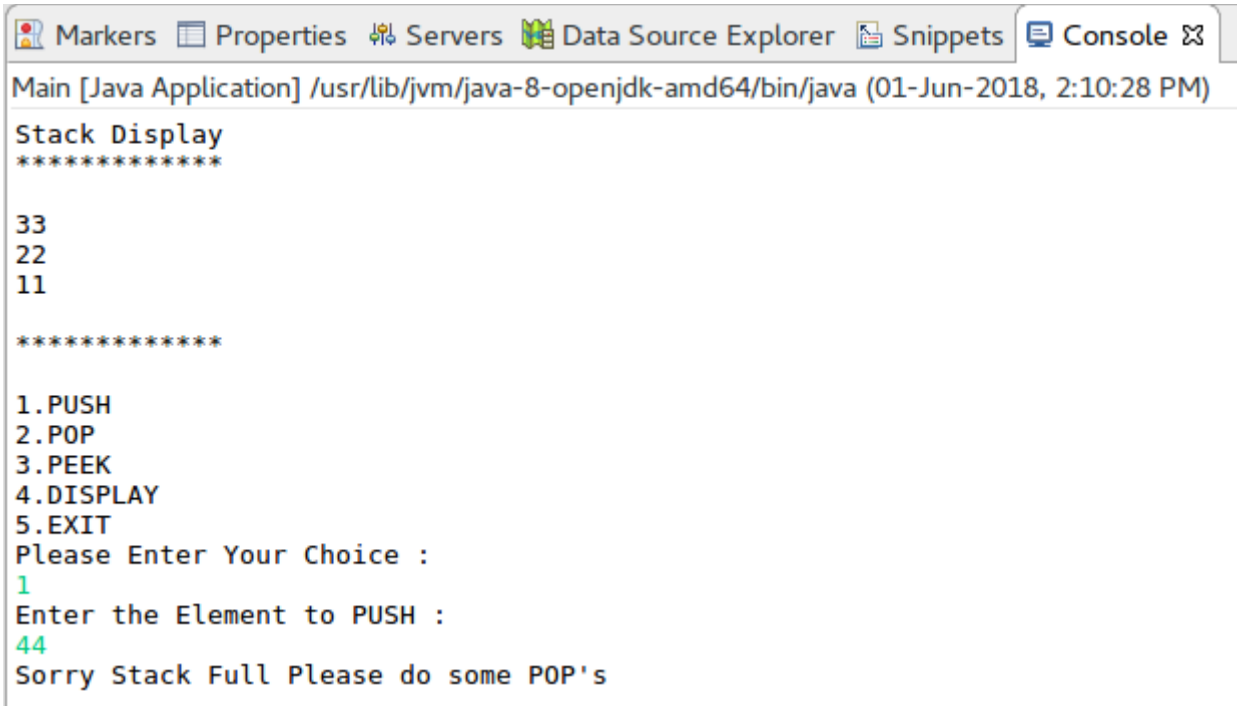
Pop and Peek Operation:



Stack Empty Error:



Stack Full Error:



Result:

The java console application for abstract data type stack using java interface concepts is developed and tested successfully.