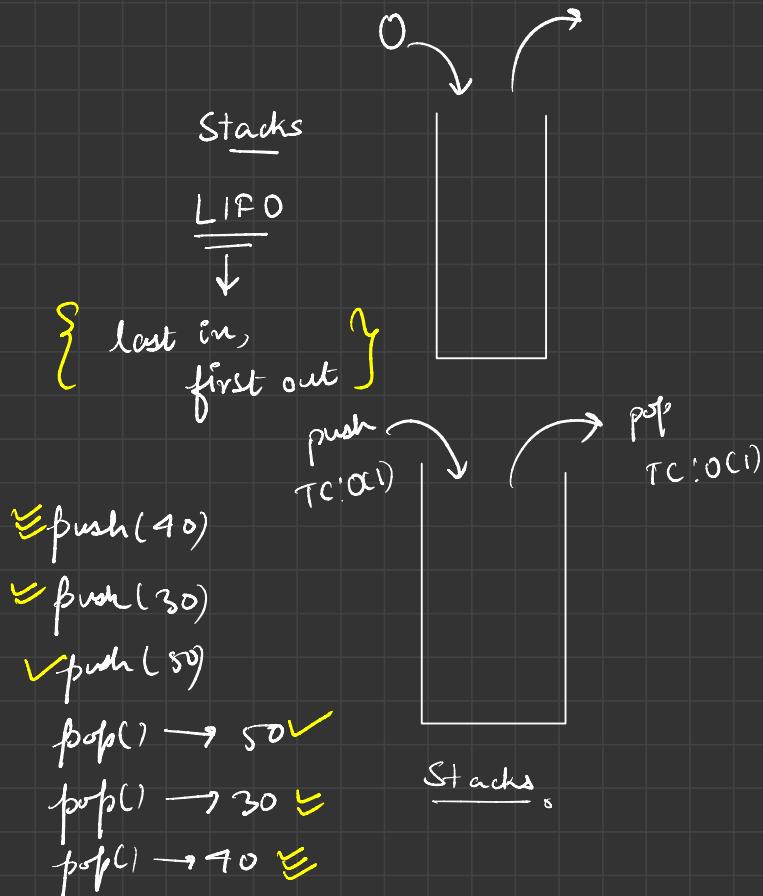




# Queues



Queue →

add(30)

add(40)

add(20)

remove() → 30

remove() → 40

dequeue

TC: O(1)

Queue

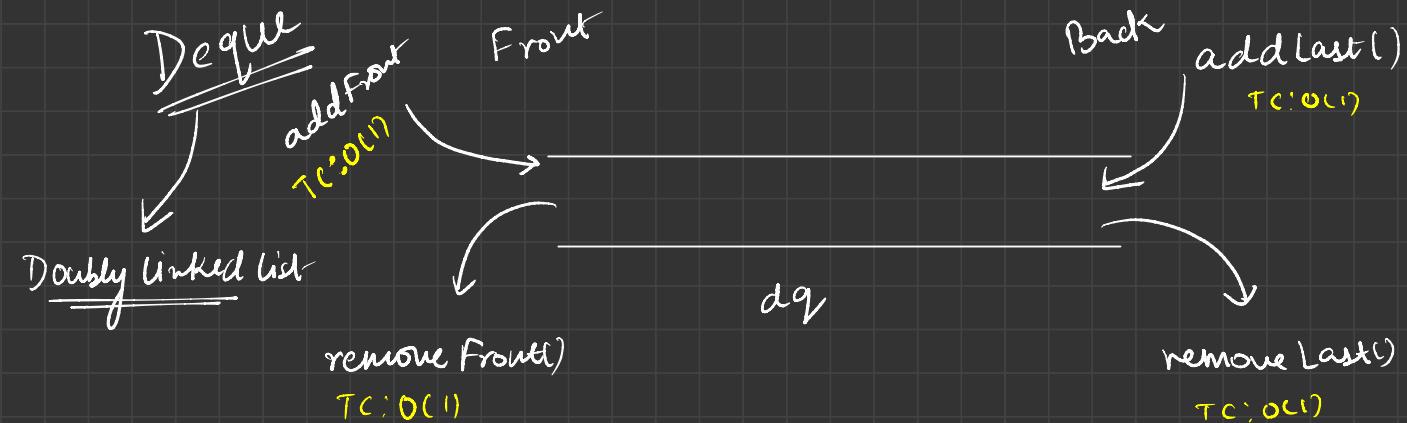
(FIFO)

20

enqueue

TC: O(1)

→ first in first out



Can you guys implement a stack using a deque?

push(30) ✓

push(40) ✓

push(20) ✓

pop() → ✓ 20

pop() → 40

pop() → 30



Stack

addFirst()

removeFirst()

① using

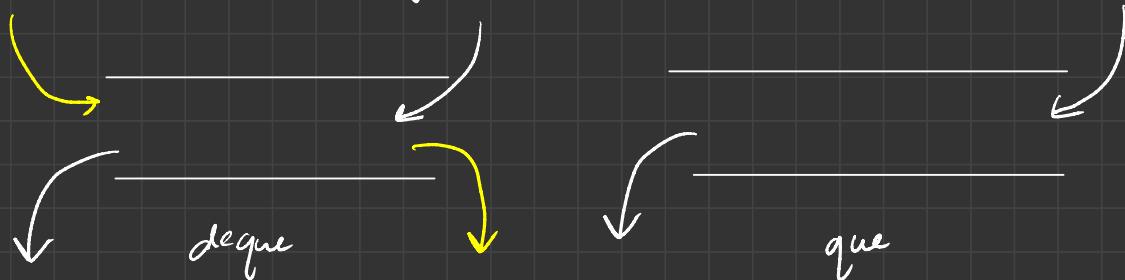
addLast()

removeLast()

② addFirst()

removeFirst()

Implement Queue using Deque ?



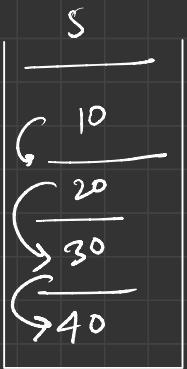
① { ① addLast()  $T \in O(1)$   
② removeFirst()  $T \in O(1)$

② { ① addFirst()  
② removeLast()

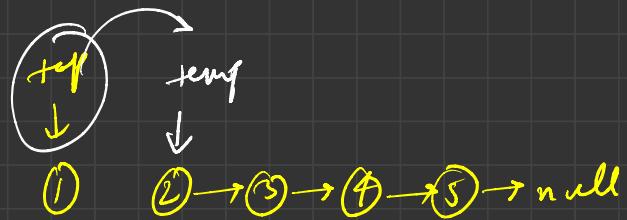
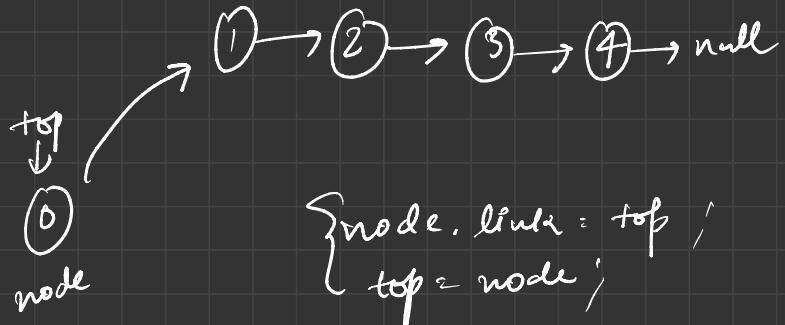
Q Stack using a linked list

push()  $\rightarrow O(1)$

pop()  $\rightarrow O(1)$



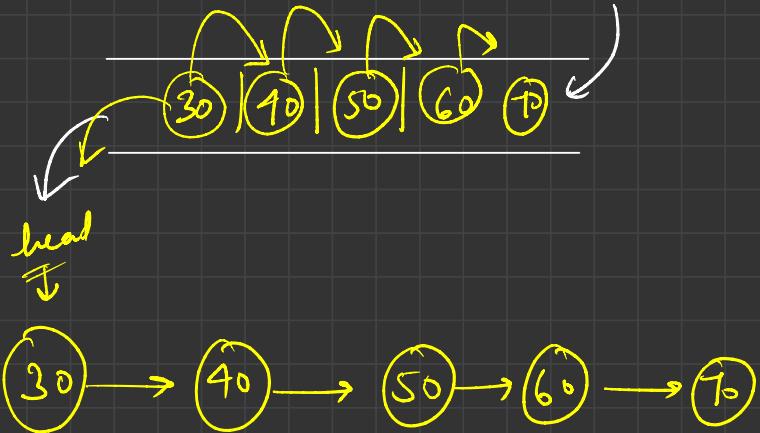
{ addFirst LL()  
removeFirst LL()



Annotations:

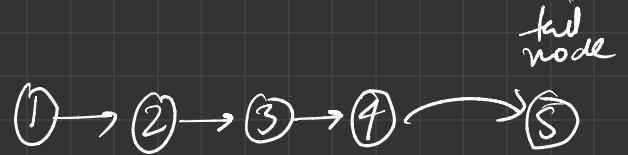
- Node temp = top.link;**
- top.link = null;**
- top = temp;**

Queue  
Using LinkedList

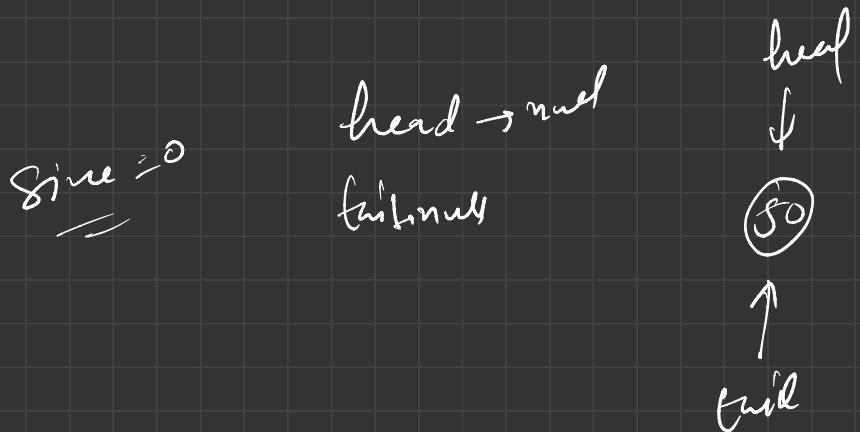


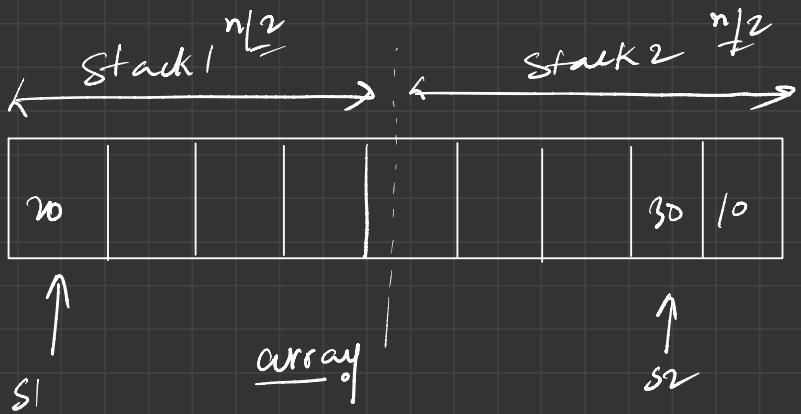
Enqueue → addlastLL()  $O(1)$

dequeue → removefirstLL()  $O(1)$



$\left\{ \begin{array}{l} \text{tail.next = node;} \\ \text{tail = node;} \end{array} \right.$

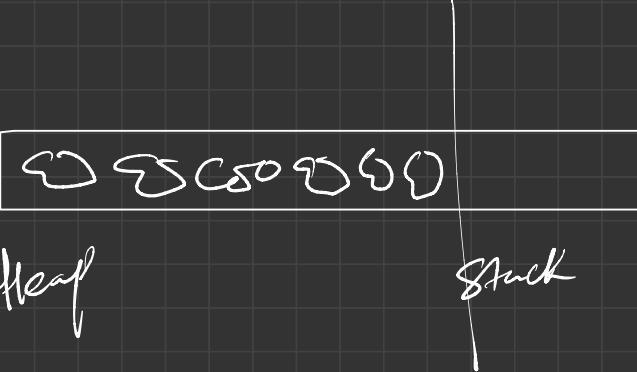
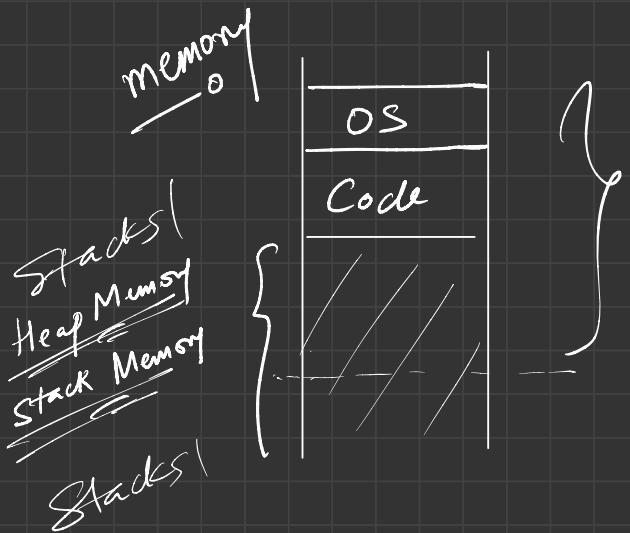




Implement 2 stacks using an array.

- S1. push(20)
- S1. push(30)
- S1. pop()

- S2. push(10)
- S2. push(30)



20	40	50	10	19		90	90	200
----	----	----	----	----	--	----	----	-----

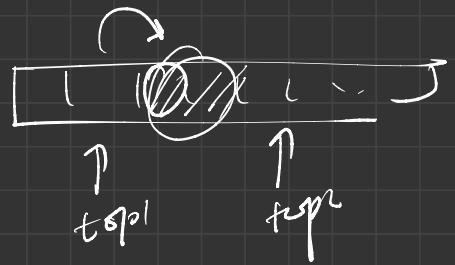
↑  
S1      ↑  
S2

S1

{  
push(20)  
push(40)  
push(50)  
push(10)  
push(19)  
push(30) ✓  
pop()

S2

✓ push(200)  
✓ push(40)  
✓ push(90)  
[ push(70) ]  
↳ Stack Overflow!



$$(top1 \pitchfork) \underset{\equiv}{\curvearrowleft} top2 \equiv$$

```

// Method to push an element x to stack1
void push1(int x)
{
    // Your code here
    if (top1 + 1 < top2) {
        top1 += 1;
        arr[top1] = x;
    }
}

// Method to push an element
// x to stack2
void push2(int x)
{
    // Your code here
    if (top2 - 1 > top1) {
        top2 -= 1;
        arr[top2] = x;
    }
}

```

```

// Method to pop an element from first stack
void pop1()
{
    // Your code here
    if (top1 == -1) {
        System.out.println(-1);
    } else {
        System.out.println(arr[top1]);
        top1 -= 1;
    }
}

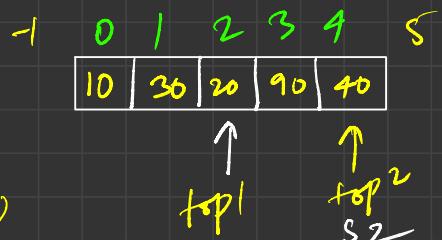
// Method to pop an element
// from second stack
void pop2()
{
    // Your code here
    if (top2 == size) {
        System.out.println(-1);
    } else {
        System.out.println(arr[top2]);
        top2 += 1;
    }
}

```

S-1 ≠ 772

0/1

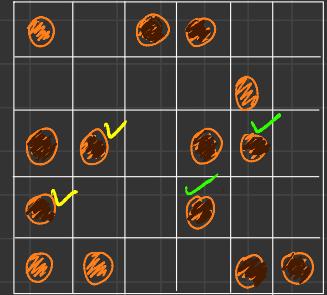
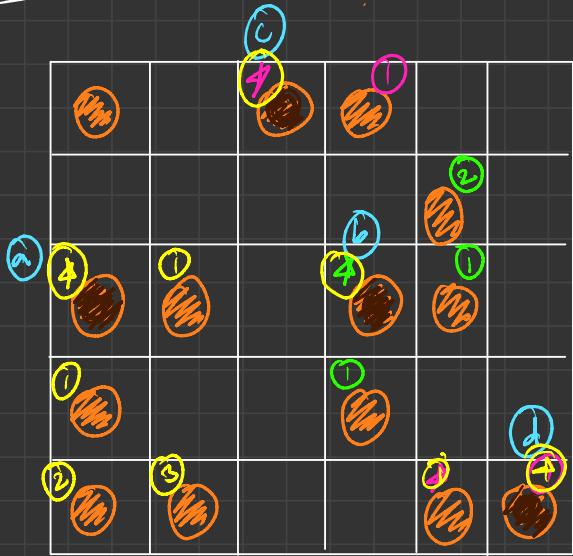
{ 90  
100  
-1



S1    pop1()  
push(10) push(20)  
push(30) push(90)

push(100)    pop1()  
pop1()    push(40)

# Rotten Oranges



$t = 1$

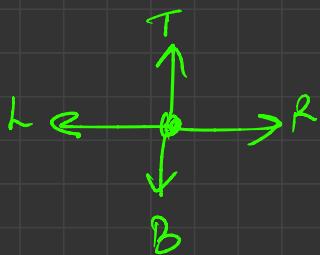


$t = 2$



$t = 3$

	0	1	2	3	4	5
0	●		●	●		
1	●					
2	●		●	●		
3	●			●		
4	●	●		●	●	
5						



$\xleftarrow{\hspace{10cm}}$   $\xrightarrow{\hspace{10cm}}$   
 $(0, 3)$   $(2, 1)$   $(3, 0)$   $(2, 1)$   $(3, 3)$ ,  $\oplus \oplus$

que

$(7, 5)$

$\uparrow$   
 $(r, c)$   
 $(r-1, c)$

# Boundary Traversal

