DSA-Assignment-03

Experiment NO 3	Page : Date :
AJM - Implementation of stack using a link this stack to perform evaluation of	ced list. Use
expression.	
Objective	
1 To understand the concept of abstractures such as	arrays and
Stacks are represented as an ADT.	(<u>J</u>
- A stack is an abstract data type (ADT), Con	mmonhi ilied
as it behaves like real world stack for	ned of stack
- A real world stack allows operations at one	end only.
for example we can place or remove acome from the top of stack only. Likewise allows all the data operation at one	stack ADT
element of a stack This feature make	the top
Data structure. (Life stands for lost in fine the element which is added or in	ist out)

last will be first accessed.

In stack terminology

iteration operation is colled as

insertion Y

push operation and deletion is known as pop

Stack			and its
		m depicts a stack	dire iiz
ons	Lost In -	Firstout	->
ush	Data element .	patalelement	Pop
	Date element	Data clement	1
	noto element	Data Element	
	pala element	Data etement	
12	pato element	Data element	
	Stack	stack	
re, r	pointer and link	mented by means cedlist. Stack co	n either
ci f	evinter and fink tixed size one limic resizing. H	ed list . Stack co eor it may have pere, we are going	n either
ci f	pointer and link	ed list . Stack co eor it may have pere, we are going	n either
of f	evinter and fink tixed size one limic resizing. H	ed list . Stack co eor it may have pere, we are going	n either
of for star	evinter and link fixed size one simic resizing. H clc using are stack imples	ed list . Stack co eor it may have pere, we are going	n either
Confederate Stack	esinter and link ixed size one imic resizing. H ck using are stack imples operation operation hen de-initialize a stack is use	ed list . Stack co eor it may have pere, we are going	n either e a sens to impol s it fix he stack, (

	Page:
-	when data is pushed onto stack.
_	To use a stack efficiently, we need to check the status of stack as well. For the same purpose the
	Status of stack as well. For the same purpose the
	below functions are used.
	· peek cs - get the top element of the stack without removing it.
	• isfull () - check if stackis full.
	· is Empty () - check if stack is empty.
	At, all the times, we main maintain a pointer to the last
10	At all the times, we main maintain a pointer to the last pushed data on the stack. As this pointer always represents the top of the stack, hence we named it as top. The pointer provides the top values of the stack without actually remained it.
	nto the top of the stack, hence we named it as
	top. The pointer provides the top values of the stock
	without actually remained it.
	WHY 7.5LE US SELTY
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Implementation of Stack using array:

Program code:

```
#include <iostream>
using namespace std;
int stack[100], n = 100, top = -1;
void push(int val)
  if (top >= n - 1)
    cout << "Stack Overflow" << endl;</pre>
  else
    top++;
    stack[top] = val;
  }
void pop()
  if (top <= -1)
    cout << "Stack Underflow" << endl;</pre>
  else
    cout << "The popped element is " << stack[top] << endl;</pre>
    top--;
  }
void display()
```

```
if (top >= 0)
     cout << "Stack elements are:";</pre>
     for (int i = top; i >= 0; i--)
       cout << stack[i] << " ";
     cout << endl;
  }
  else
     cout << "Stack is empty";</pre>
int main()
  int ch, val;
  cout << "1) Push in stack" << endl;</pre>
  cout << "2) Pop from stack" << endl;</pre>
  cout << "3) Display stack" << endl;</pre>
  cout << "4) Exit" << endl;
  do
  {
     cout << "Enter choice: " << endl;</pre>
     cin >> ch;
     switch (ch)
     case 1:
       cout << "Enter value to be pushed:" << endl;</pre>
       cin >> val;
       push(val);
       break;
     }
```

```
case 2:
     pop();
     break;
  case 3:
     display();
     break;
  case 4:
     cout << "Exit" << endl;</pre>
     break;
  default:
     cout << "Invalid Choice" << endl;</pre>
} while (ch != 4);
return 0;
```

Output:

```
PS R:\GHRCEM\DSA new lab> cd "r:\GHRCEM\DSA new lab\"; if ($?) { g++ Stack_array.cpp -0 Stack_array }; if ($?) { .\Stack_array }

1) Push in stack
2) Pop from stack
3) Display stack
4) Exit
Enter choice:
```

```
Enter choice:

1
Enter value to be pushed:
4
Enter choice:
1
Enter value to be pushed:
5
Enter choice:
3
Stack elements are:5 4 2
Enter choice:
2
The popped element is 5
Enter choice:
```

Implementation of stack using LinkedList:

Program code:

```
#include <iostream>
using namespace std;
struct Node
{
  int data;
  struct Node *next;
};
```

```
struct Node *top = NULL;
void push(int val)
  struct Node *newnode = (struct Node *)malloc(sizeof(struct Node));
  newnode->data = val;
  newnode->next = top;
  top = newnode;
void pop()
  if (top == NULL)
    cout << "Stack Underflow" << endl;</pre>
  else
    cout << "The popped element is " << top->data << endl;</pre>
    top = top->next;
  }
}
void display()
  struct Node *ptr;
  if (top == NULL)
    cout << "stack is empty";</pre>
  else
    ptr = top;
    cout << "Stack elements are: ";</pre>
```

```
while (ptr != NULL)
       cout << ptr->data << " ";
       ptr = ptr->next;
    }
  cout << endl;
int main()
  int ch, val;
  cout << "1) Push in stack" << endl;</pre>
  cout << "2) Pop from stack" << endl;</pre>
  cout << "3) Display stack" << endl;</pre>
  cout << "4) Exit" << endl;
  do
  {
    cout << "Enter choice: " << endl;</pre>
    cin >> ch;
    switch (ch)
    {
    case 1:
       cout << "Enter value to be pushed:" << endl;</pre>
       cin >> val;
       push(val);
       break;
    }
     case 2:
       pop();
```

```
break;
}
case 3:
{
    display();
    break;
}
case 4:
{
    cout << "Exit" << endl;
    break;
}
default:
{
    cout << "Invalid Choice" << endl;
}
} while (ch != 4);
return 0;
}</pre>
```

Output:

```
PS R:\GHRCEM\DSA new lab> cd "r:\GHRCEM\DSA new lab\" ; if ($?) { g++ Stack_Linkedlist.cpp -0 Stack_Linkedlist } ; if ($?) { .\Stack_Linkedlist }
2) Pop from stack
3) Display stack
4) Exit
Enter choice:
Enter value to be pushed:
Enter choice:
Enter value to be pushed:
Enter choice:
Enter value to be pushed:
Enter choice:
Stack elements are: 9 7 3
Enter choice:
The popped element is 9 Enter choice:
The popped element is 7
Enter choice:
Stack elements are: 3
Enter choice:
PS R:\GHRCEM\DSA new lab>
```

Postfix expression:

Program code:

```
#include <iostream>
#include <string.h>

using namespace std;

struct Stack
{
  int top;
  unsigned capacity;
```

```
int *array;
};
// Stack Operations
struct Stack *createStack(unsigned capacity)
  struct Stack *stack = (struct Stack *)malloc(sizeof(struct Stack));
  if (!stack)
    return NULL;
  stack->top = -1;
  stack->capacity = capacity;
  stack->array = (int *)malloc(stack->capacity * sizeof(int));
  if (!stack->array)
    return NULL;
  return stack;
}
int isEmpty(struct Stack *stack)
  return stack->top == -1;
char peek(struct Stack *stack)
  return stack->array[stack->top];
```

```
char pop(struct Stack *stack)
  if (!isEmpty(stack))
    return stack->array[stack->top--];
  return '$';
}
void push(struct Stack *stack, char op)
  stack->array[++stack->top] = op;
int evaluatePostfix(char *exp)
  struct Stack *stack = createStack(strlen(exp));
  int i;
  if (!stack)
    return -1;
  for (i = 0; exp[i]; ++i)
    if (isdigit(exp[i]))
       push(stack, exp[i] - '0');
    else
       int val1 = pop(stack);
```

```
int val2 = pop(stack);
       switch (exp[i])
       case '+':
         push(stack, val2 + val1);
         break;
       case '-':
         push(stack, val2 - val1);
         break;
       case '*':
         push(stack, val2 * val1);
         break;
       case '/':
         push(stack, val2 / val1);
         break;
    }
  return pop(stack);
}
int main()
  char exp[] = "10 20 * 30 40 10 / - +";
  cout << "postfix evaluation: " << evaluatePostfix(exp);</pre>
  return 0;
}
```

Output:

```
PS R:\GHRCEM\DSA new lab> cd "r:\GHRCEM\DSA new lab\"; if ($?) { g++ tempCodeRunnerFile.cpp -o tempCodeRupostfix evaluation: 72
PS R:\GHRCEM\DSA new lab>
```