

STACKS & QUEUES

LINKED LIST IMPLEMENTATIONS OF STACKS
& QUEUES

QUEUES

- A queue is a data structure that stores a list of items
- Items are always added at the end of the list
- Items are always removed from the start of the list



QUEUES

- **Queue Operations**

- enqueue: add an item at the end of the queue
- dequeue: remove the first item in the queue and return its value
- Peek : return the value of the first item without removing it

QUEUES

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- enqueue: add an item at the end of the queue
- dequeue: remove the first item in the queue and return its value
- Peek : return the value of the first item without removing it

- **We implemented similar methods in the LinkedList class**

- enqueue → add(int k)
- dequeue → similar to removeFirst()
 - But we need to return the removed value
- Peek → return head.getData()

```
public class Queue {  
    //private variables:  
    private IntNode head;  
    private IntNode tail;  
  
    //constructor  
    public Queue(){  
        //empty linked list  
        head=null;  
        tail=null;  
    }  
    //check if linked list is empty  
    public boolean isEmpty(){  
        if (head ==null)  
            return true;  
        else return false;  
    }  
}
```

QUEUES

- **Make sure the Queue is not empty before using dequeue()**

```
If ( ! q.isEmpty() ) {  
    q.dequeue();  
}
```

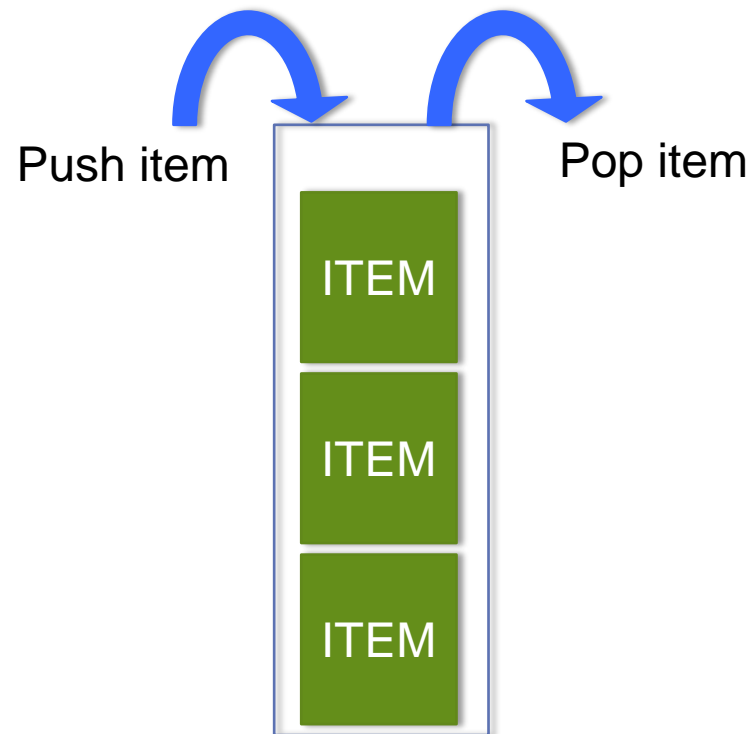
STACKS

- A data structure that stores a list of items
- Items are always added at the end of the list
- Items are always removed from the end of the list



STACKS

- Usually visualized as a vertical stack



STACKS

- **Stack Operations:**
 - Push : add an item at the top of the stack
 - Pop : remove an item from the top of the stack
 - Peek : check the value of the item at the top without removing it
- **We implemented similar methods in the LinkedList class**
 - Add → addFirst(int k)
 - Pop → similar to removeFirst()
 - But we need to return the removed value
 - Peek → return head.getData()

GENERIC TYPES

- Using this IntNode class, we can only have a list of integers:

```
public class IntNode {  
    private int data;  
    private IntNode next;  
    private IntNode previous;  
  
    //initialize node  
    public IntNode(int value){  
        data=value;  
        next=null;  
        previous=null;  
    }  
}
```

```
public class Queue {  
    //private variables:  
    private IntNode head;  
    private IntNode tail;
```

GENERIC TYPES

- Using a generic class, we can have an item of any type

```
public class ListNode<T> {  
    private T data;  
    private ListNode<T> next;  
    private ListNode<T> previous;  
  
    //initialize node  
    public ListNode(T value){  
        data=value;  
        next=null;  
        previous=null;  
    }  
}
```

GENERIC TYPES

- All methods that reference the data items are replaced by T, which is the type parameter

```
//return the data value
public T getData(){
    return data;
}
//return the next node
public ListNode<T> getNext(){
    return next;
}
```

GENERIC TYPES

- Queue should also be generic

```
public class Queue<T> {  
    //private variables:  
    private ListNode<T> head;  
    private ListNode<T> tail;  
  
    //add a node to the list  
    public void enqueue(T value){  
  
    }  
    //remove first and return its value  
    public T dequeue(){
```

GENERIC TYPES

- The type is specified when an object is created:

```
Queue<Integer> q=new Queue<Integer>;  
q.add(3);
```

```
Queue<String> q2=new Queue<String>;  
q2.add("hello");
```

APPLICATION: BALANCED BRACKETS

- **Check if the brackets, parentheses, and braces in a string are balanced:**
 - Example:
Find all parentheses (and {braces} and brackets) and check if they are balanced] or not
- **This can be implemented using a Stack. How?**

APPLICATION: BALANCED BRACKETS

- **Check if the brackets, parentheses, and braces in a string are balanced:**
 - Example:
Find all parentheses (and {braces} and brackets) and check if they are balanced] or not
- **This can be implemented using a Stack. How?**
 - Read characters one at a time
 - Push opening brackets into a stack
 - When you see a closing brackets, pop a character from the stack
 - If the character matches, continue, otherwise return an error.
 - At the end of the string, if the stack is not empty, return an error

APPLICATION: BALANCED BRACKETS

- **Check if the brackets, parentheses, and braces in a string are balanced:**
 - Example:
Find all parentheses (and {braces} and brackets) and check if they are balanced] or not
 - PUSH the opening parenthesis into the stack



Stack

APPLICATION: BALANCED BRACKETS

- **Check if the brackets, parentheses, and braces in a string are balanced:**
 - Example:
Find all parentheses (and {braces} and brackets) and check if they are balanced] or not
 - PUSH the opening braces into the stack



Stack

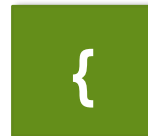
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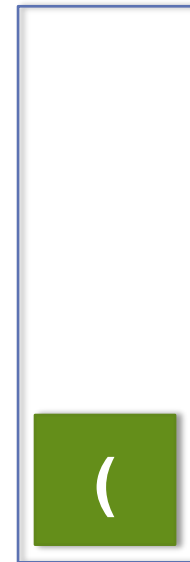
- POP an item from the stack



Stack

APPLICATION: BALANCED BRACKETS

- **Check if the brackets, parentheses, and braces in a string are balanced:**
 - Example:
Find all parentheses (and {braces} and brackets) and check if they are balanced] or not
 - It matches, continue



Stack

APPLICATION: BALANCED BRACKETS

- **Check if the brackets, parentheses, and braces in a string are balanced:**

- Example:

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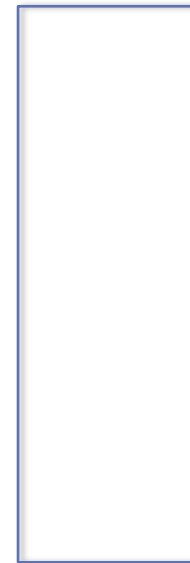
- POP an item from the stack



Stack

APPLICATION: BALANCED BRACKETS

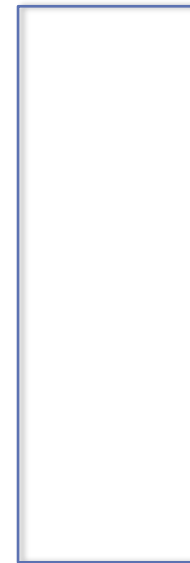
- **Check if the brackets, parentheses, and braces in a string are balanced:**
 - Example:
Find all parentheses (and {braces} and brackets) and check if they are balanced] or not
 - It matches, continue



Stack

APPLICATION: BALANCED BRACKETS

- **Check if the brackets, parentheses, and braces in a string are balanced:**
 - Example:
Find all parentheses (and {braces} and brackets) and check if they are balanced] or not
 - Stack is empty, no balancing bracket.



Stack

APPLICATION: POSTFIX EXPRESSIONS

- **Numbers followed by operators. No need for parentheses.**

INFIX EXPRESSION	POSTFIX EXPRESSION
$3 + 4$	$3\ 4\ +$
$(3 + 4) * 5$	$3\ 4\ +\ 5\ *$
$(3 + 4) * (5 - 2)$	$3\ 4\ +\ 5\ 2\ -\ *$

APPLICATION: POSTFIX EXPRESSIONS

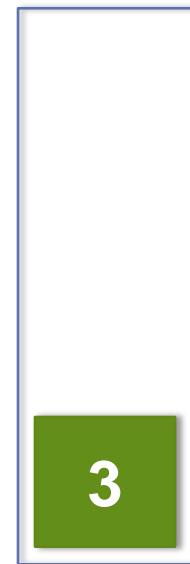
- **Postfix expressions can be evaluated using a stack.**
 - Push numbers in the stack
 - When an operator is encountered, pop two numbers from the stack
 - Apply the operation on the two numbers
 - Push the result back into the stack

APPLICATION: POSTFIX EXPRESSIONS

- **Example: Evaluate the following postfix expression:**
 - $3\ 4\ +\ 5\ 2\ -\ *$

APPLICATION: POSTFIX EXPRESSIONS

- **Example: Evaluate the following postfix expression:**
 - **3** 4 + 5 2 - *
 - **PUSH 3 into the stack**



Stack

APPLICATION: POSTFIX EXPRESSIONS

- **Example: Evaluate the following postfix expression:**
 - 3 4 + 5 2 - *
 - PUSH 4 into the stack



Stack

APPLICATION: POSTFIX EXPRESSIONS

- **Example: Evaluate the following postfix expression:**
 - $3\ 4\ +\ 5\ 2\ -\ *$
 - POP two items and calculate

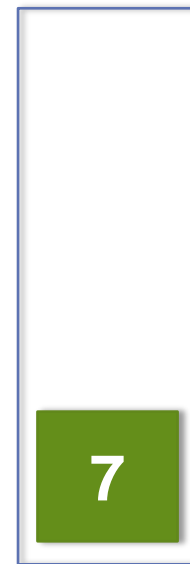
$$\boxed{3} + \boxed{4} = \boxed{7}$$



Stack

APPLICATION: POSTFIX EXPRESSIONS

- **Example: Evaluate the following postfix expression:**
 - 3 4 + 5 2 - *
 - PUSH result back into the stack



Stack

APPLICATION: POSTFIX EXPRESSIONS

- **Example: Evaluate the following postfix expression:**
 - $3\ 4\ +\ 5\ 2\ -\ *$
 - **PUSH 5 into the stack**



Stack

APPLICATION: POSTFIX EXPRESSIONS

- Example: Evaluate the following postfix expression:
 - 3 4 + 5 2 - *
 - PUSH 2 into the stack



Stack

APPLICATION: POSTFIX EXPRESSIONS

- Example: Evaluate the following postfix expression:

- $3\ 4\ +\ 5\ 2\ -\ *$

- POP two items and calculate

$$\boxed{5} - \boxed{2} = \boxed{3}$$



Stack

APPLICATION: POSTFIX EXPRESSIONS

- **Example: Evaluate the following postfix expression:**
 - **3 4 + 5 2 - ***
 - **PUSH** result back into the stack



Stack

APPLICATION: POSTFIX EXPRESSIONS

- Example: Evaluate the following postfix expression:
 - $3\ 4\ +\ 5\ 2\ -\ *$
 - POP two items and calculate

$$\boxed{7} * \boxed{3} = \boxed{21}$$



Stack