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Lecture 18: Stack Implementations - 1

Prof. Chen-Hsiang (Jones) Yu, Ph.D.
College of Engineering

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Outline

- A Linked Implementation
- An Array-Based Implementation
- A Vector-Based Implementation

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A Linked Implementation

Stack Implementation

- Each operation involves **the top of stack**
 - » **push**
 - » **pop**
 - » **peek**
- **The head** of linked list is easiest, fastest to access
 - » Let this be the top of the stack

Linked Implementation

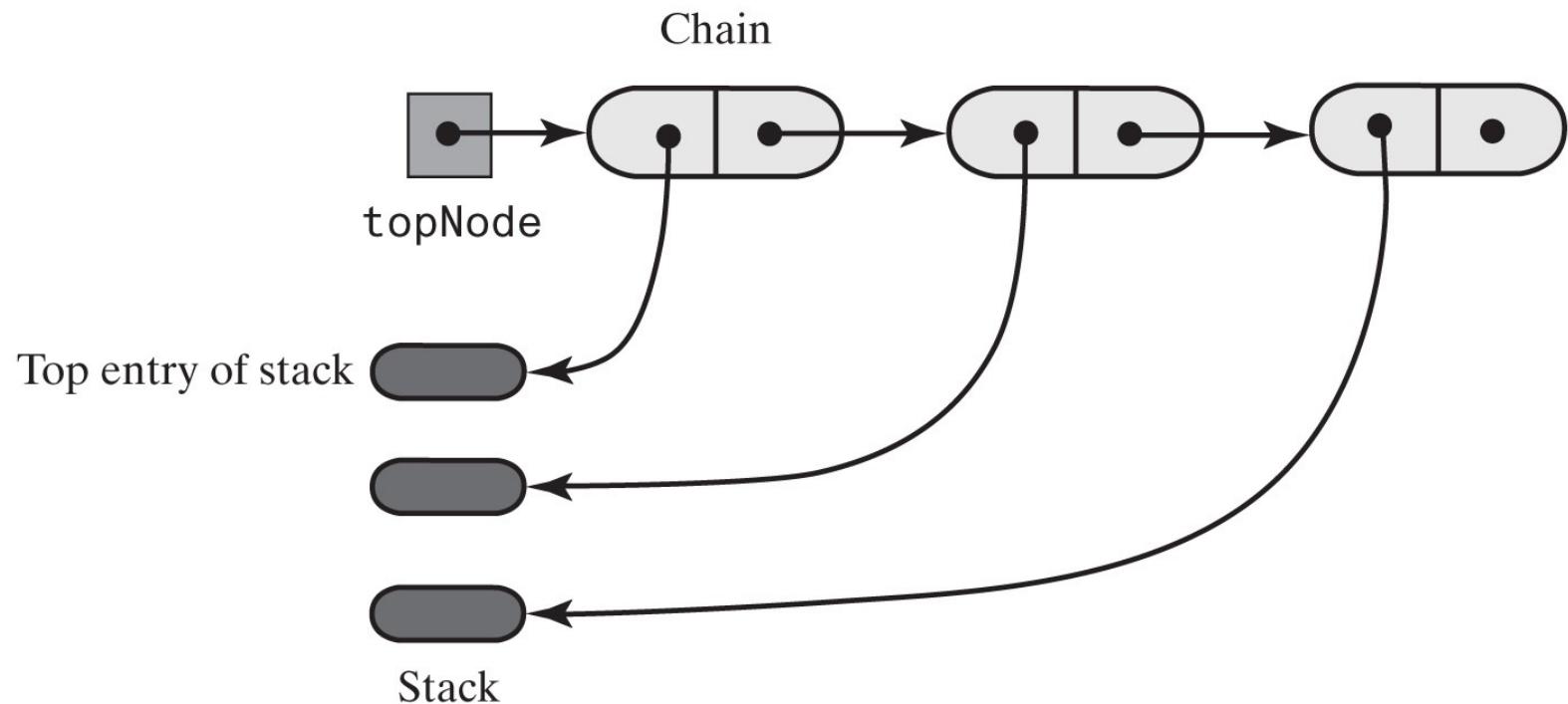


Figure 6-1: A chain of linked nodes that implements a stack

Linked Implementation

```
/**A class of stacks whose entries are stored in a chain of nodes.*/
public final class LinkedStack<T> implements StackInterface<T>
{
    private Node topNode; // References the first node in the chain

    public LinkedStack()
    {
        topNode = null;
    } // end default constructor

    // < Implementations of the stack operations go here. >
    // . . .

    private class Node
    {
        private T data; // Entry in stack
        private Node next; // Link to next node
        // < Implementations of the node operations go here. >

    } // end Node
} // end LinkedStack
```

Listing 6-1: An outline of a linked implementation of the ADT stack

Linked Implementation - Push Operation

(a) A new node that references the node at the top of the stack

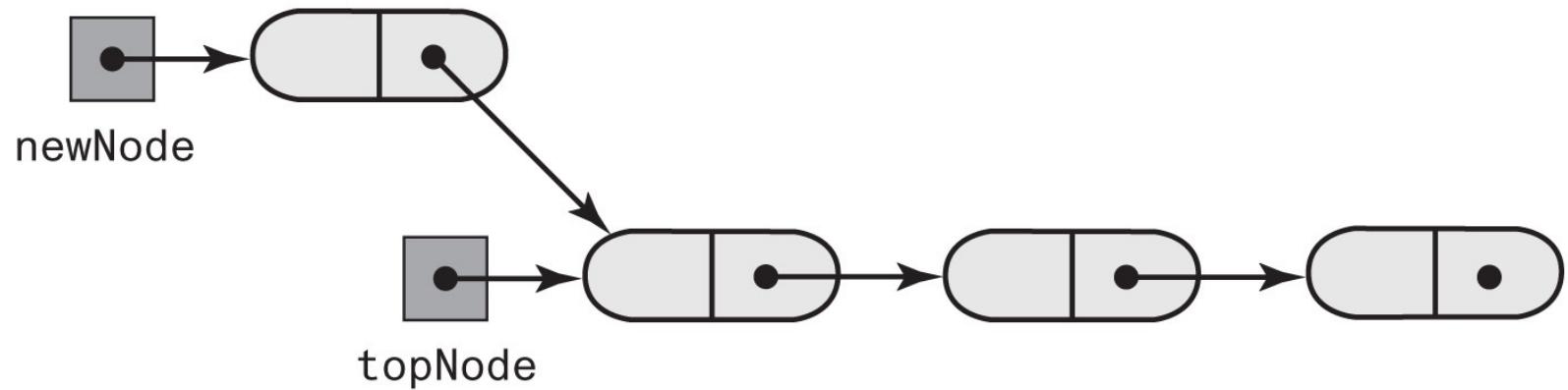


Figure 6-2: (a) A new node that references the node at the top of the stack;

Linked Implementation - Push Operation (cont.)

(b) The new node is now at the top of the stack

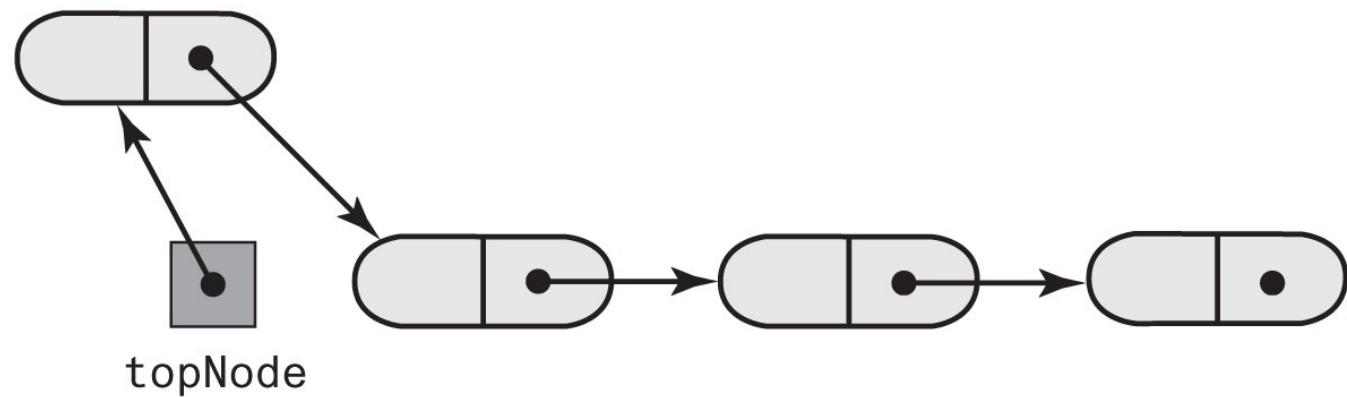
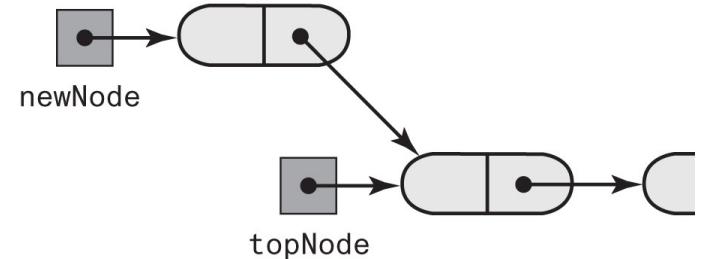


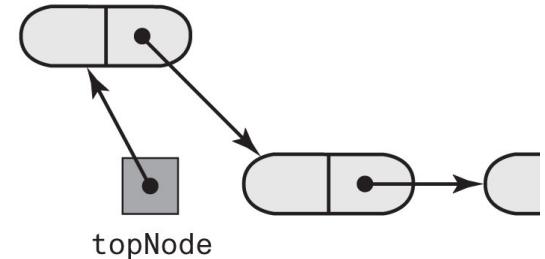
Figure 6-2: (b) the new node is now at the top of the stack

Linked Implementation - Push Operation (cont.)

```
public void push(T newEntry)
{
    Node newNode = new Node(newEntry, topNode);
    topNode = newNode;
} // end push
```



Definition of **push**



Linked Implementation - Pop Operation

(a) Before pop

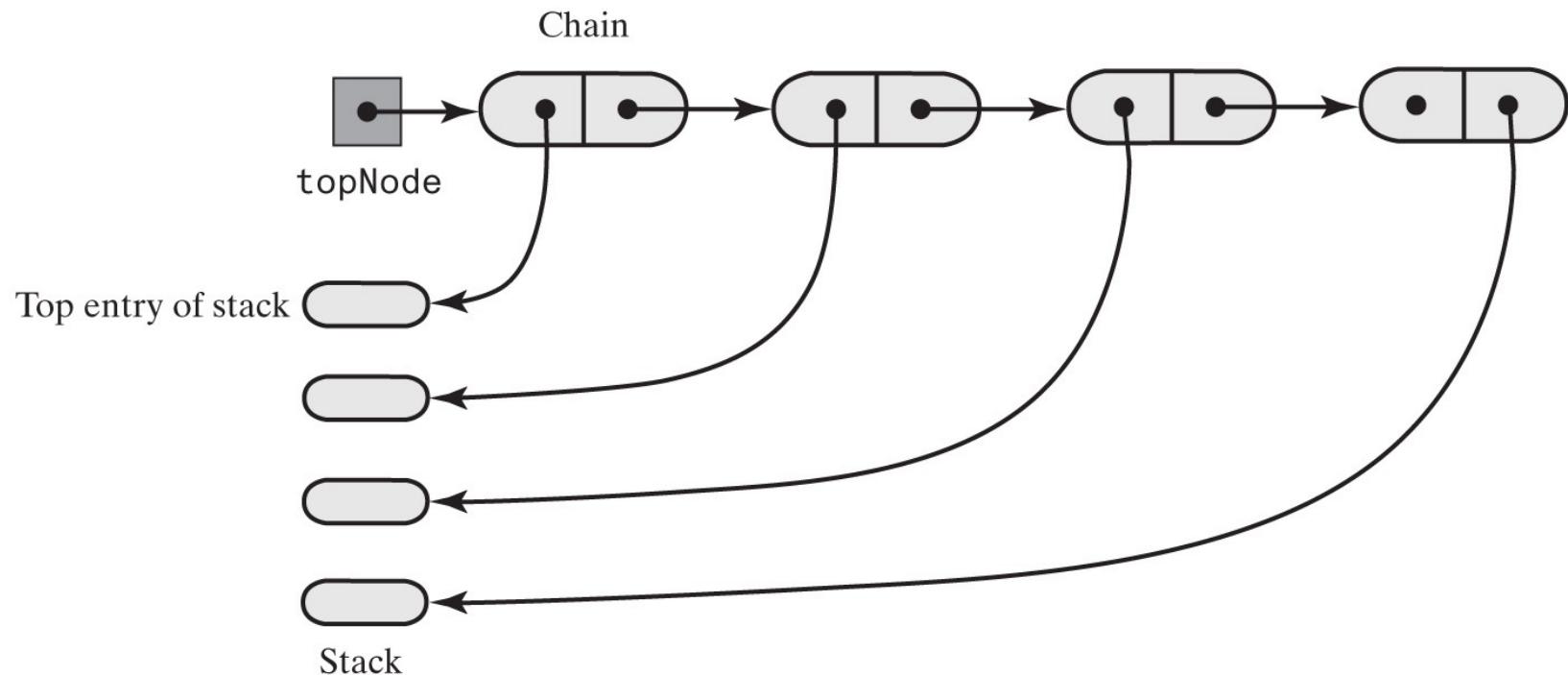


Figure 6-3: The stack (a) before the first node in the chain is deleted

Linked Implementation - Pop Operation (cont.)

(b) After pop

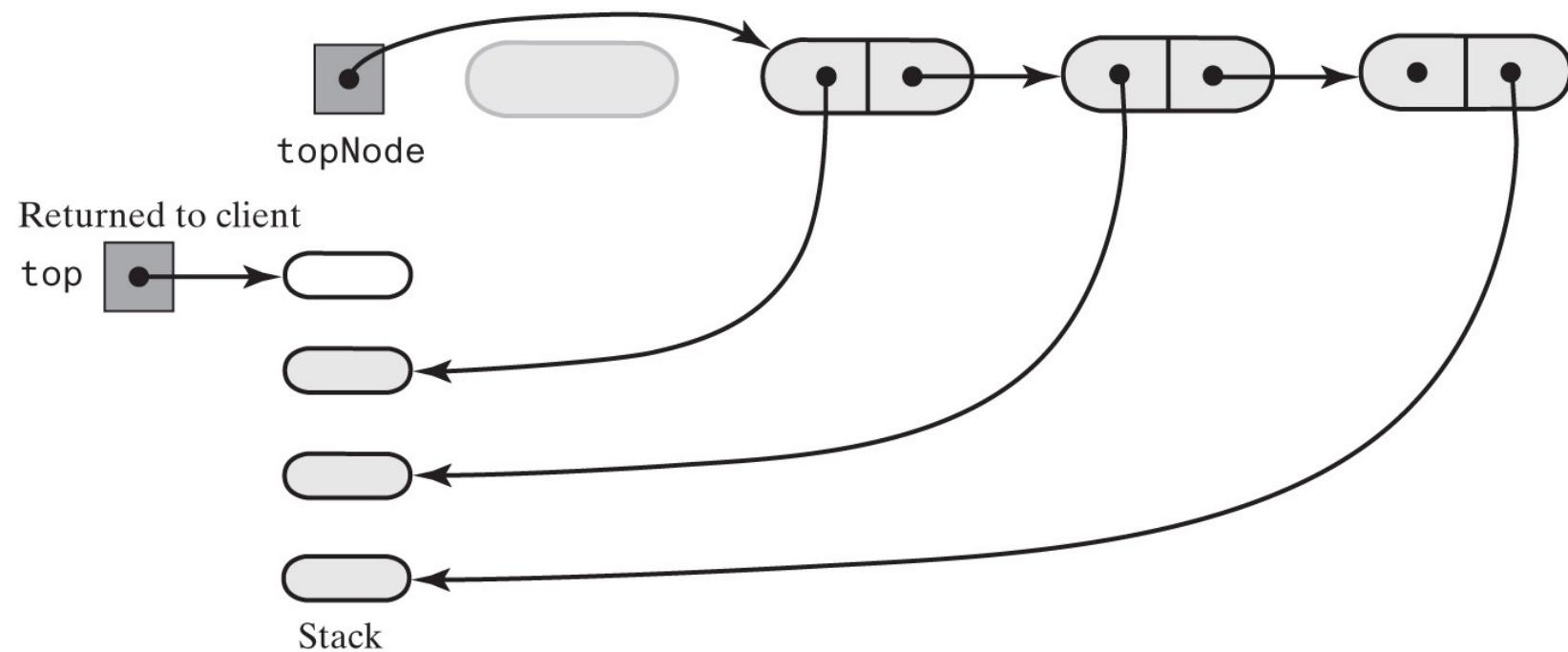


Figure 6-3: The stack (b) after the first node in the chain is deleted

Linked Implementation - Peek & Pop Operations

```
public T peek()
{
    if (isEmpty())
        throw new EmptyStackException();
    else
        return topNode.getData();
} // end peek

public T pop()
{
    T top = peek(); // Might throw EmptyStackException

    // Assertion: topNode != null
    topNode = topNode.getNextNode();

    return top;
} // end pop
```

Definition of **peek** and **pop**

Linked Implementation - `isEmpty()` & `clear()`

```
public boolean isEmpty()
{
    return topNode == null;
} // end isEmpty
```

```
public void clear()
{
    topNode = null;
} // end clear
```

Definition of `isEmpty` and `clear`

Exercise

- Download “[L18_E1.zip](#)” from the Canvas
- Revise the implementation of `pop()` so that it does not call `peek()`

```
public T pop()
{
    T top = peek(); // Might throw EmptyStackException
    assert !topNode == null;
    topNode = topNode.getNextNode();
    return top;
} // end pop
```

Note: Assertions in Eclipse

- How to enable assertions in Eclipse?
 - » Open the Run Dialog (Run > Run Configurations)
 - » Click on the tab, "(x)= Arguments."
 - » Under the field for "VM arguments," type `-ea` to enable assertions.
 - » Click on the "Apply" and "Run" button

Answer

```
public T pop() {  
  
    if (topNode != null) {  
        T top = topNode.getData();  
        topNode = topNode.getNextNode();  
        numberOfEntries--;  
        return top;  
    } else {  
        throw new EmptyStackException();  
    }  
}
```

Exercise

- Is an implementation of the ADT stack reasonable if the top of the stack is at the end of a chain of linked nodes instead of its beginning? Explain.

Answer

- No
- Although adding **a reference** to the chain's **last node** enable you to access the stack's top entry or push a new entry onto the stack efficiently, **it is not enough for pop the stack**.
- You also need **a reference** to **next-to-last node** to remove the chain's last node.
- Therefore, placing the stack's top entry at the end of the chain is not as efficient or easy to implement as placing it at the beginning.