# SSN College of Engineering, Kalavakkam Department of Computer Science and Engineering III Semester - CSE UCS 1312 Data Structures Lab Laboratory

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## **Exercise 4: StackADT and its Applications**

[CO1,K3]

Create StackADT with the members integer data array, size and top. It contains the following operations

```
Initialize the stack
void initStack(struct stack *S)
Push an integer element into the stack
void push(struct stack *S,int c)
Pop to remove the top element from the stack by adjusting top
void pop(struct stack *S)
Decrement the top
int top(struct stack *S)
Returns the top element if stack not empty, otherwise -1
int isFull(struct stack *S)
Check whether stack is Empty
int isEmpty(struct stack *S)
```

Create StackADTImpl.h with the implementations of the above-mentioned operations Create StackADTAppl.c is menu driven program which utilizes StackADT and StackADTImpl to perform the operations.

1. Demonstrate StackADT with the following test case

```
init(S,3)

push(S,1)

push(S,2)

push(S,3)

push(S,4) \rightarrow Stack full

top(S)

top(S)

top(S)

top(S) \rightarrow Stack empty
```

2. Write an application to play the following game of two stacks

Alexa has two stacks of non-negative integers, Stack A and Stack B Alexa challenges Nick to play the following game: In each move, Nick can remove one integer from the top of either Stack A or Stack B Nick keeps a running sum of the integers he removes from the two stacks.

Nick is disqualified from the game if, at any point, his running sum becomes greater than some integer

- given at the beginning of the game.
- Nick's *final score* is the total number of integers he has removed from the two stacks.

Given A and B, maxSum, find the score Nick can achieve.

# **Function Description**

Complete the *twoStacks* function in the editor below.

*twoStacks* has the following parameters:

- int maxSum: the maximum allowed sum
- A: the first stack
- B: the second stack

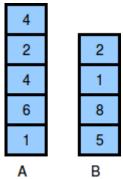
#### Returns

- int: the maximum number of selections Nick can make

#### **Testcase**

## Input

The two stacks initially look like this:



The image below depicts the integers Nick should choose to remove from the stacks. Following is on way to remove from the two stacks without the sum exceeding

move 1 4 2 move 2 move 4 1 move 3 8 5

(There can be multiple ways to remove the integers from the stack, the image shows just one of them.)

## Output

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