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| ***MODULE NUMBER*** | | 04 | | | |
| ***TOPIC(S)*** | | Stacks and Queues | | | |
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| **--- PRECLASS ---** | | | | | |
| **SHORT VIDEO** | <https://goo.gl/XvXrmL> (Intro to data structures and arrays) | | | |  |
|  | <https://goo.gl/AvUbEx> (Stacks) | | | |  |
|  | <https://goo.gl/5GroIe> (Queues) | | | |  |
| **BOOK** | GLG Chapter 6 TBC | | | |  |
| **QUIZ** | ADSA Quiz Module 04 at <https://goo.gl/forms/WeVn9exwkeWyvhau1> | | | |  |
| **TO-DO** | PyCharm: check the implementation of the classes “queue” and “stack” in Module04 >>> Preclass | | | |  |
| **--- PROBLEM SET 1 (Thursday Sept 22nd) ---**  See module04 >>> part01 in PyCharm:  Implement the function [ **transfer(S,T)** ] tranfers all the elements from stack S to stack T such that the elements at the top of S is the first to be inserted onto T, and the element at the bottom of S ends up at the top of T  Implement the function [ **print\_reverse\_order()** ] that reads a sequence of words provided through command line terminated by the "stop" word and prints them in reverse order. | | | | | |
| **--- POST-CLASS 1 ---** | | | | | |
| **TO-DO** | Complete problem set 1 | | | |  |
| **--- PROBLEM SET 2 (Tuesday Sept 27th) ---**  See module04 >>> part02 in PyCharm:  HOT POTATO GAME: implement the two functions **hot\_potato()** and **hot\_potato\_spicy()** that simulate the hot potato game and the same game “spiced up” with some randomness  (more instructions about how the hot potato game works in the PyCharm files) | | | | | |
| **POST-CLASS 2** | | | | | |
| Complete problem set 2 | | |  |  |  |