UNIT-3:ata Structures to motor un principa Data storucture: Reportesentation of data. In positional manner way of organizing data in a computer. To reduce the space and time complexities of different data structures are tasks. Some popular (vi) Binary Sewich Tree = intelligit (9) Annays (vip) Graph (A) Lanked Pist (Viii) Heap (m) Stack (9x) Hoshing (PV) QUPUP (8) 19isc (v) Binary Tree O.Col Stack: (8) Stack is ADT (Abstract Data Type). (1) Stack follows LIFO (Last In Frast Out). The element which is placed tast, It is accessed first. ex= Dec of cords, piles of plater etc. (97) There are two ways to simplement a stack - Using averays, (static , Dynamic) -> Using Linkedollist. guby off progresso (no stuck operations are Returns 24666 -> push () -> pop() -> peek() -> is full() -> is fmpty() (v) top may points) is lyed, by all you (ve) Representation: il torte " pelgrit D POP

Handling within to Differ to the band of

I my though push ():- pushing an element on the stack. push operation steps = Step-1: (helks if the stack & full. Step-2:- It the stack is full produces an error and exit, step-3: If the stack is not full, Increment top Step-4:- Add data element to the stack location step-5 = Returns success. Alganithm = begin of top of equal to max-size display " stack is dull". 6/26 toptt stack Ctop] & data girl por end accessing an element from the stack. pop operation steps = Step-1: Check if the stack is empty, so step-2: If stack is empty, popoduce an error and exit. Step-3 & If stack is not empty, decrement top. Step-4: Decreases the value of top by 1. pries step-5: Returns success. are mortages of whom the Alagorithm = begin il + (14999 - (1909 + 1) deng + if top is equal to -1 " bearing display " stack is empty". - 6/ટ્રેલ gor data & Stuck [top] -- dat. end.

Applications Queue:

(n CPU scheduling

(87) Handling website totallic

(977) Mantaining the playlot

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peeku:- get the top data element of the stack, without
 mission stemound if . while is the state of the state of
 Algorithm => begin in maryon are 1000 mort or
             neturn stack[top]
                                     (V) - Keppe Schtation.
               end.
is Full (7 = Checks if Stack is Full. or not
Algarithm => begin
             if top = = mansize
                   netwo take
               else
              end return dalse. I mil di disa) de pilo
is Empty !! " Checks if Stack is empty or not
             begin the ton A surry sell $1 se gire
           He stop === Throngle ptol bbn 34 gots
                   return true mous
                else
                   retwing falsemen ?
              Tuend guesto vidos
 Applications of Stack:
(3) Evaluation of exporessions.
(19) Backtylacking
( " Undo Dpenations mort mit? )
 (80) mouse gaming
(9) Queue is ADT (Abstract Data Type) int 11 - 1-100
(3) Queue Sollows FIFO (First In First Out). The data
  îtem stored first will be accessed first ....
 ext single lane one way Hoad, bus stops, ticket windows
(9:1) There are two ways to implement queues.
-) Using average (static, dynamic) is import of the
    -) Using Linked list
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(10) Queue openations are -> enqueue () -> degreeue() -> peek() -> is Empty () -> is Full() (v) front, rear one keywords in queue! (v) pointers of (vp) Reportesentation. (Data) Data 10 dta Data Data Data Algorithms: enqueue 11: add an item to the queue. Ezgstz notherego susupras Step-12 Check is the queue is sull, step-2: If the queue is full, produce stack is bull and · tiks Step-3%- If the queue is not full, Increment rear Step-5: return current to the queue location at which rear pointing Step-5:- return success. gurit mentak Algarithm = begin of reas == maxsizer display 1) Ourue 13 full". લક્ષ There to mitherly 1001+19 queue [rear] & data mortouler) end dequeuelle-semove an êtem szom the queueopal mi Wilmap guera (11) dequeue operation steps = step-1: check if the queue Ps empty. step-1: Check if the queue is consty poroduce stuck Prosent otations (empty and exit ways) pill step-3:- If the queue is not hempty, access the ewobin toxidata where front is positing berote with step-4: Increment front to the next available godata relement of agent our sico smell of step-5 & Metwn successioners is the proposed points

or fill boxnil fill

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Algorithm = begin - surshing to slevel & sie sind
             if front == oreay== - 12,000 1 + tental
                 display "Queue is empty". Indid instit
            6/26
                data + queue [front]
                - front + + , - dit = millerer xxx tell
             end
  pecking To see the data at the front of the query.
  Algarithm => begin
               getwin queue [front]
  is Full () = (hecks if queue is full or not
  Algorithm => begin
                  7601 == Mansize .
                   return trye
                   return talse.
 is Empty: - Checks if givene is empty or not
              begin
  Algarithm =
                 9f front == xear ==-1
              of return take
                    return takse
                end.
 Anithmetic Expression Evaluation:
 Engliation of Enbrishours.
All expressions are usually represented in infix
 notation.
There are three types of exponersions
  (1) Index notation ena A+B
  (F) pare-sex notation (polish notation) ex: + AB
  (977) post fix notation (Reverse polish notation) ext AB+
```

There are 3 levels of precedence for 5 binary operatory

=> Highest: Exponentiation (1)

+ Next highest := multiplication (+) and division (/)

of Lowest :- Addition (+) and substraction (-).

Post fox notation = (A-B) [C|(D+E)+F]

Post fox notation = AB-(DE+/F+*

The procedure for getting the result is

(i) Convert the expression to reverse polish notation

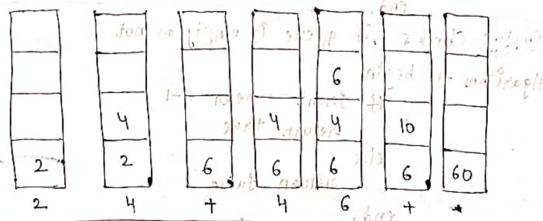
(97) Push the openando into the stack

(989) When any openator encounter then pop two topmost openands (00) elements.

(Pu) Astroy push the result into the stack.

(v) After the complete execution the final expression result remains on the top of the stack.

ext (2+4) \$ (4+6) = 60 20 los Acuts 15



	1000		5113	~	
EXE A28 +	Step	IlP Symbol	con Openation	Stuck	Calculation
	1	4	push 1/12000	le Maio	Wist T
with at t	7	3435 YJK	Mpush no ?	415	· // // // // // // // // // // // // //
11-12 E. 15	3	G	push	415,6	940/20
	4	70×0113	pop 2 elements &	4/60	5*6=30
	5	Š	-pop result	4130	1
- aftir	6	1 post	pop 2 elements &	1 32 W	4+30=34
+8A =0 (no	1+	a Hillo	push rout	34.	(10)
	8		Pop	1	3 Magult)

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Stack Openations:
#Produde Kstdio.k>.
#include Kionlo.h>
 int stack (100), choice, n, topoo, value, 90
 vold main()
 L
   clasca ()?
    printf (" Enter the size of stack in");
    scant (11 25 411, tin) =
     posint & (4 Stack operations are In 1 - push In 2 - popln
              3. display In 4. exitin'llo
     while (thoice 1 =4)
       a paints (" enter the choicem")
           scant (1/2 d", & chorce)=
           switch (choice)
                (ase 1 : if (to p>= n)
                           paintf (" stack is full in")?
                         else
                             prints (" enter the value in")?
                              signa (1/2/11, &value) ?
                               top++?
                            & Stack [top] = value >
                         baeak
       (ase 2: 1/2 (topc=0)
                   parate (" Stack for empty In") ]o
               else
                   prints (" value aremoved In") =
                 barealos
```

```
case 3: if (top>=0)
                & prints (" The stack elements are In").
                  109 (1=top; 1>=0,9--)
                        ~ paint & Crydin", stack (13);
               else
                    print & (" stack is empty In") o
               boreaks
       case 4: paints ("Exitingin") > bajeaks
       default: paint & (" Invalid choice In");
 getch (1°
eltaloular 201 100ta 2 19 Afril
      2 (30/10V - "hs") + 101/10)
```