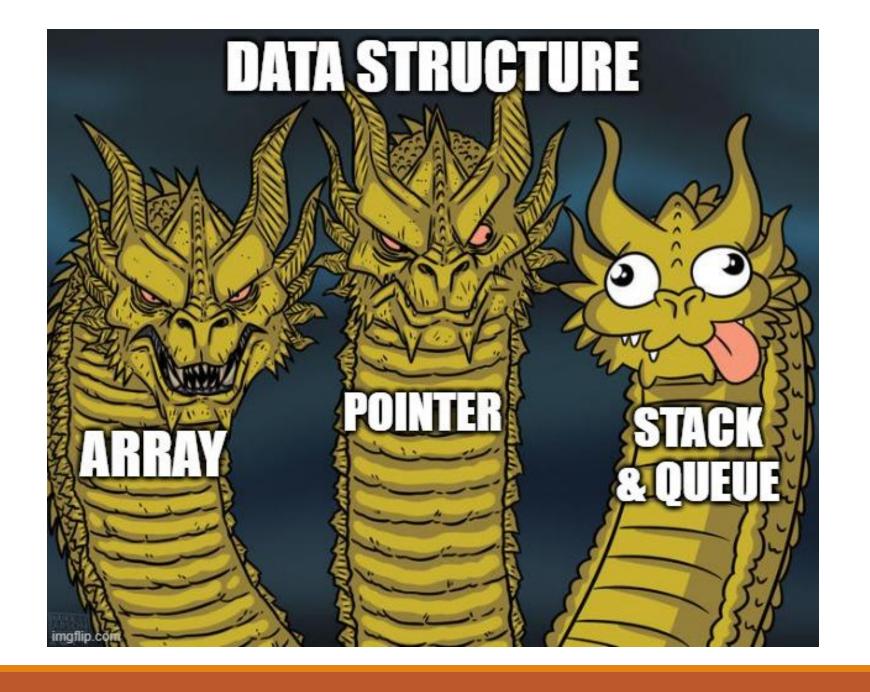
# OOP & data struct

10. Stack & Queue (by array)

BY SOMSIN THONGKRAIRAT



#### Stack & Queue

- fundamental data struct
- simple concept
- fundamental operator
- use to build more advance struct

most important topic!

#### Stack & Queue

- เป็น data struct พื้นฐาน
- เข้าใจง่าย
- มี operator พื้นฐานให้ใช้
- เป็นพื้นฐานเพื่อใช้เพื่อสร้าง data struct ขั้นสูงต่อไป

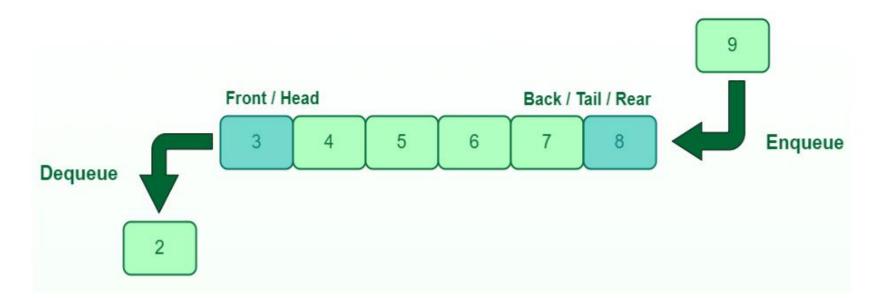
<u>สำคัญขั้นสุด!</u>

#### Queue

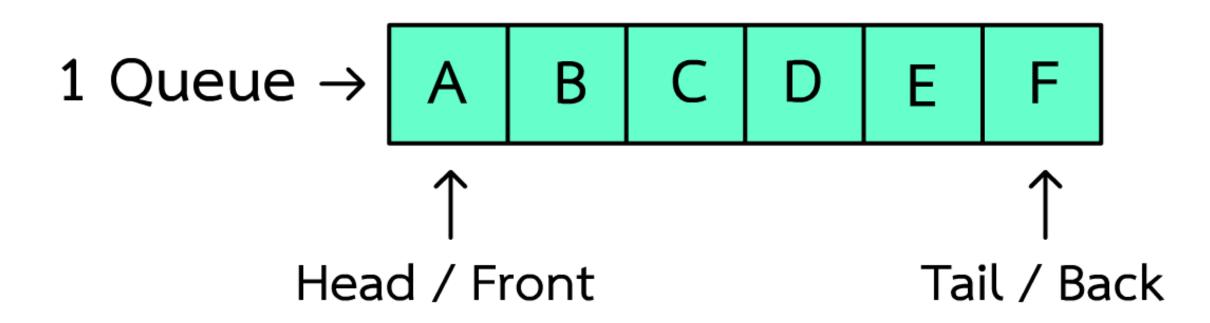
- linear data structure / เป็น data structure แบบ linear
- AKA. FIFO (first in first out)
- open both front and back of structure
- เข้าถึงได้ทั้งหน้าและหลังของ structure

void Enqueue(item) & item Dequeue()

#### Queue



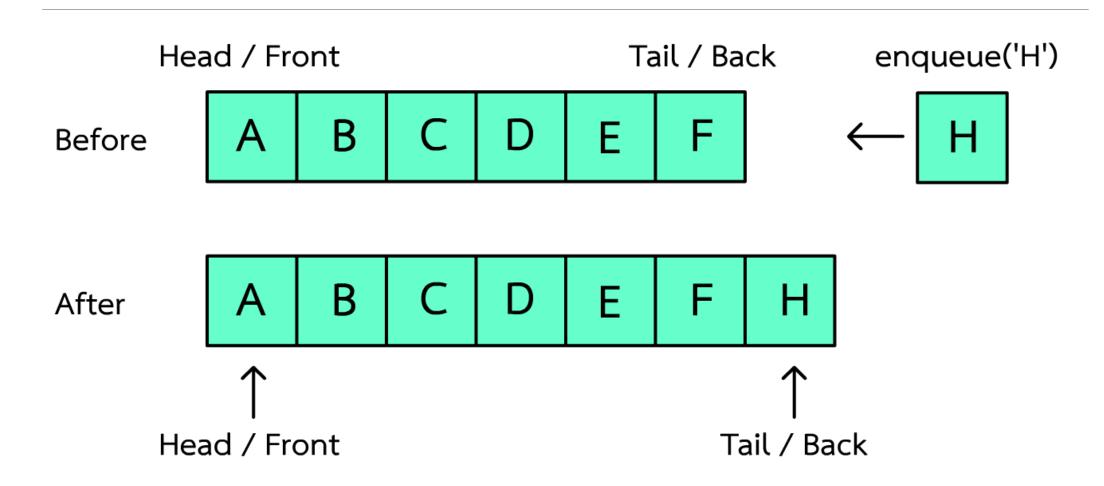
**Queue Data Structure** 



## Enqueue (H)

- add item into queue after tail
- เพิ่ม item เข้าไปใน queue ต่อจากหางแถว
- return bool -> success or not

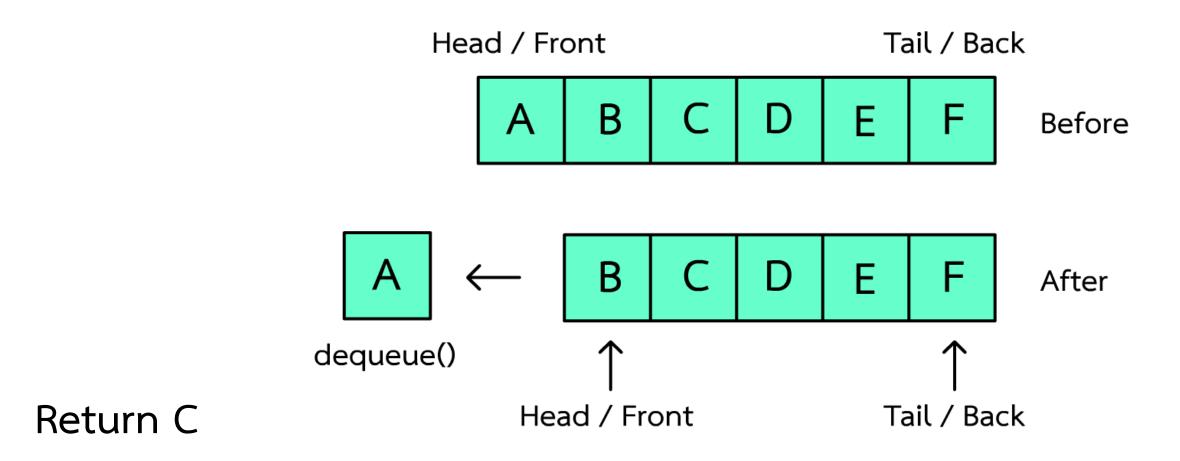
# Enqueue (item)



### Dnqueue ()

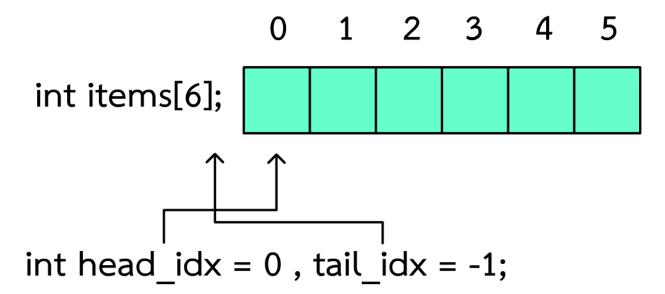
- take head item out of queue
- เอา item ที่อยู่หัวแถวออกมาก
- return item

## dequeue ()



#### Implement by array

- create array of item (such as array of int, char, float)
- create index variable (int) to point head and tail



#### Implemented by array

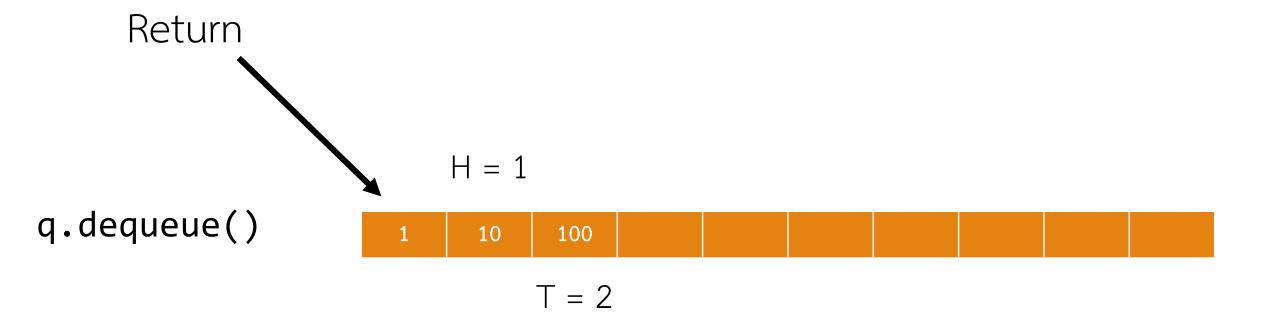
```
void enqueue(int n){
    tail_idx++;
    items[tail_idx] = n;
int dequeue(){
    int return_item = items[head_idx];
    head_idx++;
    return return_item;
```

#### initial

T = -1

```
Queue(int capacity){
   head_idx = 0;
   tail_idx = -1;
   items = new int[capacity];
}
H = 0
```

```
H = 0
q.enqueue(1);
head idx -> 0
tail idx -> 0
                   T = 0
                   H = 0
q.enqueue(10);
head idx -> 0
                         10
tail idx -> 1
                        T = 1
q.enqueue(100);
                  H = 0
head_idx -> 0
                         10
                              100
tail idx -> 2
                             T = 2
```



```
q.enqueue(2);
                           H = 1
head idx -> 1
                             10
                                  100
                                        2
tail idx \rightarrow 3
                                     T = 3
q.enqueue(20);
                           H = 1
head idx -> 1
                             10
                                  100
                                            20
tail idx -> 4
                                           T = 4
q.enqueue(200);
                           H = 1
head_idx -> 1
                             10
                                  100
                                             20
                                                 200
tail idx -> 5
                                                T = 5
```

```
Code:
                                                                Result:
Queue q(10);
q.enqueue(1); q.enqueue(10); q.enqueue(100);
cout << q.dequeue() << endl;</pre>
                                                                10
q.enqueue(2); q.enqueue(20); q.enqueue(200);
                                                                100
cout << q.dequeue() << endl;</pre>
                                                                20
cout << q.dequeue() << endl;</pre>
                                                                200
```

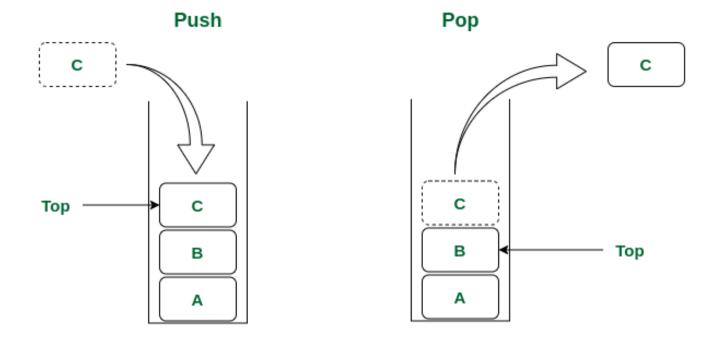
First in First out!

#### Stack

- linear data structure / เป็น data structure แบบ linear
- AKA. FILO (first in last out) or LIFO (last in first out)
- open just font side
- เข้าถึงได้จากด้านหน้าเท่านั้น

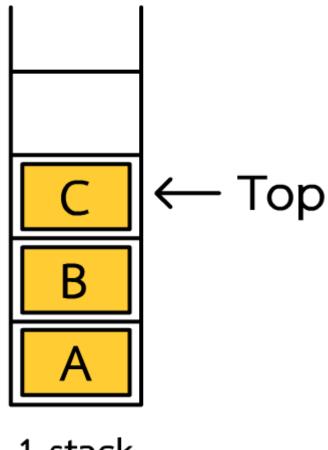
void push(item) & item pop()

#### Stack



**Stack Data Structure** 

1 element / item



1 stack

#### Push (item)

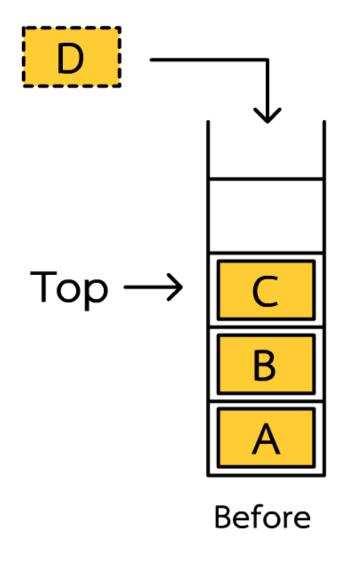
- add item into top of stack
- เพิ่ม item เข้าไปด้านบนสุดของ stack
- return bool -> success or not

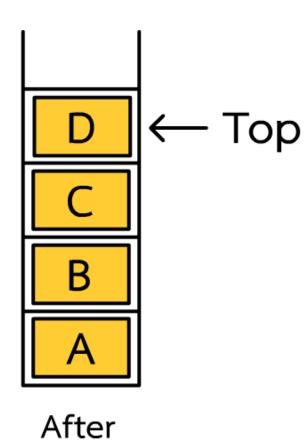
# pop()

- take top item out of stack
- เอา item ที่อยุ่บนสุดออกมา
- return item

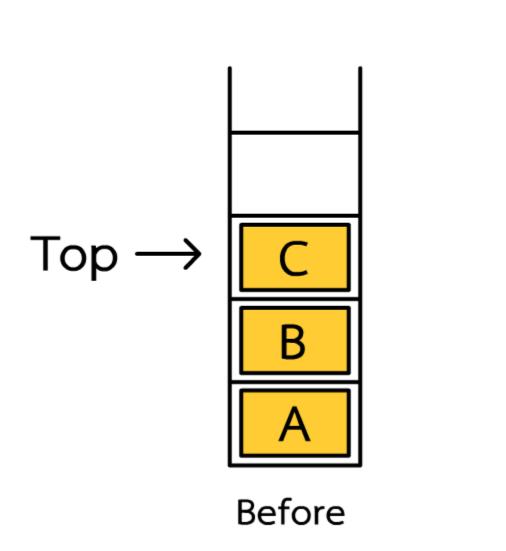
# Push(item)

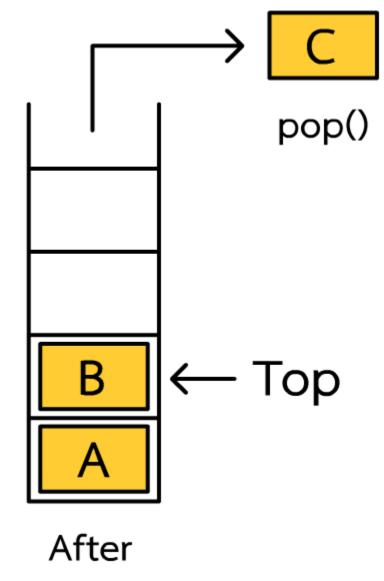
Push('D')





pop()





Return C

#### Implemented by array

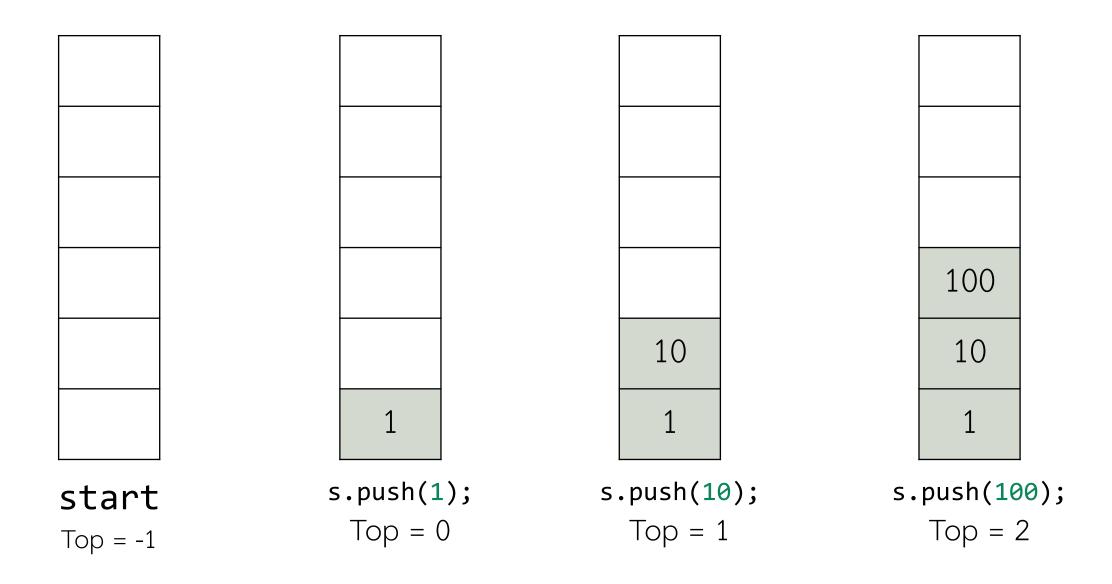


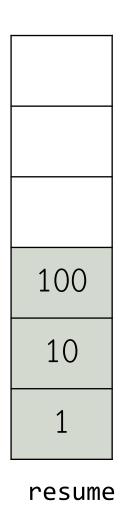
- create index variable (int) to point top

int items[5];  $\longrightarrow$  int top\_idx = -1;  $\longrightarrow$ 

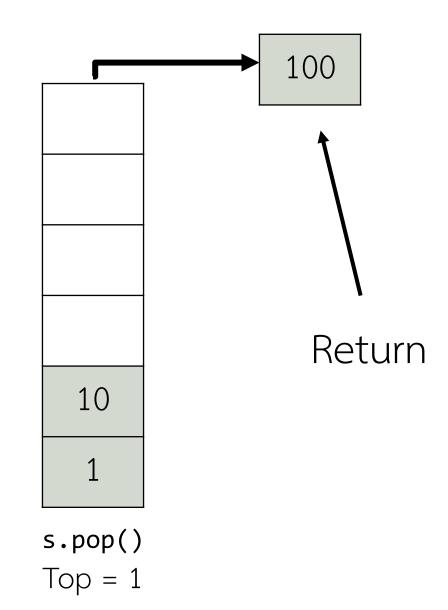
#### Implemented by array

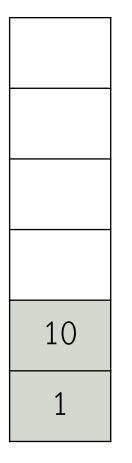
```
void push(int n){
    top_idx++;
    items[top_idx] = n;
int pop(){
    int return_item = items[top_idx];
    top_idx--;
    return return_item;
```



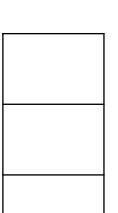


$$\mathsf{Top} = 2$$





$$Top = 1$$



```
Code:
                                                                 Result:
Stack s(10);
                                                                 100
s.push(1); s.push(10); s.push(100);
cout << s.pop() << endl;</pre>
                                                                 200
s.push(2); s.push(20); s.push(200);
                                                                 20
cout << s.pop() << endl;</pre>
                                                                 10
cout << s.pop() << endl;</pre>
```

# Quiz

# stackoverflow

- if we pop or dequeue while it don't have any data, what will happen?
- ถ้า pop หรือ dequeue ในขณะที่ไม่มีข้อมูล จะเกิดอะไรขึ้น?
- if we push or enqueue item more than struct capacity, what will happen?
- ถ้า push หรือ enqueue item มากกว่าความจุของ struct จะเกิดอะไรขึ้น?

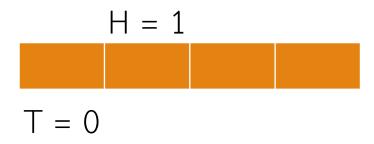
- how to prevent it?
- สามารถป้องกันได้อย่างไร?

# is\_empty()

- check if item empty before pop or dequeue



#### is queue empty



```
H = 2
T = 1
```

```
bool is_empty(){
    return tail_idx < head_idx;
}</pre>
```

OR

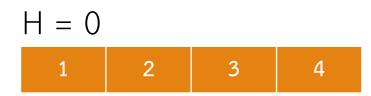
```
bool is_empty(){
    if(tail_idx < head_idx) return true;
    return false;
}</pre>
```

#### is stack empty

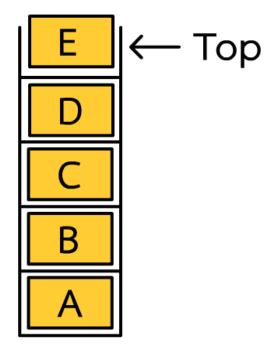
```
bool is_empty(){
                                                                                  4
    return top_idx < 0;</pre>
            OR
bool is_empty(){
                                        int items[5];
    if(top_idx < 0) return true;</pre>
    return false;
                                        int top_idx = -1; \longrightarrow
```

# is\_full()

- check if item full before push or enqueue
- เช็คว่ามี struct เต็มหรือไม่ก่อนการ push หรือ enqueue



$$T = 4$$



#### Is stack full

```
bool is_full(){
    return (top_idx + 1) >= capacity;
                 OR
bool is_full(){
    if((top_idx + 1) >= capacity) return true;
    return false;
```

### Is queue full

return false;

```
bool is_full(){
    return (tail_idx) >= capacity;
}

OR

H = 0

1 2 3 4

bool is_full(){
    if((tail_idx) >= capacity) return true;

T = 4
```

## Is queue full

- solve ? -> NO!
- ปัญหาถูกแก้ไขหรือไม่ -> ไม่!

- queue still full no mater how many time you dequeue
- queue จะยังเต็มอยู่เสมอไม่ว่าจะ dequeue ไปมากขนาดใหน

#### Increase capacity?

$$H = 0$$
1 2 3 4

$$T = 4$$

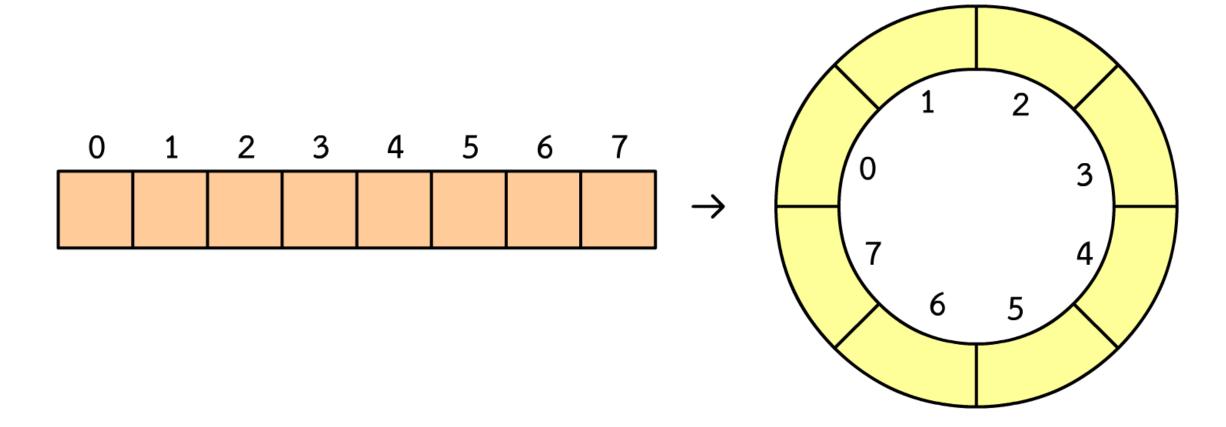
$$H = 0$$

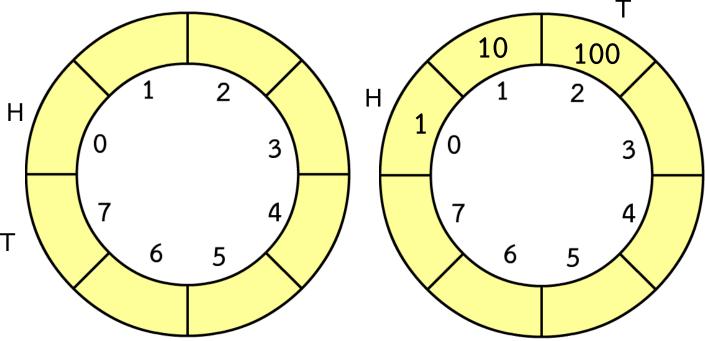
1 2 3 4

$$T = 4$$

Solved but not sustain / แก้ไขได้แต่ไม่ยั่งยืน

# Circular queue



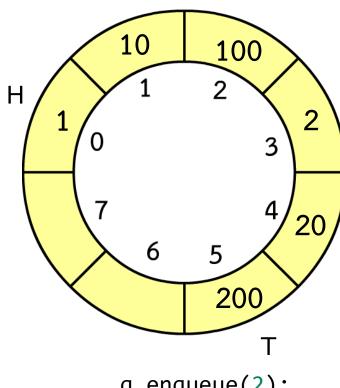


Start

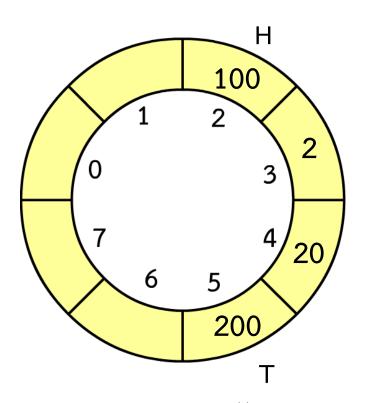
Head = 0

Tail = 7

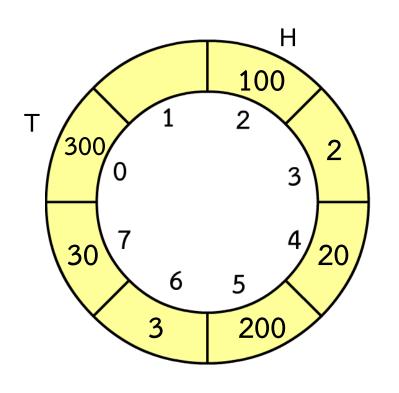




```
q.enqueue(2);
q.enqueue(20);
q.enqueue(200);
Head = 0
Tail = 5
```



```
q.dequeue(); -> 1
q.dequeue(); -> 10
Head = 2
Tail = 5
```



```
q.enqueue(3);
q.enqueue(30);
q.enqueue(300);
Head = 2
Tail = 0
```

# Solved!

### Big O for basic operation

#### Queue

- enqueue , dequeue -> O(1)

#### Stack

- push , pop -> O(1)

## Big O for search

Search?

O(n)

When n is capacity of structure เมื่อ n คือความจุของ structure

#### conclude

- queue
- stack
- prevent exceed memory

# Lab