# University of Central Punjab Faculty of Information Technology

**Data Structures and Algorithms Spring 2023**

|  |  |  |
| --- | --- | --- |
| **Lab 03** | |  |
| **Topic** | * Abstract Classes * Templates * Stacks * Stack Application |
| **Objective** | The basic purpose of this lab is to implement ADT of stack, and test its applications. |

**Instructions:**

* Indent your code.
* Comment your code.
* Use meaningful variable names.
* Plan your code carefully on a piece of paper before you implement it.
* Name of the program should be same as the task name. i.e. the first program should be Task\_1.cpp

# void main() is not allowed. Use int main()

* **You have to work in multiple files. i.e separate .h and .cpp files**
* **You are not allowed to use system**("**pause**")
* **You are not allowed to use any built-in functions**
* **You are required to follow the naming conventions as follow:**
  + **Variables:** firstName; (no underscores allowed)
  + **Function:** getName(); (no underscores allowed)
  + **ClassName:** BankAccount (no underscores allowed)

# Students are required to complete the following tasks in lab timings.

**Task 1**

Create a C++ generic abstract class named as **Stack**, with the following:

**Attributes:**

1. Type \* stackArray;
2. int maxSize;
3. int stackTop;

**Functions:**

virtual void Push(Type) = 0;

* + Should add the element at the top of stack virtual Type Pop() = 0;
  + Should remove the element from the top of stack

# Task 2 Stack:

Stacks are a type of container adaptors with LIFO (Last in First Out) type of working, where a new element is added at one end and (top) an element is removed from that end only. So, use the class made in task 1 to make a class named as my**Stack**, having following additional functionalities:

**bool** [**empty()**](https://www.geeksforgeeks.org/stack-empty-and-stack-size-in-c-stl/) : Returns whether the **Stack** is empty or not. Complexity should be: O(1)

**bool** [**full()**](https://www.geeksforgeeks.org/stack-empty-and-stack-size-in-c-stl/) **:** Returns whether the **Stack** is full or not. Complexity should be: O(1)

**int** [**size()**](https://www.geeksforgeeks.org/stack-empty-and-stack-size-in-c-stl/) : Returns the current size of the **Stack**. Complexity should be: O(1)

**Type** [**top ()**](https://www.geeksforgeeks.org/stack-top-c-stl/) : Returns the last element of the **Stack.** Time Complexity should be: O(1)

# Implement both pure virtual functions Push () and pop() declared in base in myStack

After Implementation of the functions in myStack create menu based program to perform the following operations .:

1. Press 1 to add a new item to the stack. **void push(Type)**
2. Press 2 to remove and return the last element from the stack. **Type pop()**
3. Press 3 to check if the stack is full. **bool full()**
4. Press 4 to check if the stack is empty. **bool empty()**
5. Press 5 to return the size of the stack. **int size()**
6. Press 6 to display the stack.
7. Press 0 to exit.
   * Write non-parameterized constructor for the above class.
   * Write Copy constructor for the above class.
   * Write Destructor for the above class