

STACKS AND QUEUES

15-121

What's new?

- Array: random access data structure
 - ▣ any element could be accessed directly in constant time
- LinkedList: sequential access
 - ▣ elements are accessed in a particular order
- **limited/restricted access** data structures
 - ▣ Stacks
 - ▣ Queues

Stacks and Queues: restricted lists

- Stacks and queues constrain where items can be added/removed
- Stacks
 - ▣ Everything happens “at the top”
 - ▣ Last-In-First-Out (**LIFO**)
- Queues
 - ▣ remove from front, add at back
 - ▣ First-In-First-Out (**FIFO**)
- Interfaces ...

Stack Interface

- The data type stack is an **adapter** class
- A stack is built on top of other data structures.
 - ▣ an array, a vector, an ArrayList, a linked list, or any other collection.
- Regardless of the type of the underlying data structure, a Stack must implement the same functionality.
- This is achieved by providing a unique **interface**

Stack Interface

```
public interface StackInterface<E>
{
    public void push(E e);

    public E pop();

    public E peek();

    public boolean isEmpty();
}
```

Stack applications

- Where have you seen stack-like (LIFO) behavior?
 - ▣ Lunch trays?
 - ▣ The simplest application of a stack is to reverse a word.
 - You push a given word to stack - letter by letter - and then pop letters from the stack.
 - ▣ The "undo" mechanism in text editors
 - This operation is accomplished by keeping all text changes in a stack.
 - ▣ Parenthesis balancing

Queue Interface

- The data type Queue is an **adapter** class
- A Queue is built on top of other data structures.
 - ▣ an array, a vector, an ArrayList, a linked list, or any other collection.
- Regardless of the type of the underlying data structure, a Queue must implement the same functionality.
- This is achieved by providing a unique **Queue interface**

Queue Interface

```
interface QueueInterface<E>
{
    public boolean isEmpty();

    public E getFront();

    public E dequeue();

    public void enqueue(E e);

    public void clear();
}
```


Queue applications

- Where have you seen queue-like (FIFO) behavior?
 - ▣ Lunch lines
 - ▣ roundabout throughput