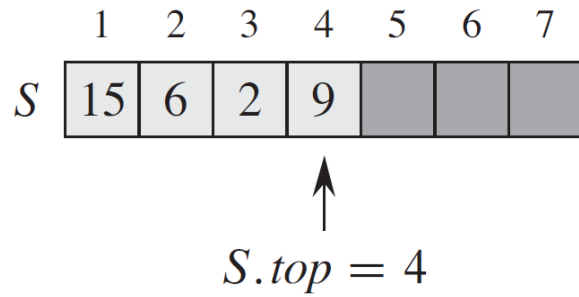
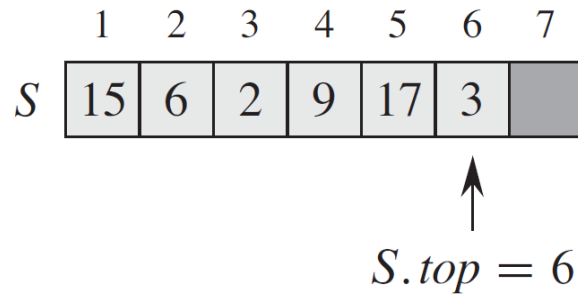


Elementary Data Structures

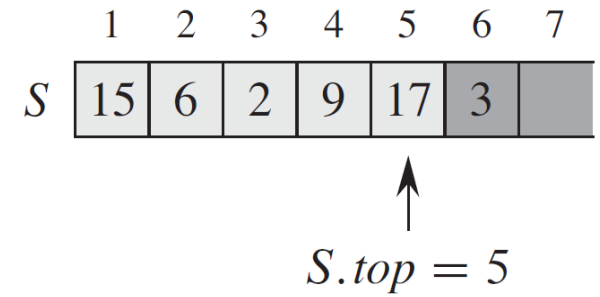
Stacks



(a)



(b)



(c)

Stacks

STACK-EMPTY(S)

```
1  if  $S.top == 0$   
2      return TRUE  
3  else return FALSE
```

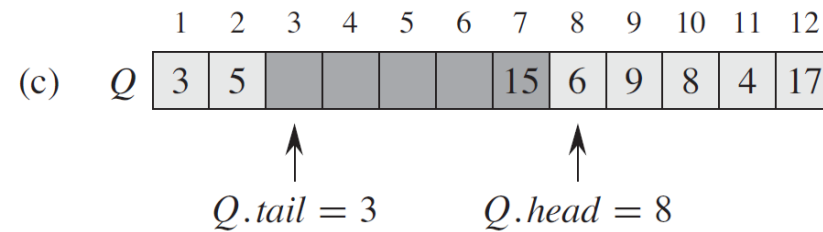
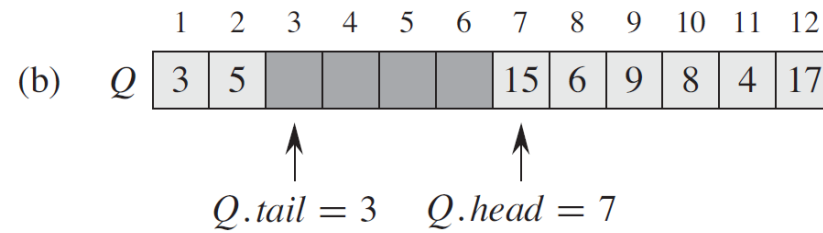
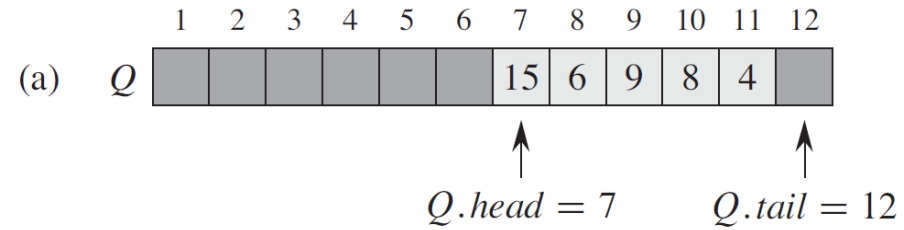
PUSH(S, x)

```
1   $S.top = S.top + 1$   
2   $S[S.top] = x$ 
```

POP(S)

```
1  if STACK-EMPTY( $S$ )  
2      error “underflow”  
3  else  $S.top = S.top - 1$   
4      return  $S[S.top + 1]$ 
```

Queues



Queues

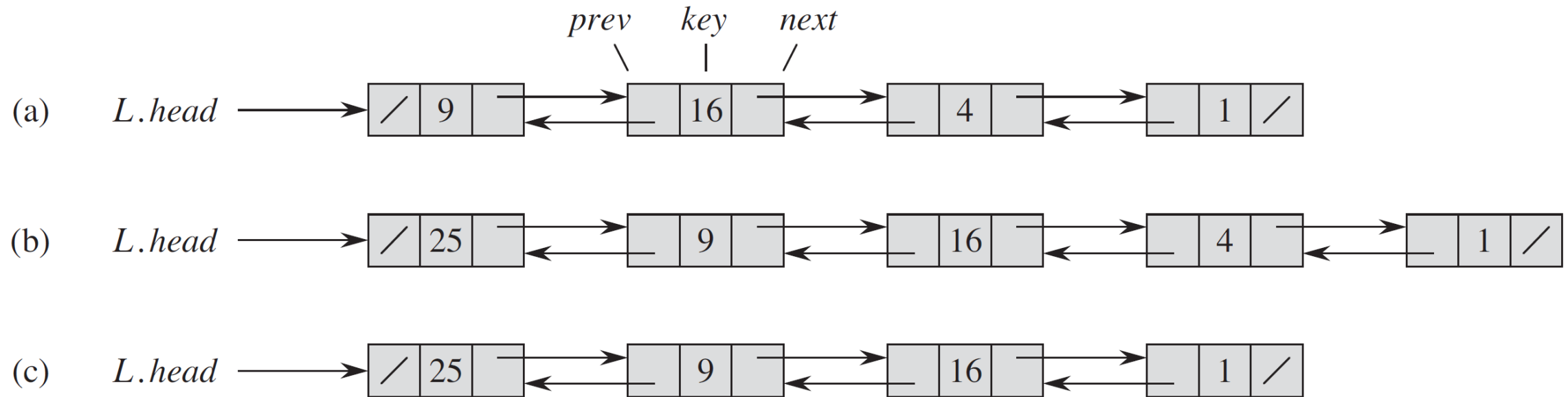
ENQUEUE(Q, x)

```
1   $Q[Q.tail] = x$   
2  if  $Q.tail == Q.length$   
3       $Q.tail = 1$   
4  else  $Q.tail = Q.tail + 1$ 
```

DEQUEUE(Q)

```
1   $x = Q[Q.head]$   
2  if  $Q.head == Q.length$   
3       $Q.head = 1$   
4  else  $Q.head = Q.head + 1$   
5  return  $x$ 
```

Linked Lists



Linked Lists

LIST-SEARCH(L, k)

```
1   $x = L.head$   
2  while  $x \neq \text{NIL}$  and  $x.key \neq k$   
3       $x = x.next$   
4  return  $x$ 
```

Linked Lists

LIST-INSERT(L, x)

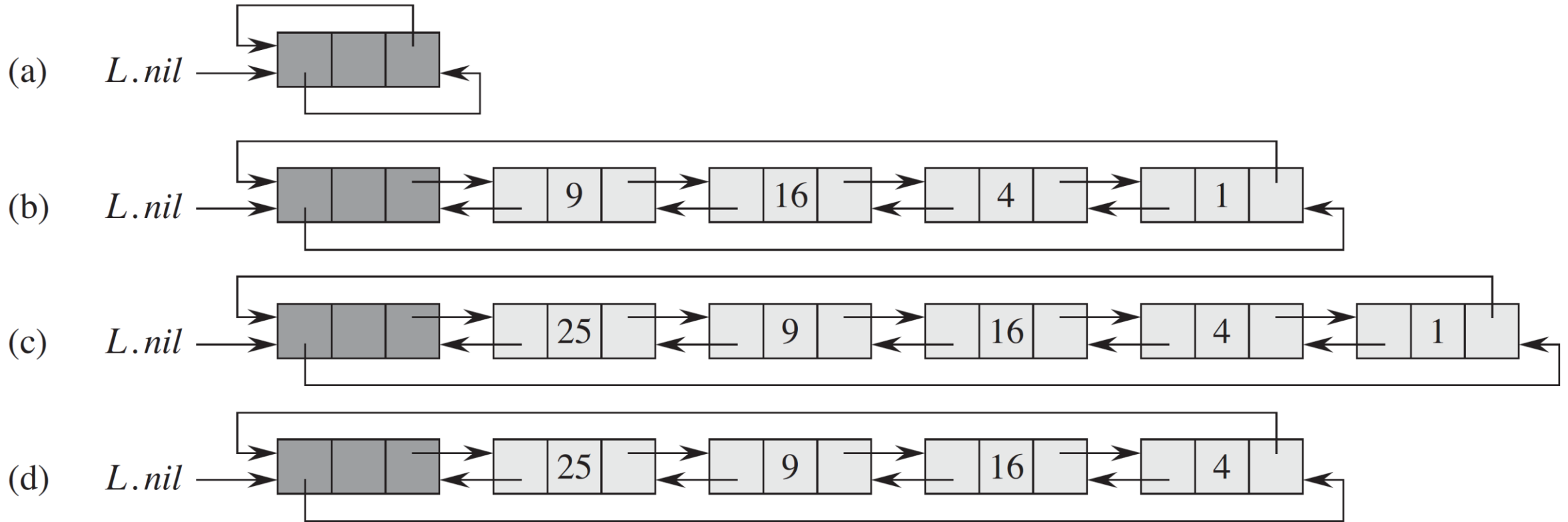
```
1   $x.next = L.head$   
2  if  $L.head \neq \text{NIL}$   
3       $L.head.prev = x$   
4   $L.head = x$   
5   $x.prev = \text{NIL}$ 
```


Linked Lists

LIST-DELETE(L, x)

```
1  if  $x.prev \neq \text{NIL}$   
2       $x.prev.next = x.next$   
3  else  $L.head = x.next$   
4  if  $x.next \neq \text{NIL}$   
5       $x.next.prev = x.prev$ 
```

Linked Lists - Sentinels



Linked Lists with sentinels

LIST-SEARCH'(L, k)

```
1   $x = L.nil.next$   
2  while  $x \neq L.nil$  and  $x.key \neq k$   
3       $x = x.next$   
4  return  $x$ 
```

Linked Lists with sentinels

LIST-INSERT'(L, x)

- 1 $x.next = L.nil.next$
- 2 $L.nil.next.prev = x$
- 3 $L.nil.next = x$
- 4 $x.prev = L.nil$

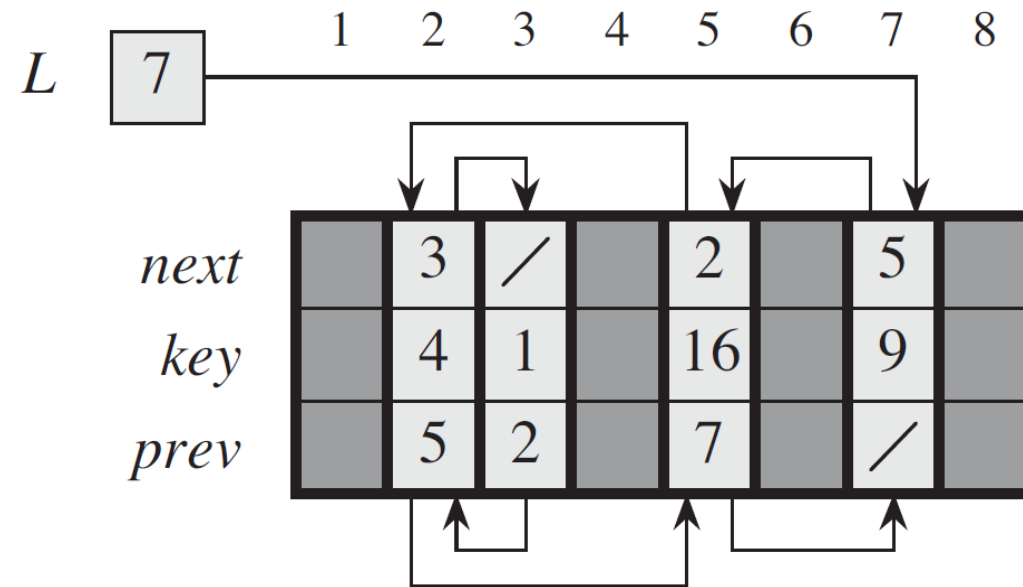
Linked Lists with sentinels

LIST-DELETE' (L, x)

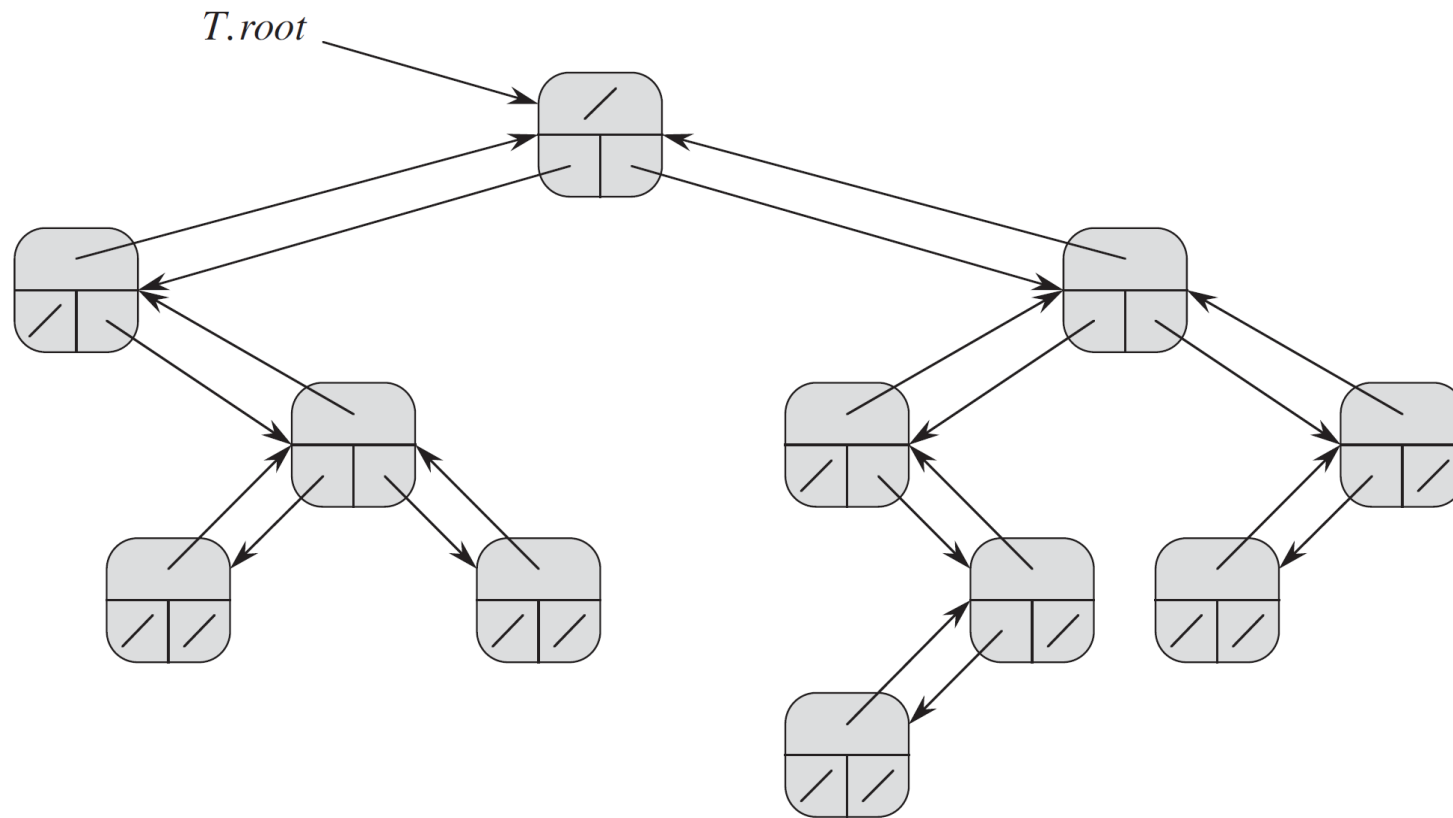
1 $x.\text{prev}.\text{next} = x.\text{next}$

2 $x.\text{next}.\text{prev} = x.\text{prev}$

Implementation of linked lists by arrays



Rooted trees



Rooted trees

