



**K.R. MANGALAM UNIVERSITY**  
THE COMPLETE WORLD OF EDUCATION

# Data Structure

ENCS205

*School of Engineering & Technology (SOET)*  
*K.R. MANGALAM University*

## UNIT-2

### Session 23: Implementing Stacks (Array & Linked List)

# Session 23 Outlook

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- Background
- Basic Introduction of stack
- Operations of stack using arrays
- Practice Question
- Operations of stack using linked list

# Key Learning Outcomes

- Students should be able to **recall** stack terminology and ADT operations.
- Apply array-based and linked list based stack operations and conversion algorithms.
- Students should **evaluate** efficiency of stack operations and algorithms. Evaluate impact of stack structure on complexity.

# Array representation of Stack

## Representation of Stack As Array

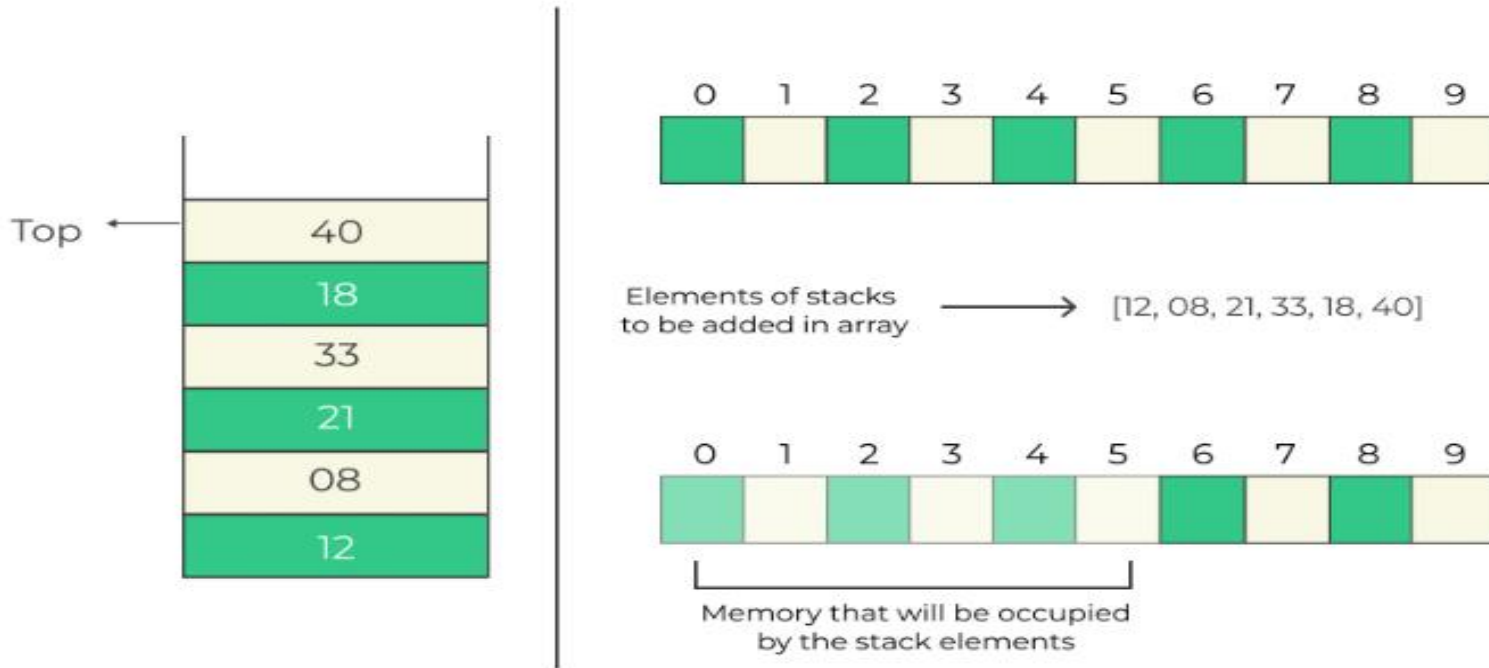
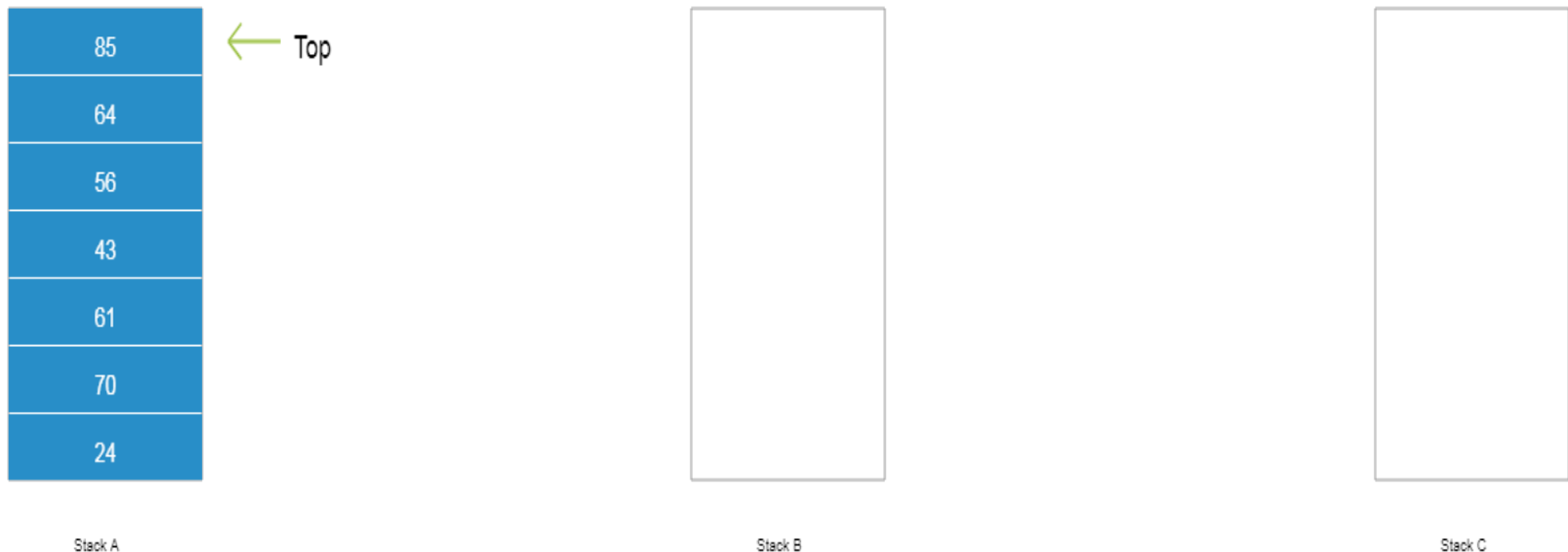


Fig: Array Representations

<https://prepinsta.com/data-structures/representation-of-a-stack/>

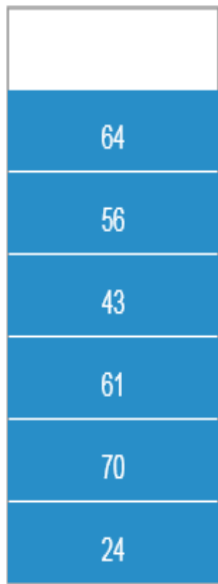
# Working of stack

**Observe:** Stack A with random numbers is given. Observe how the prime numbers from stack A are popped and pushed into stack B whereas the others are pushed into stack C.

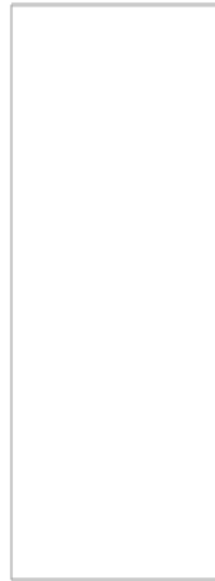


Observations

# Working of stack



Stack A



Stack B

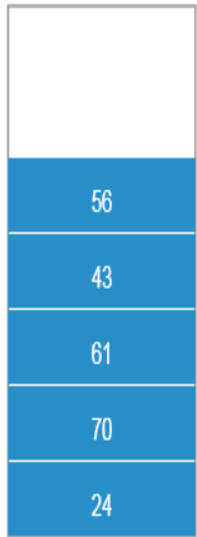


Stack C

## Observations

The number popped from stack A (i.e 85) is not a prime, so it is pushed into stack C

# Working of stack



Stack A



Stack B

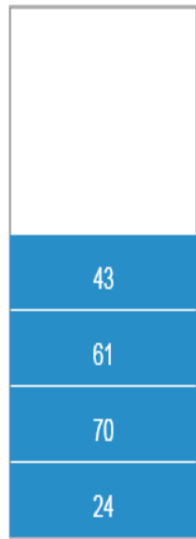


Stack C

## Observations

The number popped from stack A (i.e 64) is not a prime, so it is pushed into stack C

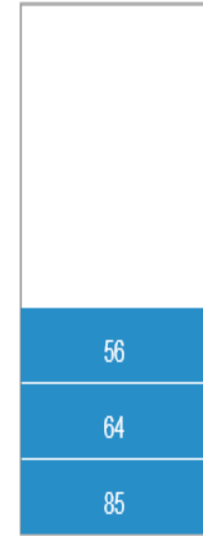
# Working of stack



Stack A



Stack B



Stack C

## Observations

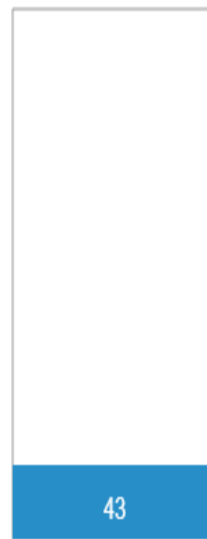
The number popped from stack A (i.e 56) is not a prime, so it is pushed into stack C



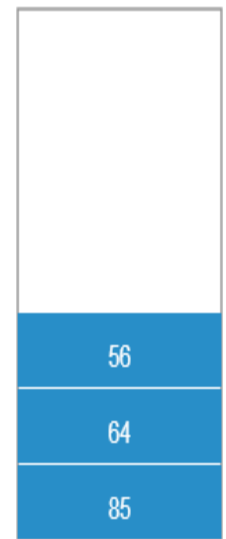
# Working of stack



Stack A



Stack B



Stack C

## Observations

The number popped from stack A (i.e 43) is prime, so it is pushed into stack B

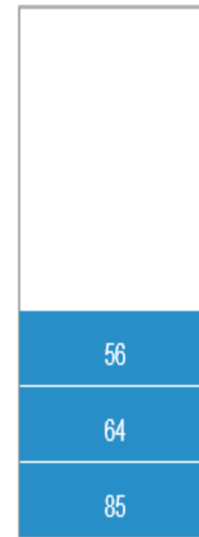
# Working of stack



Stack A



Stack B



Stack C

## Observations

The number popped from stack A (i.e 61) is prime, so it is pushed into stack B

# Working of stack



Stack A



Stack B

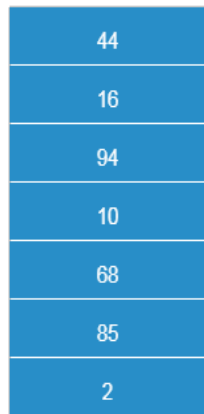
Observations

As stack A is empty.  
Demonstration is complete!!.



Stack C

**Observe:** Stack A with random numbers is given. Observe how the prime numbers from stack A are popped and pushed into stack B whereas the others are pushed into stack C.



Stack A

← Top



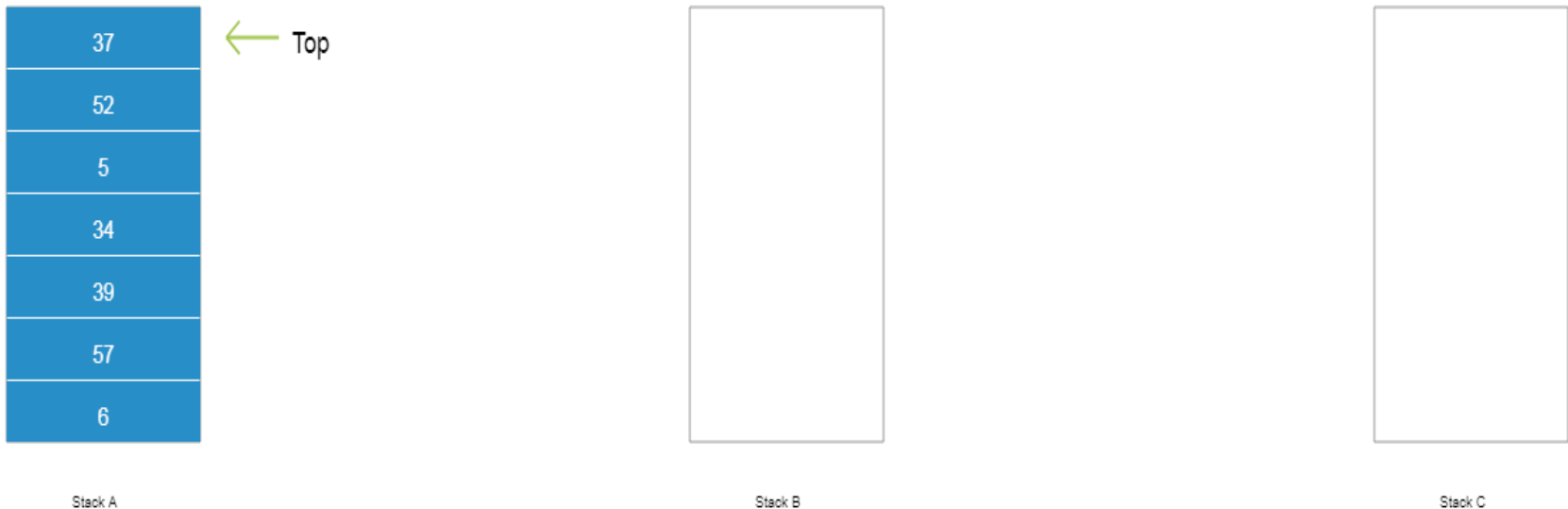
Stack B



Stack C

**Observations**

**Observe:** Stack A with random numbers is given. Observe how the prime numbers from stack A are popped and pushed into stack B whereas the others are pushed into stack C.



Observations

# Why Implement Stack Using Array?

- Simple and Direct Access
  - Indexing
  - Time Complexity
- Predictable Memory Usage
  - Fixed Size
  - Memory Allocation
- Ease of Implementation
  - Simplicity:
  - Less Overhead
- Performance
  - Efficient Operations
  - No Pointer Management



# Limitations of Stack Implementation Using Array

- Fixed Size
- Wasted Space
- Resizing Issues



# Code

```
#include <iostream.h>
using namespace std;
int stack[100], n=100, top=-1;
void push(int val) {
    if(top>=n-1)
        cout<<"Stack Overflow"<<endl;
    else {
        top++;
        stack[top]=val;
    }
}
```

```
void pop() {    if(top<=-
1)    cout<<"Stack
Underflow"<<endl;    else
{        cout<<"The popped
element is "<< stack[top]
<<endl;        top--;    }
}
```



# Code

```
void display() {
    if(top>=0) {
        cout<<"Stack elements are:";
        for(int i=top; i>=0; i--)
            cout<<stack[i]<<" ";
        cout<<endl;
    } else
        cout<<"Stack is empty";
}
```

```
int main() {
    int ch, val;
    cout<<"1) Push in
stack"<<endl;
    cout<<"2) Pop from
stack"<<endl;
    cout<<"3) Display
stack"<<endl;
    cout<<"4) Exit"<<endl;
    do {
        cout<<"Enter choice:
"<<endl;
        cin>>ch;
```

# Conti..

```
switch(ch) {  
    case 1: {  
        cout<<"Enter value to be  
pushed:"<<endl;  
        cin>>val;  
        push(val);  
        break;  
    }  
    case 2: {  
        pop();  
        break;  
    }  
}
```

```
    case 3: {  
        display();  
        break;  
    }  
    case 4: {  
        cout<<"Exit"<<endl;  
        break;  
    }  
    default: {        cout<<"Invalid  
Choice"<<endl;  
    } } }  
while(ch!=4); return 0;  
}
```

# Output

- 1) Push in stack
- 2) Pop from stack
- 3) Display stack
- 4) Exit

Enter choice: 1

Enter value to be pushed: 2

Enter choice: 1

Enter value to be pushed: 6

Enter choice: 1

Enter value to be pushed: 8

Enter choice: 1

Enter value to be pushed: 7

Enter choice: 2

The popped element is 7

Enter choice: 3

Stack elements are: 8 6 2

Enter choice: 5

Invalid Choice

Enter choice: 4

Exit



# Test Your self

1. Let  $S$  be a stack of size  $n \geq 1$ . Starting with the empty stack, suppose we push the first  $n$  natural numbers in sequence, and then perform  $n$  pop operations. Assume that Push and Pop operation take  $X$  seconds each, and  $Y$  seconds elapse between the end of one such stack operation and the start of the next operation.

For  $m \geq 1$ , define the stack-life of  $m$  as the time elapsed from the end of  $\text{Push}(m)$  to the start of the pop operation that removes  $m$  from  $S$ .

The average stack-life of an element of this stack is

- a)  $n(X + Y)$
- b)  $3Y + 2X$
- c)  $n(X + Y) - X$
- d)  $Y + 2X$



# Test Your self

Solution:

Let's  $n = 3$

1 ( Pushed in Stack ) : Time take =  $X$

2 ( Pushed in Stack ) : Time take =  $X$

3 ( Pushed in Stack ) : Time take =  $X$

3 ( Popped Out of Stack ) : Time take =  $X$

2 ( Popped Out of Stack ) : Time take =  $X$

1 ( Popped Out of Stack ) : Time take =  $X$

Stack Life of 3 =  $y$

Stack Life of 2 =  $3(x + y) - x$

Stack Life of 1 =  $5(x + y) - x$

Average Stack Life of Element =  $( Y + (3(X + Y) - X) + (5(X + Y) - X) ) / 3 = ( 6X + 9Y ) / 3 = 2X + 3Y$

For  $n=3$  the average stack life is  $2X + 3Y$

Similarly for  $n$  elements, the average stack life will be  $n(X + Y) - X$

2. A single array  $A[1..MAXSIZE]$  is used to implement two stacks. The two stacks grow from opposite ends of the array. Variables  $top1$  and  $top2$  ( $top1 < top2$ ) point to the location of the topmost element in each of the stacks. If the space is to be used efficiently, the condition for “stack full” is:

- a)  $(top1 = MAXSIZE/2)$  and  $(top2 = MAXSIZE/2+1)$
- b)  $top1 + top2 + 1 = MAXSIZE$
- c)  $(top1 = MAXSIZE/2)$  or  $(top2 = MAXSIZE)$
- d)  $top1 = top2 - 1$



3. Which of the following permutation can be obtained in the same order using a stack assuming that input is the sequence 5, 6, 7, 8, 9 in that order?

- a) 7, 8, 9, 5, 6
- b) 5, 9, 6, 7, 8
- c) 7, 8, 9, 6, 5
- d) 9, 8, 7, 5, 6

## Answers:

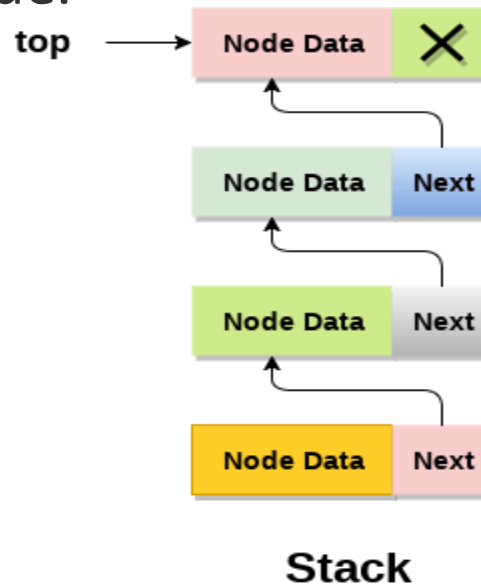
1. Correct Option: C
2. Correct Option : d
3. Correct Option : C





# Implementation of Stack using Linked List

- In linked list implementation of stack, the nodes are maintained non-contiguously in the memory.
- Each node contains a pointer to its immediate successor node in the stack.
- Stack is said to be overflown if the space left in the memory heap is not enough to create a node.



# Adding a node to the stack (Push operation)

Step 1: Allocate memory for the new node and name it as NEW\_NODE

Step 2: SET NEW\_NODE -> DATA = VAL

Step 3: IF TOP = NULL

    SET NEW\_NODE -> NEXT = NULL

    SET TOP = NEW\_NODE

ELSE

    SET NEW\_NODE -> NEXT = TOP

    SET TOP = NEW\_NODE

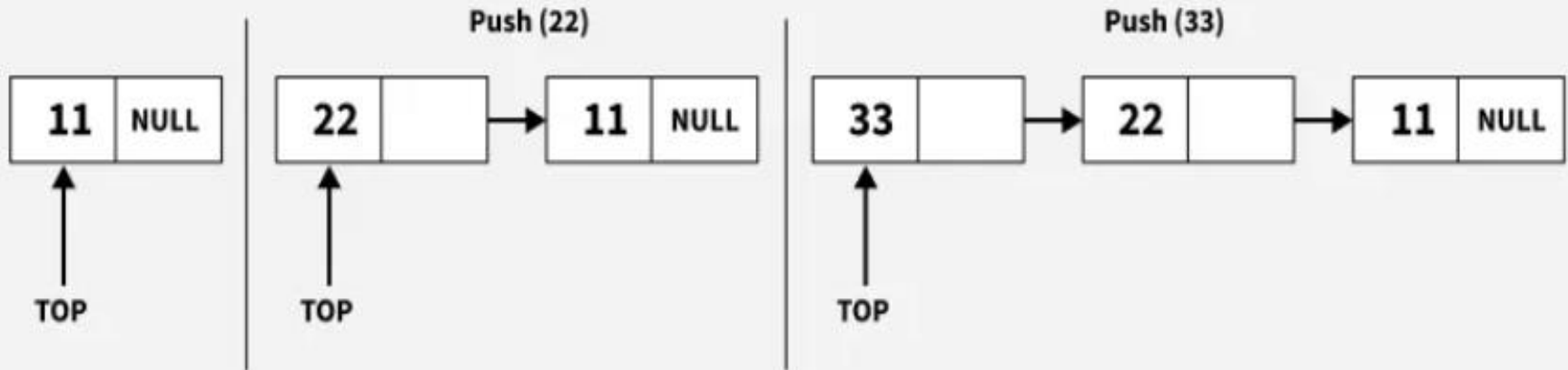
[END OF IF]

Step 4: END

# Adding a node to the stack (Push operation)

**01**  
Step

Push elements in the stack



To push a new element onto the stack, create a temporary node temp. Assign the data value and link the temp node to the current top by setting temp->link = top. Finally, update the top pointer to point to the newly created node by setting top = temp.

# Deleting a node from the stack (POP operation)

```
Step 1: IF TOP=NULL  
        PRINT "UNDERFLOW"  
        Goto Step 5  
[END OF IF]
```

```
Step 2: SET PTR = TOP
```

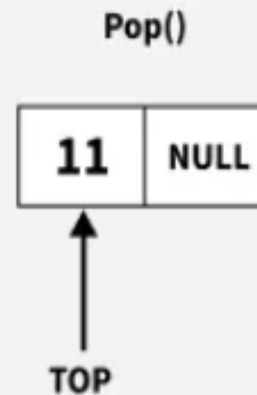
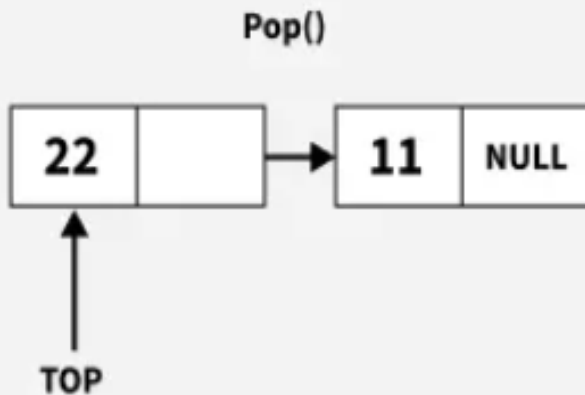
```
Step 3: SET TOP = TOP->NEXT
```

```
Step 4: FREE PTR
```

```
Step 5: END
```

# Deleting a node from the stack (POP operation)

Pop elements from the stack



```
temp = top;  
top = top → link;  
temp → link = NULL;  
free (temp);
```

# Review

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**1.Operations:** Push (adds to top), Pop (removes from top), Peek (returns top without removal), Is Empty, Size.

**2.Implementation:** Can be implemented using arrays, linked lists, or dynamic arrays (vectors in C++).

**3.Complexity:**  $O(1)$  time complexity for push, pop, peek, is Empty, and size operations.

