# Stack

Unit-2

### Data Structures Types

 Combination of data structures along with algorithm makes the program cost efficient

and accurate

Structures

Linear

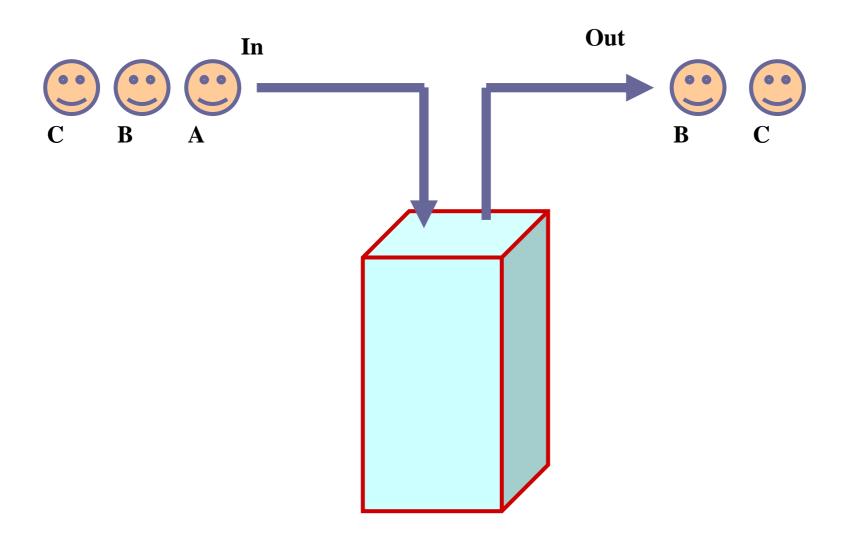
NonLinear

#### Stack

- A stack is a linear data structure, collection of items of the same type (sequentially connected).
- Stack follows the Last In First Out
   (LIFO) fashion wherein the last element
   entered is the first one to be popped out.

#### Stack

Data structure with Last-In First-Out (LIFO) behavior



#### Operations on Stack

isempty: determines if the stack has no elements

isfull: determines if the stack is full in case

of a bounded sized stack

top: returns the top element in the stack

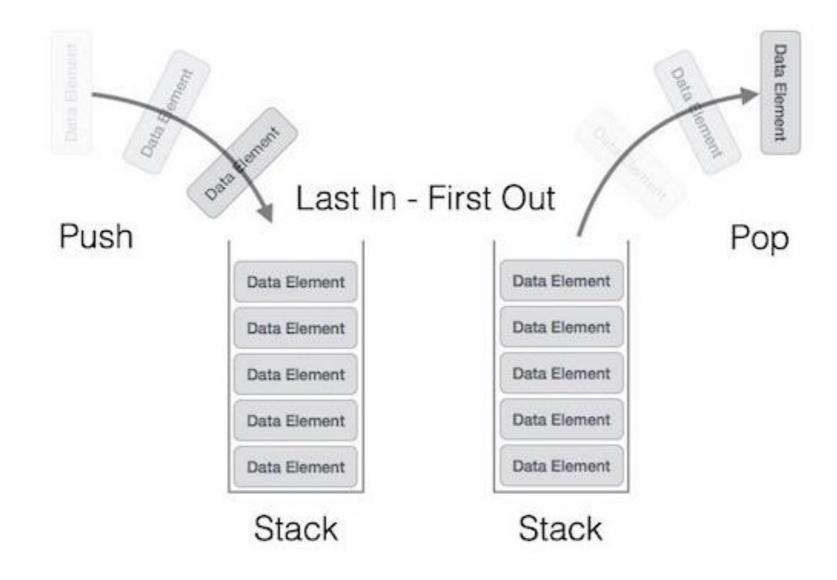
push: inserts an element into the stack

pop: removes the top element from the stack

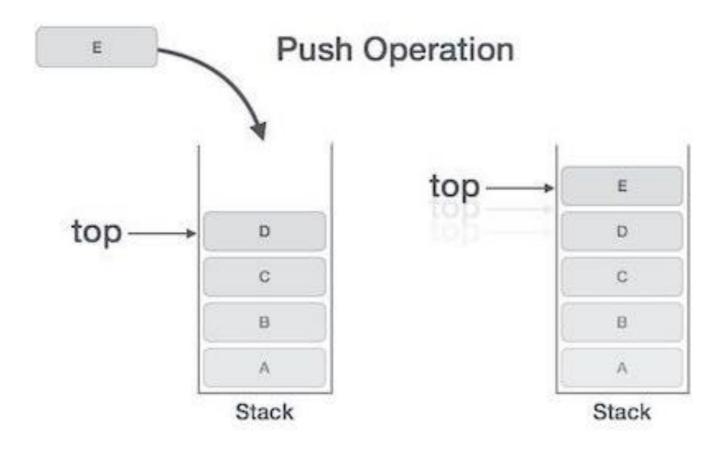
push is like inserting at the front of the list pop is like deleting from the front of the list

push(), pop(), isEmpty() and isfull() all take O(1) time.

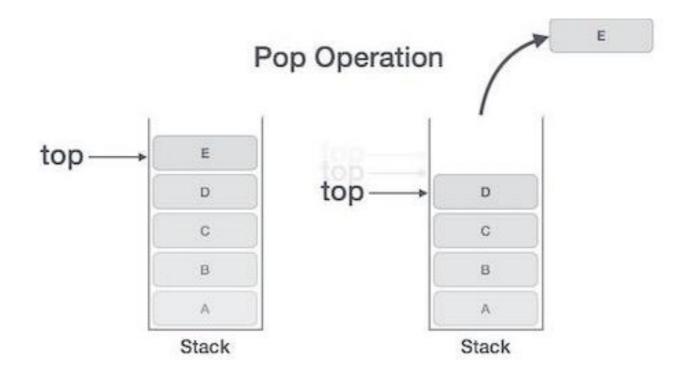
#### Operations on Stack



# **Push Operation**



## Pop Operation



#### Stack real-life example





For example, we can place or remove a card or plate from the top of the stack only.

#### Working of Stack

- Initially, set a pointer Top/Peek to keep the track of the topmost item in the stack.
- Initialize the stack to -1. Then, we check whether the stack is empty through the comparison of Peek to -1 i.e. Top == -1
- As we add the elements to the stack: Peek element position keeps updating every time.
- Delete item from the set of inputs: the top-most element gets deleted and thus the value of Peek/Top gets reduced.



- Initially, set a pointer Top/Peek to keep the track of the topmost item in the stack.
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#### Algorithm for PUSH Operation

```
begin procedure
if stack is full
     return null
endif
     top \leftarrow top + 1
     stack[top] ← data
end procedure
```

### Algorithm for POP Operation

```
begin procedure
    if stack is empty
         return null
    endif
    data ← stack[top]
    top ← top - 1
    return data
end procedure
```

- Stacks can be represented using
  - Arrays
  - Linked lists.
- Here, We have implemented stacks using arrays in C.

```
int Top=-1, stack_array[Size];
void Push();
void Pop();
void show();
```

```
void Push()
  int x;
  if(Top==Size-1)
     printf("\nOverflow!!");
  else
     printf("\nEnter element to be
inserted to the stack:");
     scanf("%d",&x);
     Top=Top+1;
     stack_array[Top]=x;
```

```
void Pop()
  if(Top==-1)
     printf("\nUnderflow!!");
  else
     printf("\nPopped
element: %d",stack_array[Top]);
     Top=Top-1;
```

```
void show()
  if(Top==-1)
     printf("\nUnderflow!!");
  else
     printf("\nElements present in the
stack: \n");
     for(int i=Top;i>=0;--i)
        printf("%d\n",stack_array[i]);
```

Thankyou!!!