Stacks and Queues

Unit 6
Chapter 19.1-2,4-5

CS 2308
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Abstract Data Type

- A data type for which:
  - only the properties of the data and the operations to be performed on the data are specific,
  - how the data will be represented or how the operations will be implemented is unspecified.

- An ADT may be implemented using various specific data types or data structures, in many ways and in many programming languages.

Examples:
- NumberList (implemented using linked list or array)
- string class (not sure how it’s implemented)

19.1 Introduction to the Stack

- **Stack**: an abstract data type that holds a collection of elements of the same type.
  - The elements are accessed according to LIFO order: last in, first out
  - No random access to other elements

- Examples:
  - plates or trays in a cafeteria
  - bangles . . .

Stack Operations

- **Operations**:
  - **push**: add a value onto the top of the stack
    - make sure it’s not full first.
  - **pop**: remove a value from the top of the stack
    - make sure it’s not empty first.

  - **isFull**: true if the stack is currently full, i.e., has no more space to hold additional elements
  - **isEmpty**: true if the stack currently contains no elements
int item;
stack.push(2);
stack.push(3);
stack.push(5);
item = stack.pop(); //item is 5
item = stack.pop(); //item is 3
stack.push(10);

Implementing a Stack Class

• Array implementations:
  - fixed size (static) arrays: size doesn’t change
  - dynamic arrays: can resize as needed in push

• Linked List
  - grow and shrink in size as needed

IntStack: A stack class

class IntStack
{
private:
    static const int STACK_SIZE = 100; // The stack size
    int stackArray[STACK_SIZE];        // The stack array
    int top;             // Index to the top of the stack
public:
    // Constructor
    IntStack()  {  top = -1; }  // empty stack
    // Stack operations
    void push(int num);
    int pop();
    bool isFull() const;
    bool isEmpty() const;
};

IntStack: push

/***************************************************************************/
// Member function push pushes the argument onto * the stack.            
/***************************************************************************/
void IntStack::push(int num)
{
    assert (!isFull());
    top++;
    stackArray[top] = num;
}
IntStack: pop

```cpp
int IntStack::pop()
{
    assert (!isEmpty());
    int num = stackArray[top];
    top--;
    return num;
}
```

IntStack: test functions

```cpp
bool IntStack::isFull() const
{
    return (top == STACK_SIZE - 1);
}
```

```cpp
bool IntStack::isEmpty() const
{
    return (top == -1);
}
```

IntStack: driver

```cpp
#include<iostream>
using namespace std;
#include "IntStack.h"

int main()
{
    // set up the stack
    IntStack stack;
    stack.push(2);
    stack.push(3);
    stack.push(5);
    int x;
    x = stack.pop();
    x = stack.pop();
    stack.push(10);
    cout << x << endl;
}"
```

19.4 Introduction to the Queue

- **Queue**: an abstract data type that holds a collection of elements of the same type.
  - The elements are accessed according to FIFO order: first in, first out
  - No random access to other elements

- **Examples**:
  - people in line at a theatre box office
  - print jobs sent to a (shared) printer
Queue Operations

- **enqueue**: add a value onto the rear of the queue (the end of the line)
  - make sure it’s not full first.
- **dequeue**: remove a value from the front of the queue (the front of the line) “Next!”
  - make sure it’s not empty first.
- **isFull**: true if the queue is currently full, i.e., has no more space to hold additional elements
- **isEmpty**: true if the queue currently contains no elements

Queue illustrated

Implementing a Queue Class

Same as for Stacks:

- **Array implementations**:
  - fixed size (static) arrays: size doesn’t change
  - dynamic arrays: can resize as needed in enqueue

- **Linked List**
  - grow and shrink in size as needed

Implementing a Queue class

- The previous illustration assumed we were using an array to implement the queue
- When an item was dequeued, the items were NOT shifted up to fill the slot vacated by dequeued item
  - why not?
- Instead, both front and rear indices move through the array.
### Implementing a Queue Class

- When front and rear indices move in the array:
  - problem: rear hits end of array quickly
  - solution: “circular array”: wrap index around to front of array

<table>
<thead>
<tr>
<th>front</th>
<th>rear</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>7 9 6</td>
</tr>
</tbody>
</table>

q.enqueue(3):

<table>
<thead>
<tr>
<th>rear</th>
<th>front</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>7 9 6</td>
</tr>
</tbody>
</table>

q.enqueue(4):

<table>
<thead>
<tr>
<th>rear</th>
<th>front</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 4</td>
<td>7 9 6</td>
</tr>
</tbody>
</table>

- To “wrap” the rear index back to the front of the array, you can use this code to increment rear during enqueue:

```java
if (rear == queueSize-1)
    rear = 0;
else
    rear = rear+1;
```

- The following code is equivalent, but shorter (assuming 0 <= rear < queueSize):

```java
rear = (rear + 1) % queueSize;
```

- Do the same for advancing the front index.

#### When is it full?

<table>
<thead>
<tr>
<th>front</th>
<th>rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 4 5 2 1</td>
<td>7 9 6</td>
</tr>
</tbody>
</table>

- It’s full:
  
  \[(\text{rear+1)}\%\text{queueSize}\text{==front}\]

#### When is it empty?

```java
int x;
for (int i=0; i<queueSize;i++)
    x = q.dequeue();
```

Note: dequeue increments front after the first one:

<table>
<thead>
<tr>
<th>front</th>
<th>rear</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 4 5 2 1</td>
<td>9 6</td>
</tr>
</tbody>
</table>

- It’s empty:
  
  \[(\text{rear+1)}\%\text{queueSize}\text{==front}\]
Implementing a Queue Class

- When is it full? \((\text{rear}+1)\%\text{queueSize}==\text{front}\)
- When is it empty? \((\text{rear}+1)\%\text{queueSize}==\text{front}\)
- How do we define isFull and isEmpty?
  - Use a counter variable, numItems, to keep track of the total number of items in the queue.
  - enqueue: numItems++
  - dequeue: numItems--
  - isEmpty is true when numItems == 0
  - isFull is true when numItems == queueSize

IntQueue: a queue class

class IntQueue
{
private:
    static const int QUEUE_SIZE = 100; // The queue size
    int queueArray[QUEUE_SIZE];       // The queue array
    int front;                        // Subscript of the front elem
    int rear;                         // Subscript of the rear elem
    int numItems;                     // Number of items in the queue
public:
    // Constructor
    IntQueue() { front = 0;  rear = -1;  numItems = 0;  }
    // Queue operations
    void enqueue(int);
    int dequeue();
    bool isEmpty();
    bool isFull();
}

Why front=0; rear=-1;?
The first enqueue increments rear and puts element at position 0 (now front==rear=0).
The first dequeue removes element at front (position 0).

A static queue: enqueue/dequeue

```cpp
void IntQueue::enqueue(int num)
{
    assert(!isFull());
    rear = (rear + 1) % QUEUE_SIZE;  // calc new position
    queueArray[rear] = num;         // insert new item
    numItems++;                     // update count
}
```

```cpp
int IntQueue::dequeue()
{
    assert(!isEmpty());
    int result = queueArray[front];  // retrieve front item
    front = (front + 1) % QUEUE_SIZE; // calc new position
    numItems--;                       // update count
    return result;
}
```

IntQueue: test functions

```cpp
bool IntQueue::isEmpty()
{
    return (numItems == 0);
}
```

```cpp
bool IntQueue::isFull()
{
    return (numItems == QUEUE_SIZE);
}
```
# IntQueue: driver

```cpp
#include<iostream>
using namespace std;
#include "IntQueue.h"

int main() {
    // set up the queue
    IntQueue q;
    int item;
    q.enqueue(2);
    q.enqueue(3);
    q.enqueue(5);
    item = q.dequeue();
    item = q.dequeue();
    q.enqueue(10);
    cout << item << endl;
}
```

---

## 19.2 A Dynamic Stack Class: Linked List implementation

```cpp
class DynIntStack {
private:
    struct Node {
        int data;
        Node* next;
    };  
    Node* head;  // ptr to top

public:
    // Constructor
    DynIntStack() { head = NULL; } // empty stack
    // Stack operations
    void push(int);
    int pop();
    bool isFull() const { return false; }
    bool isEmpty() const { return head == NULL; }
};
```

---

### Push and pop from the head of the list:

```cpp
// Member function push pushes the argument onto the stack.
void DynIntStack::push(int num) {
    assert(!isFull());
    Node *temp = new Node;  //allocate new node
    temp->data = num;
    temp->next = head;      //insert at head of list
    head = temp;
}
```

---

```cpp
// Member function pop pops the value at the top of the stack off, and returns it.
int DynIntStack::pop() {
    assert(!isEmpty());
    int result = head->data;  //retrieve front item
    Node * temp = head;
    head = head->next;        //head points to second item
delete temp;              //deallocate front item
    return result;
}
```
19.5 A Dynamic Queue Class:  
Linked List implementation

- Use pointers `front` and `rear` to point to first and last elements of the list:

```
class DynIntQueue
{
private:
    struct Node {
        int data;
        Node* next;
    };
    Node* front; // ptr to first
    Node* rear;  // ptr to last

public:
    // Constructor
    DynIntQueue() { front = NULL; rear = NULL;  }
    // Queue operations
    void enqueue(int);  // Enqueue inserts a value at the rear of the queue.
    int dequeue();     // Dequeue removes the value at the front of the queue and returns the value.
    bool isFull() const { return false; }
    bool isEmpty() const { return front == NULL; }
};
```

Enqueue at the rear, dequeue from the front:

```
void DynIntQueue::enqueue(int num)
{
    assert(!isFull());
    Node *temp=new Node;     //allocate new node
    temp->data = num;
    temp->next = NULL;
    if (isEmpty())
        front = rear = temp;  //set front AND rear to node
    else 
        rear->next = temp;    //append to rear of list
    rear = temp;          //reset rear
}
```

A Dynamic Queue Class:
Linked List implementation

```
int DynIntQueue::dequeue()
{
    assert(!isEmpty());
    int value = front->data;     //retrieve front item
    Node *temp = front;
    front = front->next;         //front points to 2nd item
    delete temp;                 //deallocate removed item
    return value;
}
```