

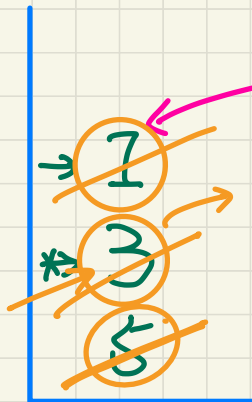
Lecture 3

Part B

***Stack ADT -
Last In First Out (LIFO)
Implementations in Java***

Stack ADT: Illustration

	isEmpty	size	top
<u>new stack</u>	T	0	n.g.
<u>push(5)</u>	F	1	<u>5</u>
<u>push(3)</u>	F	2	<u>3</u>
<u>push(1)</u>	F	3	<u>1</u>
<u>pop</u> ^{ret. 1}	F	2	<u>3</u>
<u>pop</u> ^{ret. 3}	F	1	<u>5</u>
<u>pop</u> ^{ret. 5}	T	0	n.g.



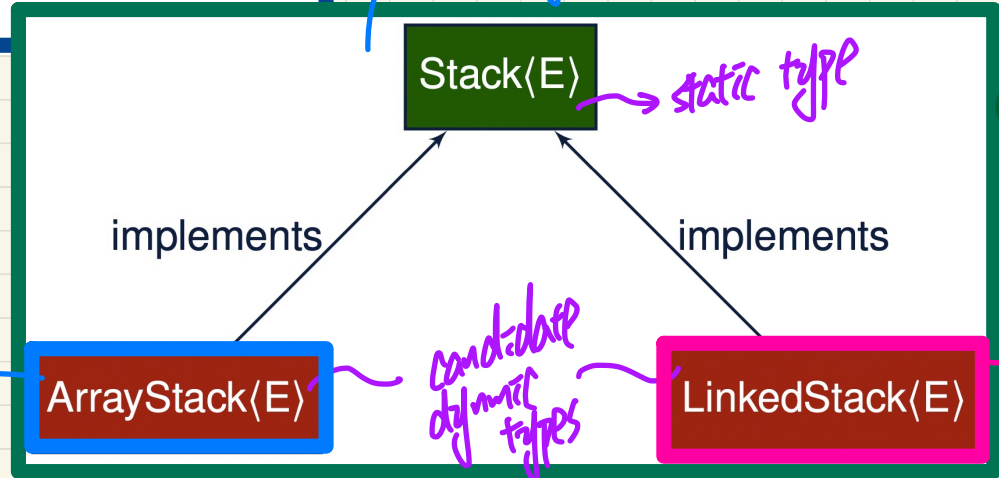
last pushed element
2nd last pushed element

The order in which items are popped off the stack is the reverse of how these items were pushed. (LIFO)

Implementing the Stack ADT in Java: Architecture

```
public interface Stack<E> {  
    public int size();  
    public boolean isEmpty();  
    public E top();  
    public void push(E e);  
    public E pop();  
}
```

1. Polymorphism
2. dynamic binding



static type

① all operations O(1)
② inflexible by a pre-set SIZE

concrete dynamic types

SZ:
POP: O(1)
unless DLL
SI:
all ops. O(1)

Implementing the Stack ADT using an Array

```
public class ArrayStack<E> implements Stack<E> {
    private final int MAX_CAPACITY = 1000;
    private E[] data;
    private int t; /* index of top */
    public ArrayStack() {
        data = (E[]) new Object[MAX_CAPACITY];
        t = -1;
    }

    public int size() { return (t + 1); }
    public boolean isEmpty() { return (t == -1); }

    public E top() {
        if (isEmpty()) { /* Precondition Violated */ }
        else { return data[t]; }
    }
    public void push(E e) {
        if (size() == MAX_CAPACITY) { /* Precondition Violated */ }
        else { t++; data[t] = e; }
    }
    public E pop() {
        E result;
        if (isEmpty()) { /* Precondition Violated */ }
        else { result = data[t]; data[t] = null; t--; }
        return result;
    }
}
```

O(1)
O(1)
O(1)
O(1)
O(1)

→ limitation: fixed size

ArrayStack<String>

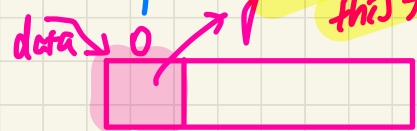
↳ instantiates E for Stack:

Stack<String>

(E[]) Object[]

↳ what you have to write in Java.

→ element of stack
temp.



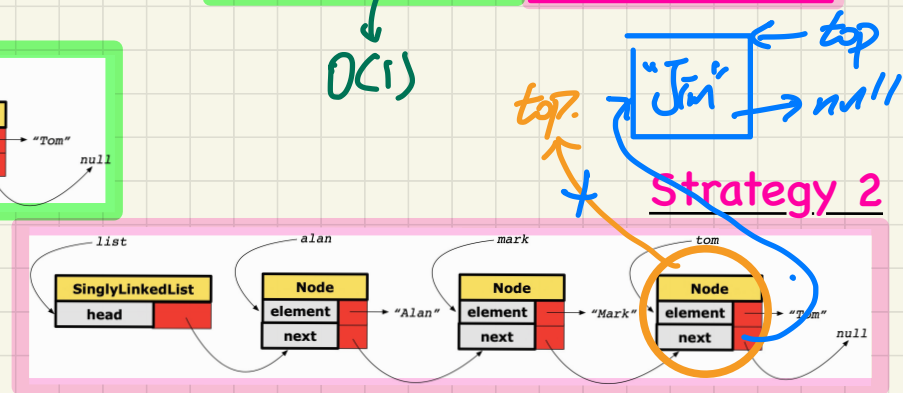
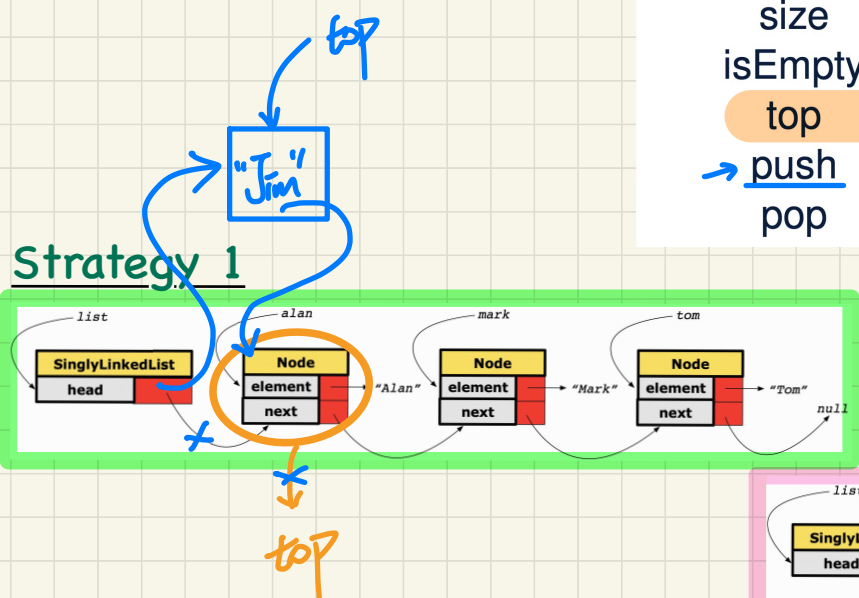
goal: treat this first item as the top.

Implementing the Stack ADT using a SLL

Improved to $O(1)$ if a DLL is used.
 $O(1)$

```
public class LinkedStack<E> implements Stack<E> {
    private SinglyLinkedList<E> list;
    ...
}
```

Stack Method	Singly-Linked List Method	
	Strategy 1	Strategy 2
size	list.size	
isEmpty	list.isEmpty	
top	list.first ✓	list.last
→ push	list.addFirst	list.addLast
pop	list.removeFirst	list.removeLast

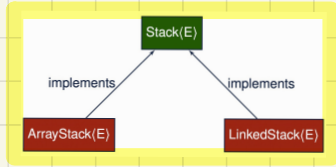


$O(1)$

Stack ADT: Testing Alternative Implementations

Stack<S> s = new Stack<>();

*L → interface can't be a DT.



```

public class ArrayStack<E> implements Stack<E> {
    private final int MAX_CAPACITY = 1000;
    private E[] data;
    private t; /* index of top */
    public ArrayStack() {
        data = (E[]) new Object[MAX_CAPACITY];
        t = -1;
    }

    public int size() { return t + 1; }
    public boolean isEmpty() { return t == -1; }

    public E top() {
        if (isEmpty()) { /* Precondition Violated */ }
        else { return data[t]; }
    }

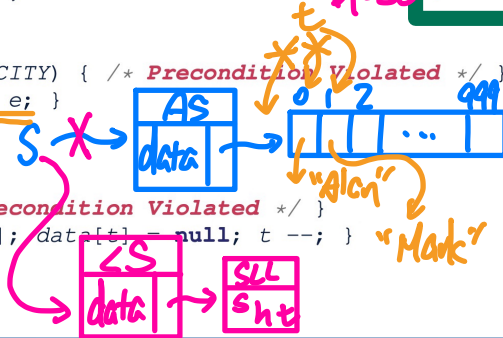
    public void push(E e) {
        if (size() == MAX_CAPACITY) { /* Precondition Violated */ }
        else { t++; data[t] = e; }
    }

    public E pop() {
        E result;
        if (isEmpty()) { /* Precondition Violated */ }
        else { result = data[t]; data[t] = null; t--; }
        return result;
    }
}
  
```

static type

DT: AS

DT: LS



```

@Test
public void testPolymorphicStacks() {
    Stack<String> s = new ArrayStack<>();
    s.push("Alan"); /* dynamic binding */
    s.push("Mark"); /* dynamic binding */
    s.push("Tom"); /* dynamic binding */
    assertTrue(s.size() == 3 && !s.isEmpty());
    assertEquals("Tom", s.top());

    s = new LinkedStack<>();
    s.push("Alan"); /* dynamic binding */
    s.push("Mark"); /* dynamic binding */
    s.push("Tom"); /* dynamic binding */
    assertTrue(s.size() == 3 && !s.isEmpty());
    assertEquals("Tom", s.top());
}
  
```

dynamic type

version in AS

DT changes

version in LS class of Stack?

is the DT of S a descendant

	*	**
S instantiated Stack	T	T
S instantiated ArrayStack	T	F
S instantiated LinkedStack	F	T

Lecture 3

Part C

Stack ADT - Algorithms using the Stack ADT

Algorithm using Stack: Reversing an Array

```

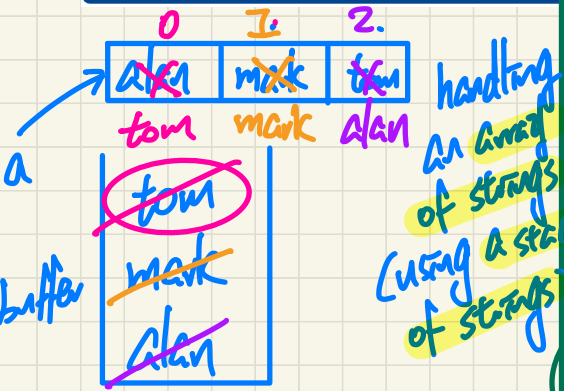
public static <E> void reverse(E[] a) {
    Stack<E> buffer = new ArrayStack<E>();
    for (int i = 0; i < a.length; i++) {
        buffer.push(a[i]);
    }
    for (int i = 0; i < a.length; i++) {
        a[i] = buffer.pop();
    }
}
    
```

generic parameter at the method level

reverse(["alan", "mark"])

String[]

reverse({23, 46})



```

@Test
public void testReverseViaStack() {
    String[] names = {"Alan", "Mark", "Tom"};
    String[] expectedReverseOfNames = {"Tom", "Mark", "Alan"};
    StackUtilities.reverse(names);
    assertEquals(expectedReverseOfNames, names);

    Integer[] numbers = {46, 23, 68};
    Integer[] expectedReverseOfNumbers = {68, 23, 46};
    StackUtilities.reverse(numbers);
    assertEquals(expectedReverseOfNumbers, numbers);
}
    
```

handling an array of ints (using a stack of ints)

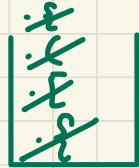
Algorithm using Stack: Matching Delimiters

```

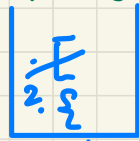
public static boolean isMatched(String expression) {
    final String opening = "([{";
    final String closing = ")]";
    Stack<Character> openings = new LinkedStack<Character>();
    int i = 0;
    boolean foundError = false;
    while (!foundError && i < expression.length()) {
        char c = expression.charAt(i);
        if (opening.indexOf(c) != -1) { openings.push(c); }
        else if (closing.indexOf(c) != -1) {
            if (openings.isEmpty()) { foundError = true; }
            else {
                if (opening.indexOf(openings.top()) == closing.indexOf(c)) {
                    openings.pop();
                } else { foundError = true; }
            }
        }
        i++;
    }
    return !foundError && openings.isEmpty();
}
    
```

Handwritten annotations:

- 0 1 2.* (index markers)
- opening: { [(* (with arrows pointing to opening characters in code)
- closing:)] }* (with arrows pointing to closing characters in code)
- exit: foundError || i >= exp.length* (with arrow pointing to while loop condition)
- c is opening* (with arrow pointing to opening check)
- c is closing* (with arrow pointing to closing check)
- more closing than opening* (with arrow pointing to popping logic)
- 2 == 0* (with arrow pointing to pop operation)
- closing not matching opening* (with arrow pointing to mismatched pop)
- !false true* (with arrow pointing to return statement)
- more opening than closing* (with arrow pointing to return statement)



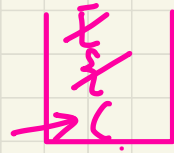
openings



openings



openings



openings

```

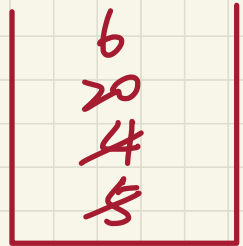
@Test
public void testMatchingDelimiters() {
    assertTrue(StackUtilities.isMatched(""));
    assertTrue(StackUtilities.isMatched("[ ] ( )"));
    assertFalse(StackUtilities.isMatched("[ ] ("));
    assertFalse(StackUtilities.isMatched("[ ] )"));
    assertFalse(StackUtilities.isMatched("({ [ ]"));
}
    
```

Algorithm using Stack: Calculating Postfix Expressions

Sketch of Algorithm

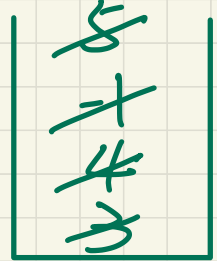
- When input is an **operand** (i.e., a number), **push** it to the stack.
- When input is an **operator**, obtain its two **operands** by **popping** off the stack **twice**, evaluate, then **push** the result back to stack.
- When finishing reading the input, there should be **only one** number left in the stack.

$$5 + 4 = 20$$



(insufficient operator) \ominus

\ominus -17



$$3 - 4 = -1$$

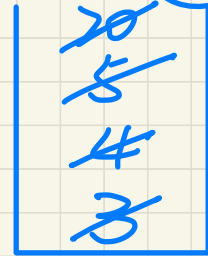
$$-1 * 5 = \ominus 5$$

Input 1: $3 \ 4 \ 5 \ *$ $\equiv 3 - (4 * 5)$

Input 2: $3 \ 4 \ - \ 5 \ *$ $\equiv (3 - 4) * 5$

Input 3: $5 \ 2 \ 3 \ + \ *$ $\equiv + 5 * (2 + 3)$

Input 4: $5 \ 4 \ + \ 6 \ !$ $\equiv 5 + 4 \ 6$



$$4 * 5 = 20$$

$$3 - 20 = \ominus 17$$



$$2 + 3 = 5$$

$$5 * 5 = 25$$

$$\text{?} + 25$$

(insufficient operands)

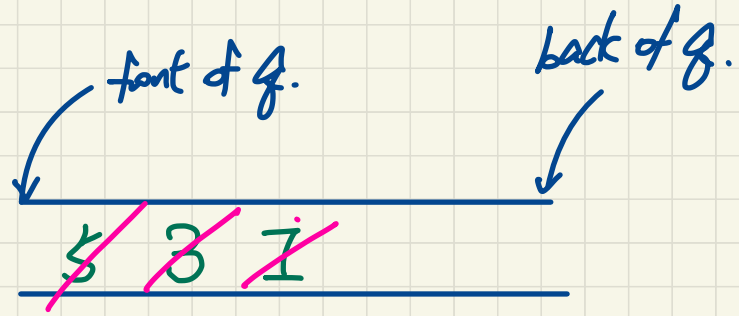
Lecture 3

Part D

***Queue ADT -
First In First Out (FIFO)
Implementations in Java***

Queue ADT: Illustration

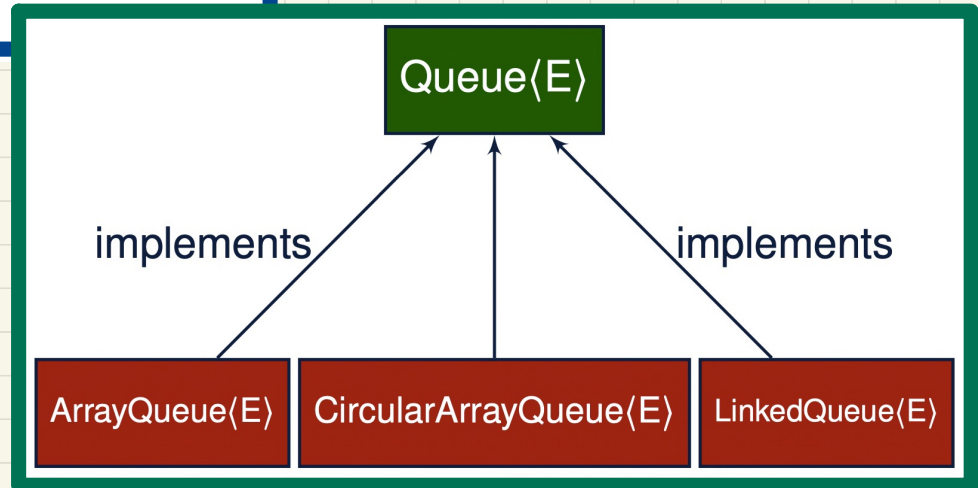
	isEmpty	size	first
<u>new queue</u>	T	0	n.a.
enqueue(<u>5</u>)	F	1	5
enqueue(<u>3</u>)	F	2	5
enqueue(<u>1</u>)	F	3	5
<u>dequeue</u> <small>rm. 5</small>	F	2	3
<u>dequeue</u> <small>rm. 3</small>	F	1	1
<u>dequeue</u> <small>rm. 1</small>	T	0	n.a.



→ First-In First-Out (FIFO)

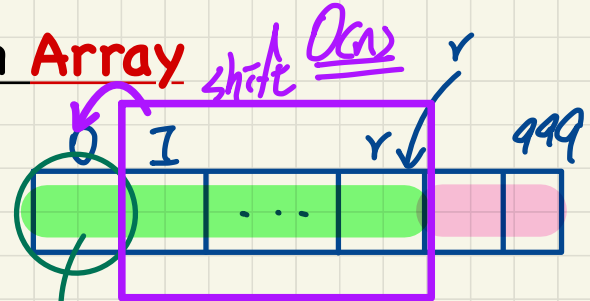
Implementing the **Queue** ADT in Java: **Architecture**

```
public interface Queue< E > {  
    public int size();  
    public boolean isEmpty();  
    public E first();  
    public void enqueue( E e);  
    public E dequeue();  
}
```



Implementing the Queue ADT using an Array

```
public class ArrayQueue<E> implements Queue<E> {  
    private final int MAX_CAPACITY = 1000;  
    private E[] data;  
    private int r; /* rear index */  
    public ArrayQueue() {  
        - data = (E[]) new Object[MAX_CAPACITY];  
        - r = -1;  
    }  
    • public int size() { return (r + 1); }  $O(1)$   
    • public boolean isEmpty() { return (r == -1); }  $O(1)$   
    • public E first() {  
        if (isEmpty()) { /* Precondition Violated */ }  $O(1)$   
        else { return data[0]; }  $O(1)$   
    }  
    public void enqueue(E e) {  
        if (size() == MAX_CAPACITY) { /* Precondition Violated */ }  
        else { r++; data[r] = e; }  $O(1)$   
    }  
    public E dequeue() {  
        • if (isEmpty()) { /* Precondition Violated */ }  
        else {  
            E result = data[0];  
            for (int i = 0; i < r; i++) { data[i] = data[i + 1]; }  $O(n)$   
            data[r] = null; r--;  
            return result;  
        }  
    }  
}
```



front of queue

Limitation: no resizing.

to improve this, we need to be flexible about where the front index is \Rightarrow Circular array.

shifting "2nd item" and onwards to the left by one position

front index

Implementing the Queue ADT using a SLL

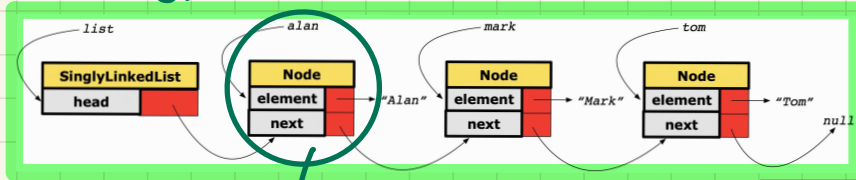
```
public class LinkedList<E> implements Queue<E> {
    private SinglyLinkedList<E> list;
    ...
}
```

$O(n)$

- ① use SL instead
- ② use DLL instead

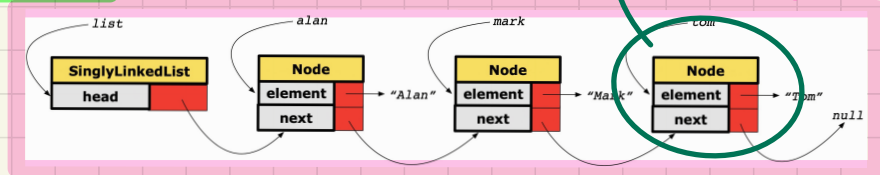
Queue Method	Singly-Linked List Method	
	Strategy 1	Strategy 2
size	list.size	list.size
isEmpty	list.isEmpty	list.isEmpty
first	list.first	list.last
enqueue	list.addLast	list.addFirst
dequeue	list.removeFirst	list.removeLast

Strategy 1

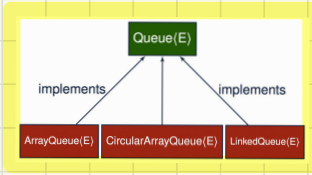


first of queue

first of queue.
Strategy 2



Stack ADT: Testing Alternative Implementations



```
public class ArrayQueue<E> implements Queue<E> {
    private final int MAX_CAPACITY = 1000;
    private E[] data;
    private int r = -1; /* rear index */
    public ArrayQueue() {
        data = (E[]) new Object[MAX_CAPACITY];
        r = -1;
    }
    public int size() { return r + 1; }
    public boolean isEmpty() { return r == -1; }
    public E first() {
        if (isEmpty()) { /* Precondition Violated */ }
        else { return data[0]; }
    }
    public void enqueue(E e) {
        if (size() == MAX_CAPACITY) { /* Precondition Violated */ }
        else { r++; data[r] = e; }
    }
    public E dequeue() {
        if (isEmpty()) { /* Precondition Violated */ }
        else {
            E result = data[0];
            for (int i = 0; i < r; i++) { data[i] = data[i + 1]; }
            data[r] = null; r--;
            return result;
        }
    }
}
```

different
binding.

```
@Test
public void testPolymorphicQueues() {
    Queue<String> q = new ArrayQueue<>();
    q.enqueue("Alan"); /* dynamic binding */
    q.enqueue("Mark"); /* dynamic binding */
    q.enqueue("Tom"); /* dynamic binding */
    assertTrue(q.size() == 3 && !q.isEmpty());
    assertEquals("Alan", q.first());

    q = new LinkedQueue<>();
    q.enqueue("Alan"); /* dynamic binding */
    q.enqueue("Mark"); /* dynamic binding */
    q.enqueue("Tom"); /* dynamic binding */
    assertTrue(q.size() == 3 && !q.isEmpty());
    assertEquals("Alan", q.first());
}
```

polymorphism