

CISC 3115 TY3  
C27a: Stack and Queue

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# Outline

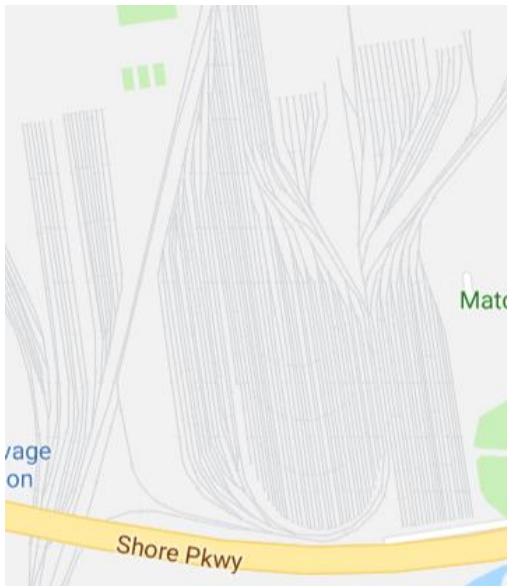
- Discussed
  - Concept of data structure
  - Use data structures
    - List
- To discuss
  - Stack
  - Queue and priority queue
  - Set and map

# Outline of This Lecture

- Stack
- Queue
- Priority queue

# The Stack Data Structure

- A data structure stores data in a last-in, first-out fashion



# The Stack Class

- An implementation of the stack data structure in Java
- It represents a last-in-first-out stack of objects.
- The elements are accessed only from the top of the stack. (You can only retrieve, insert, or remove an element from the top of the stack.)

# The Stack Class

- 5 methods added to Vector to implement a stack

java.util.Vector<E>



java.util.Stack<E>

+Stack()  
+empty(): boolean  
+peek(): E  
+pop(): E  
+push(o: E) : E  
+search(o: Object) : int

Creates an empty stack.

Returns true if this stack is empty.

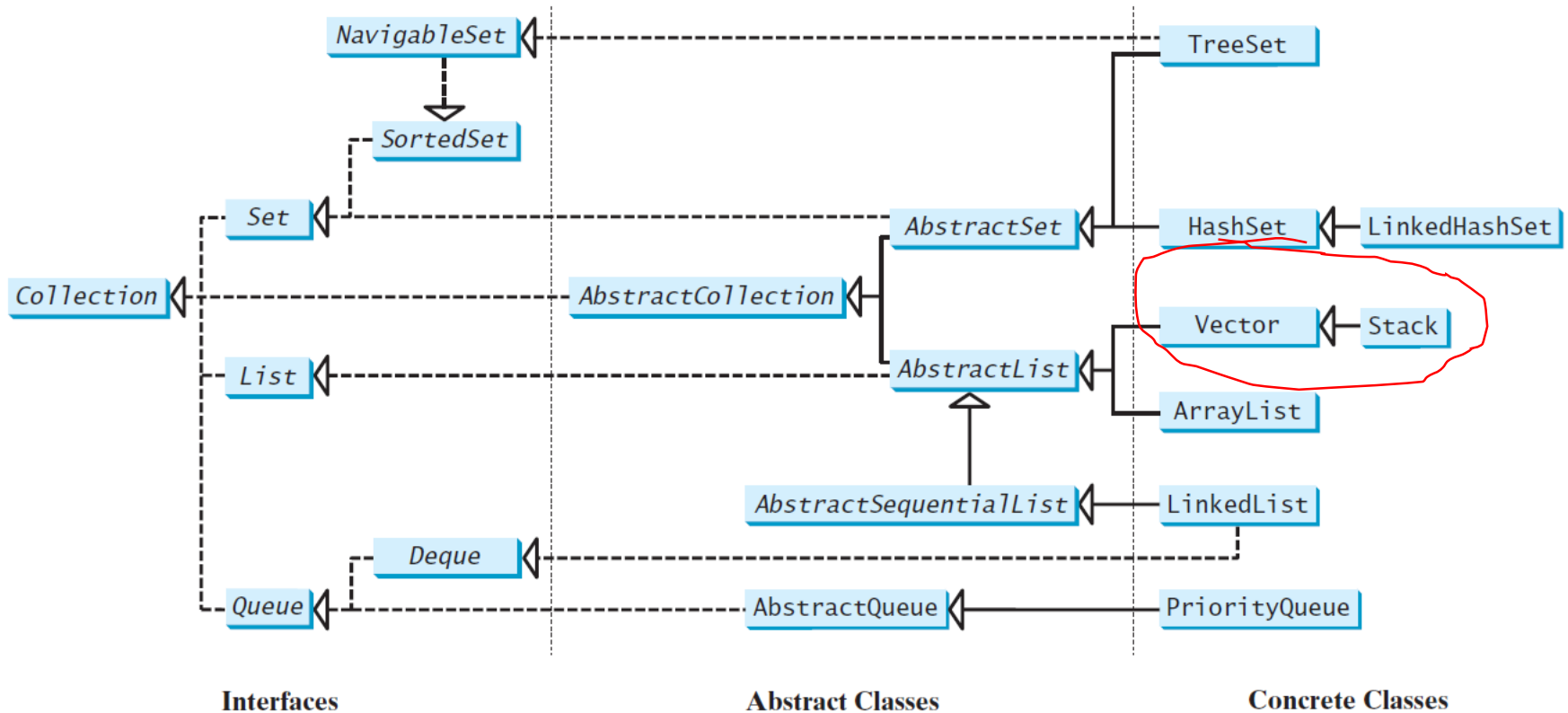
Returns the top element in this stack.

Returns and removes the top element in this stack.

Adds a new element to the top of this stack.

Returns the position of the specified element in this stack.

# The Bigger Picture



# Vector

- `java.util.Vector<E>`
  - Like `java.util.ArrayList<E>`, it implements a growable array of objects.
    - Like an array, it contains components that can be accessed using an integer index.
    - However, the size of a `Vector` can grow or shrink as needed to accommodate adding and removing items after the `Vector` has been created.
- How is it different from the `ArrayList` class?
  - `Vector` is synchronized, while `ArrayList` not
  - If a thread-safe implementation is not needed, it is recommended to use `ArrayList` in place of `Vector`.



# Stack: Example 1

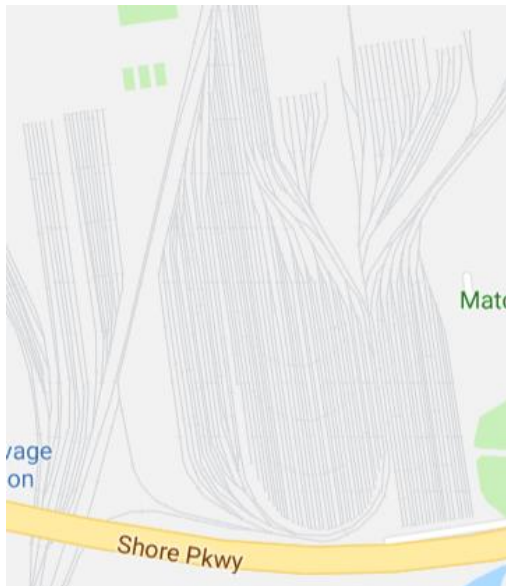
- Problem: we want to implement a calculator that evaluates an expression like  $(1 + 2) * 3$
- Solution: covert the expression (the infix notation) to the postfix notation
  - $1 2 + 3 *$
  - Evaluate it using a Stack
    - Scan the expression
    - push 1, push 2, see +, pop 2, pop 1, evaluate  $1+2$ , push 3, push 3, see \*, pop 3, pop 3, evaluate  $3*3$

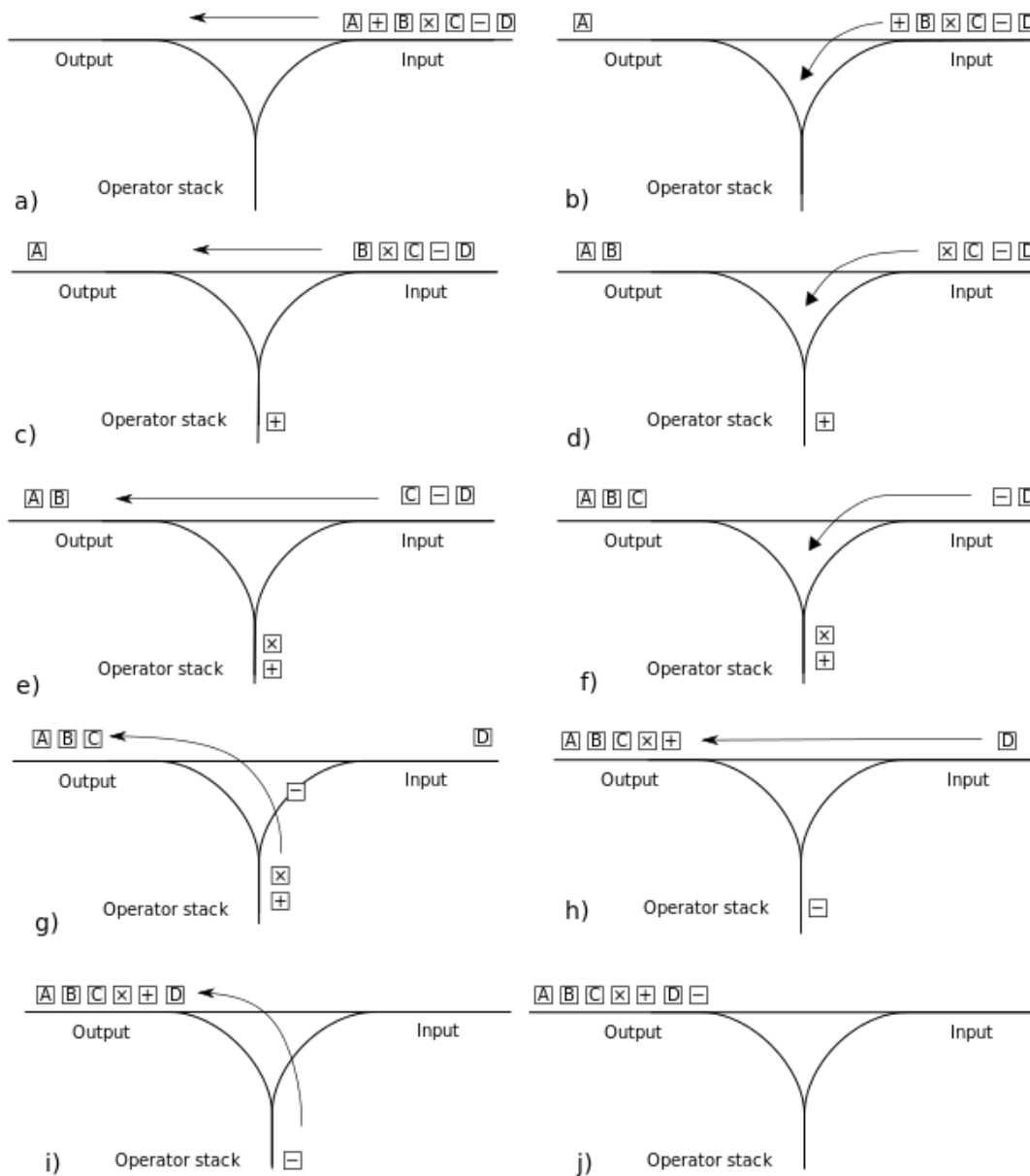
# Stack: Example 2

- Problem: we have implemented a calculator that evaluates postfix expression like  $1\ 2\ +\ 3\ *$  using a stack. But were we given infix expressions?
- Solution: covert the expression (the infix notation) to the postfix notation using a sack
- Called the Shunting Yard algorithm
  - Developed by [Edsger Dijkstra](#)

# Shunting Yard

- One of the MTA's





From [https://en.wikipedia.org/wiki/Shunting-yard\\_algorithm](https://en.wikipedia.org/wiki/Shunting-yard_algorithm)

# Questions?

- Concept of stack
- Use stack
- Difference between Java's Vector and ArrayList classes

# Queue

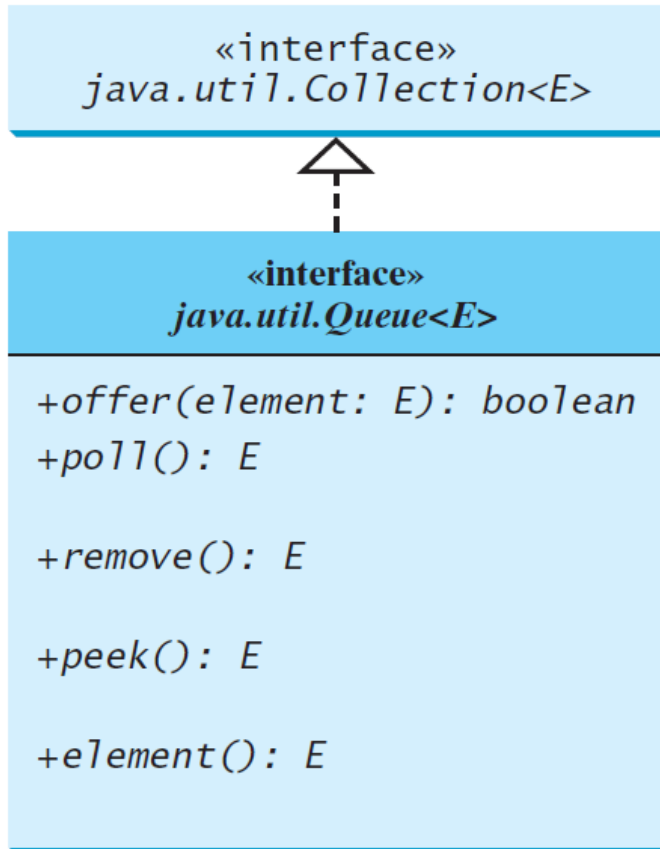
- A queue is a first-in/first-out data structure.
  - Elements are appended to the end of the queue and are removed from the beginning of the queue.
- Head and tail of a queue
  - Access/remove from head
  - Add to tail



# Priority Queue

- In a priority queue, elements are assigned priorities.
- When accessing elements, the element with the highest priority is removed first.
- However, among elements with the same priority, the first-in/first-out discipline is applied.

# The Queue Interface



Inserts an element into the queue.

Retrieves and removes the head of this queue, or `null` if this queue is empty.

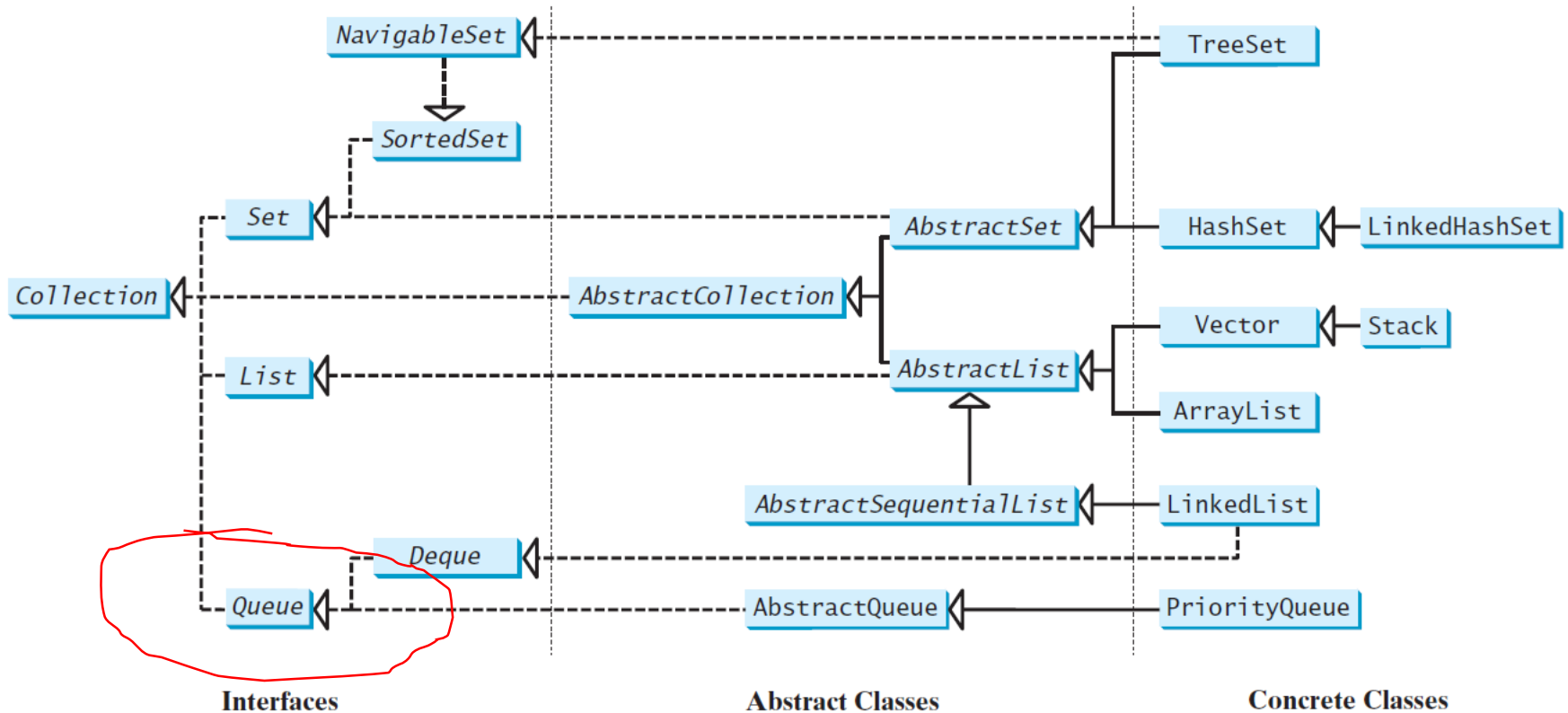
Retrieves and removes the head of this queue and throws an exception if this queue is empty.

Retrieves, but does not remove, the head of this queue, returning `null` if this queue is empty.

Retrieves, but does not remove, the head of this queue, throws an exception if this queue is empty.



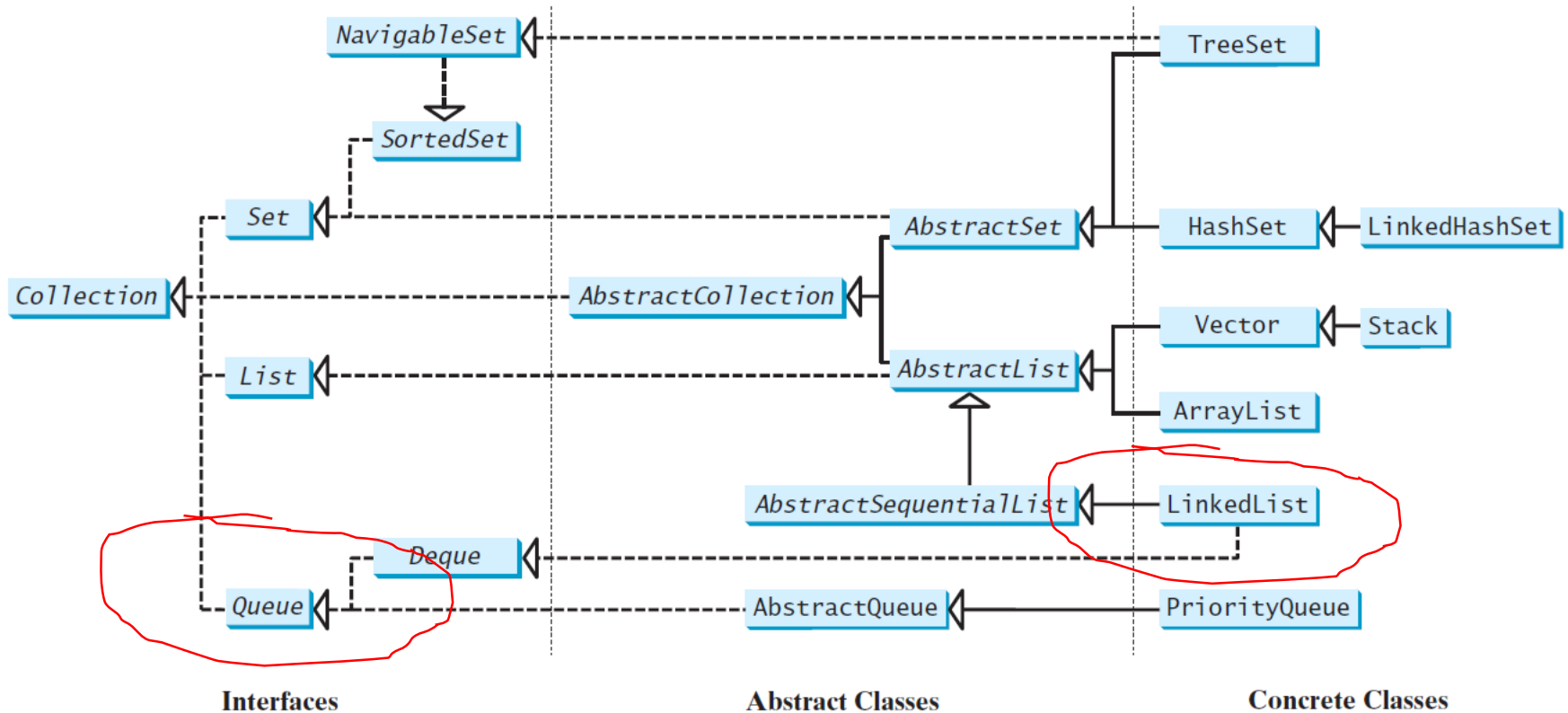
# The Bigger Picture



# Using the Queue Data Structure: Question?

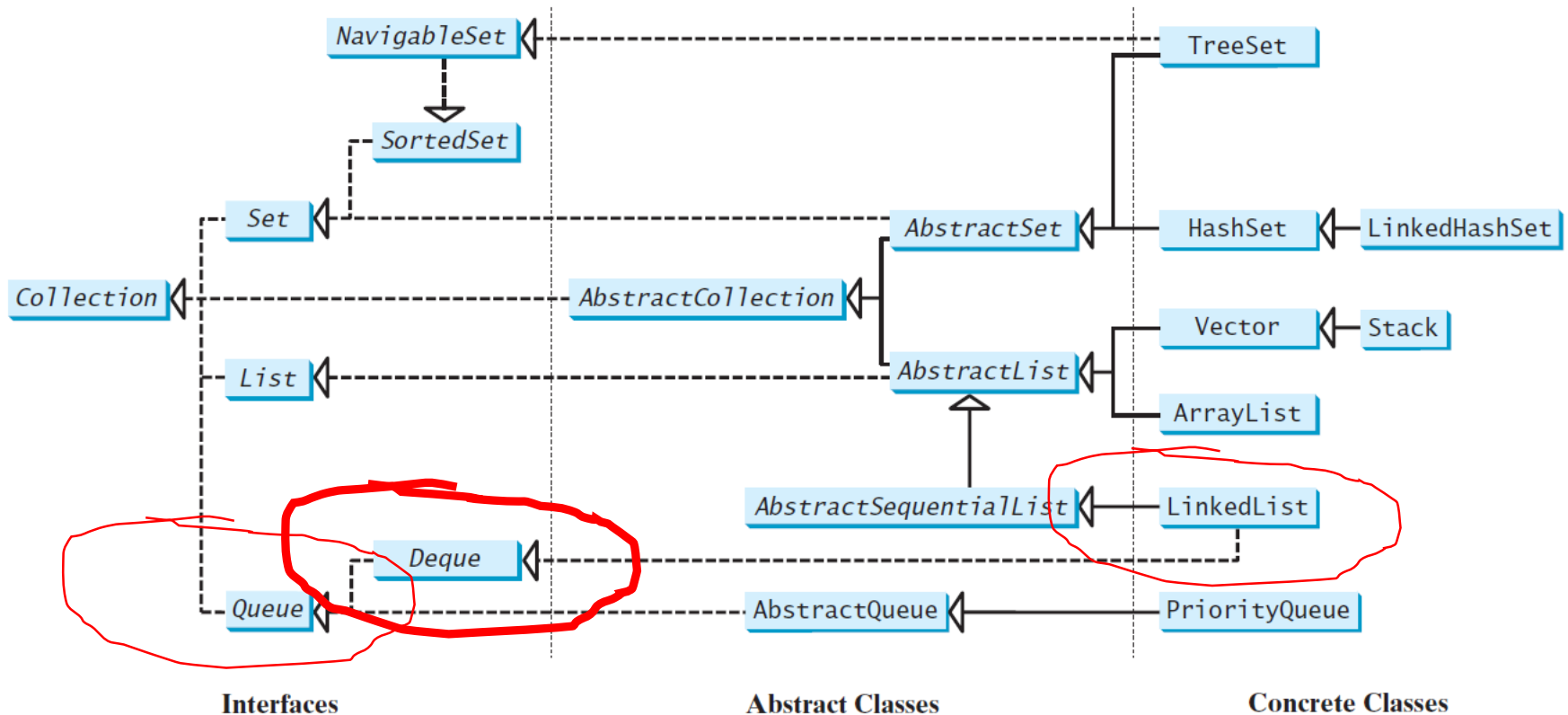
- Wait! The Queue is an interface in Java, how do I use a Queue in my program?

# Answer: The Bigger Picture



# Using the Queue Data Structure: Question?

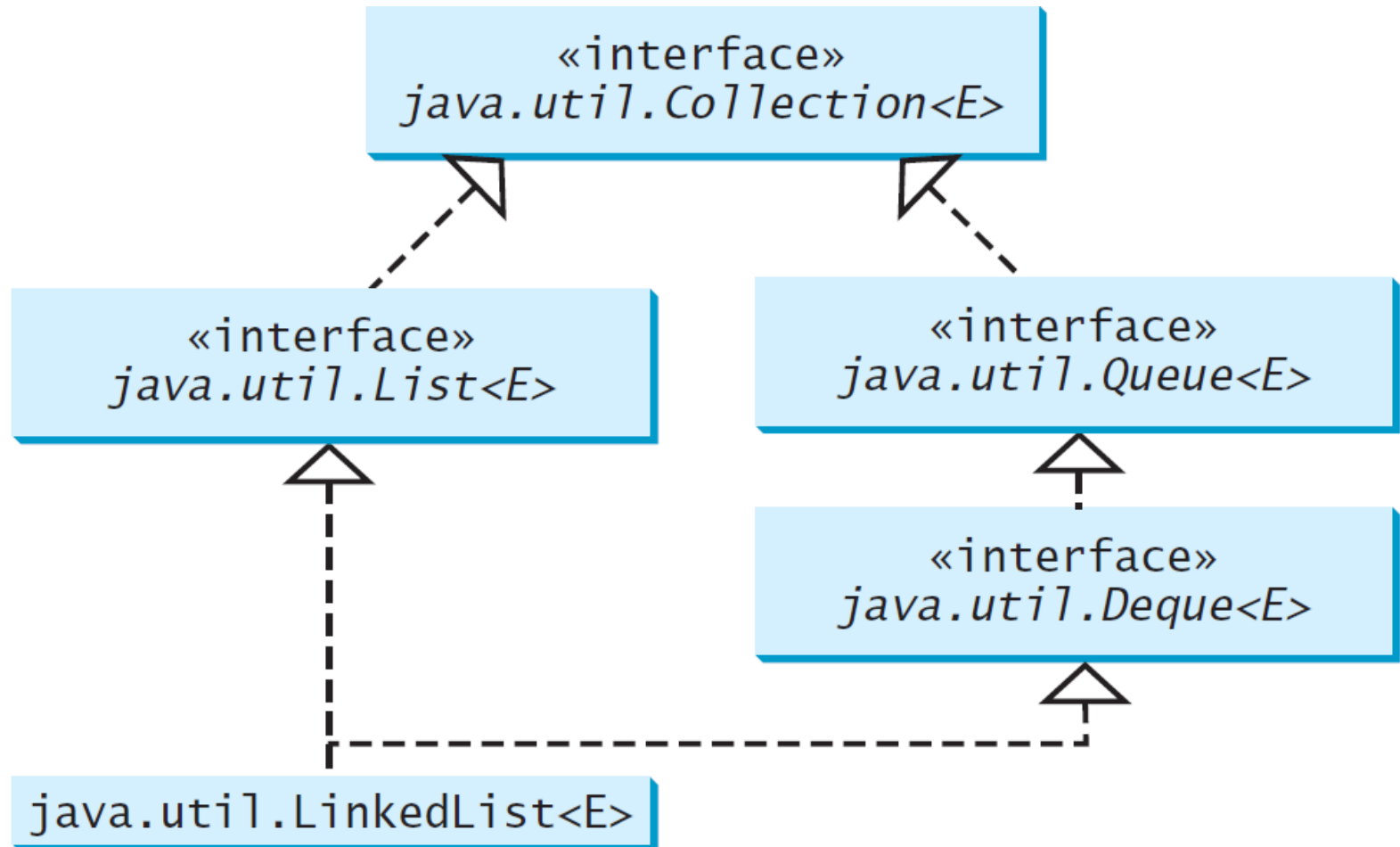
- What is Deque? How do I pronounce it?



# Deque

- `java.util.Deque`
- An interface for "double ended queue", pronounced as "deck"
  - A linear collection that supports element insertion and removal at both ends.

# Using LinkedList as Queue



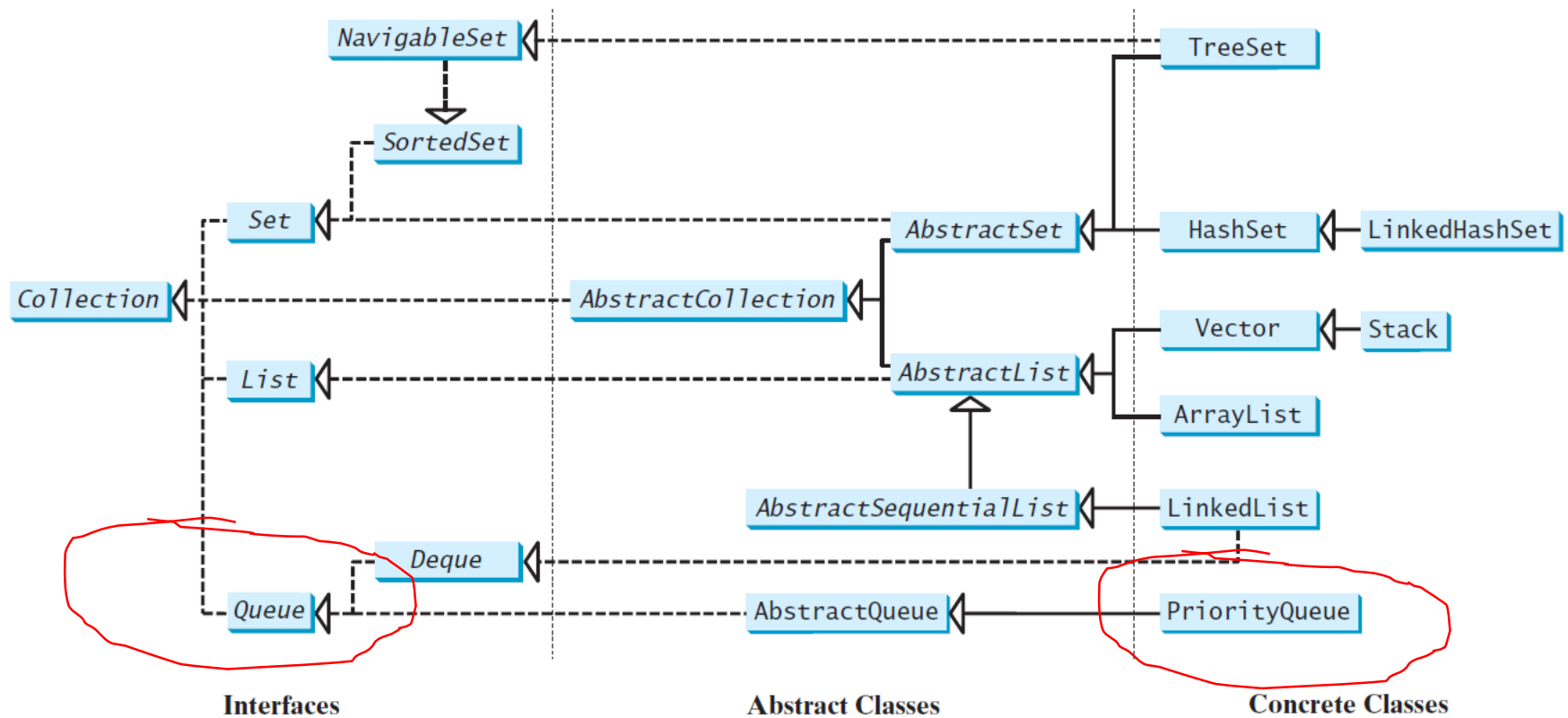
# Queue Operations

- Defined in the Queue interface

## Summary of Queue methods

	<i>Throws exception</i>	<i>Returns special value</i>
Insert	<a href="#"><u>add(e)</u></a>	<a href="#"><u>offer(e)</u></a>
Remove	<a href="#"><u>remove()</u></a>	<a href="#"><u>poll()</u></a>
Examine	<a href="#"><u>element()</u></a>	<a href="#"><u>peek()</u></a>

# Priority Queue in Java





# The PriorityQueue Class

- Also example Java API documentation for [the class](#) and [AbstractQueue](#)

«interface»  
*java.util.Queue<E>*



**java.util.PriorityQueue<E>**

```
+PriorityQueue()  
+PriorityQueue(initialCapacity: int)  
  
+PriorityQueue(c: Collection<? extends  
E>)  
+PriorityQueue(initialCapacity: int,  
comparator: Comparator<? super E>)
```

Creates a default priority queue with initial capacity 11.  
Creates a default priority queue with the specified initial capacity.  
Creates a priority queue with the specified collection.  
Creates a priority queue with the specified initial capacity and the comparator.

# PriorityQueue Basics in Java

- PriorityQueue sorts elements in natural order that realizes the concept of priority
- Sort passengers based seat class
  - [John, 1<sup>st</sup> class], [Tom, 1<sup>st</sup> class], [Joan, 1<sup>st</sup> class], [Emma, 1<sup>st</sup> class], [Eric, economy], [Erica, economy]
  - They form a queue, however, the 1<sup>st</sup> class passengers will be served first.

# Queue and PriorityQueue: Examples

- Queue basics
- PriorityQueue basics
- Assign seats to passengers in a queue on an airplane

# Stack and Queue: Examples in Textbook

- Examine the examples in the textbook

# Questions?

- Concept of queue and priority queue
- Queue and priority queue in Java
- Use queue and priority queue in your programs