

CISC 3115

Stack and Queue

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Module Outline

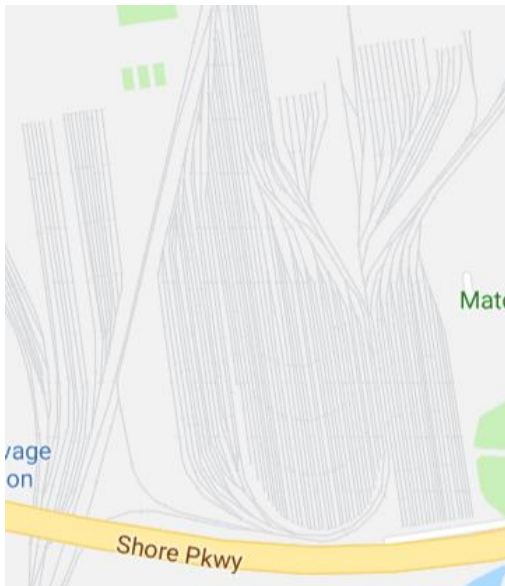
- Discussed
 - Concept of data structure
 - Use data structures
 - List
 - Sorting and searching in lists and arrays
- To discuss
 - Stack
 - Queue and priority queue
 - Set and map

Outline of This Lecture

- Stack
- Queue
- Priority queue

The Stack Data Structure

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

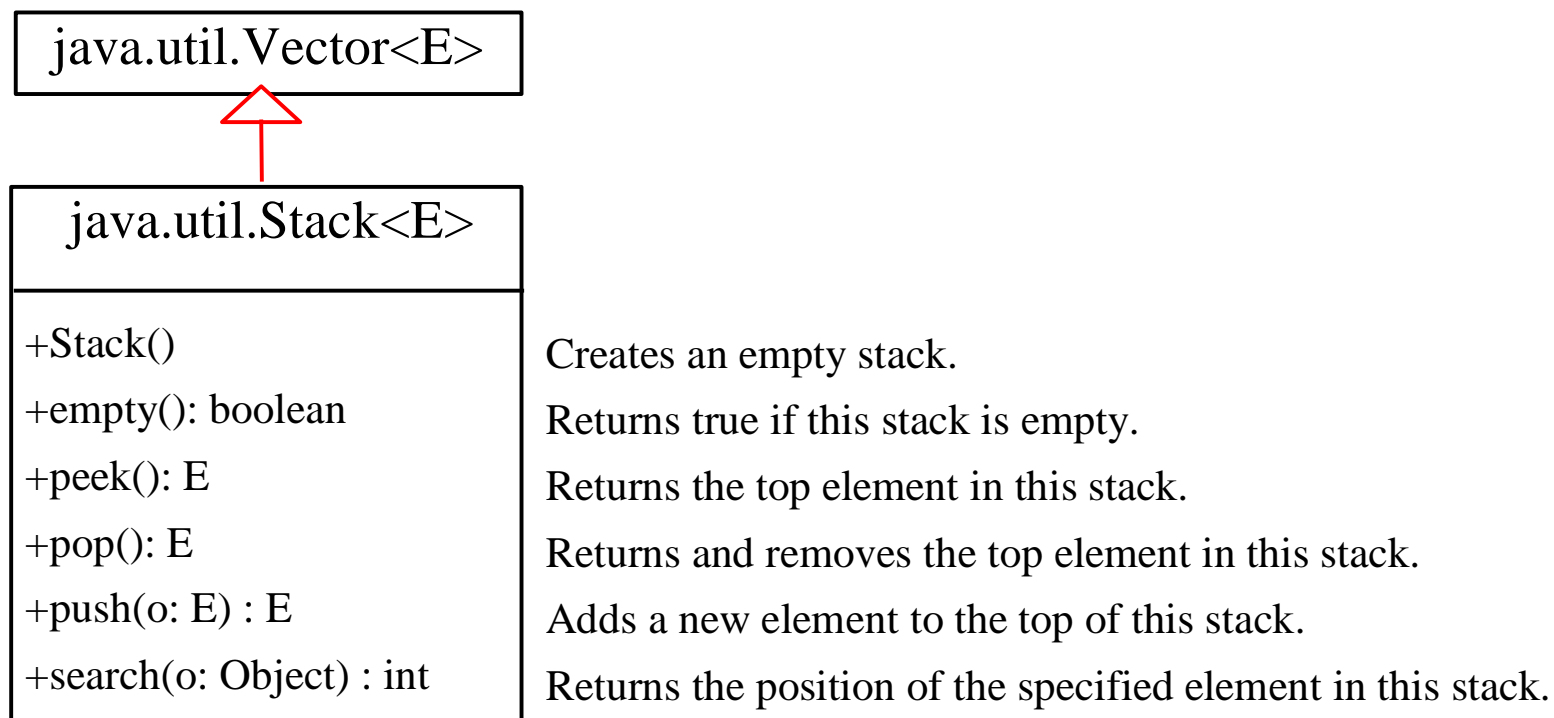


The Stack Class

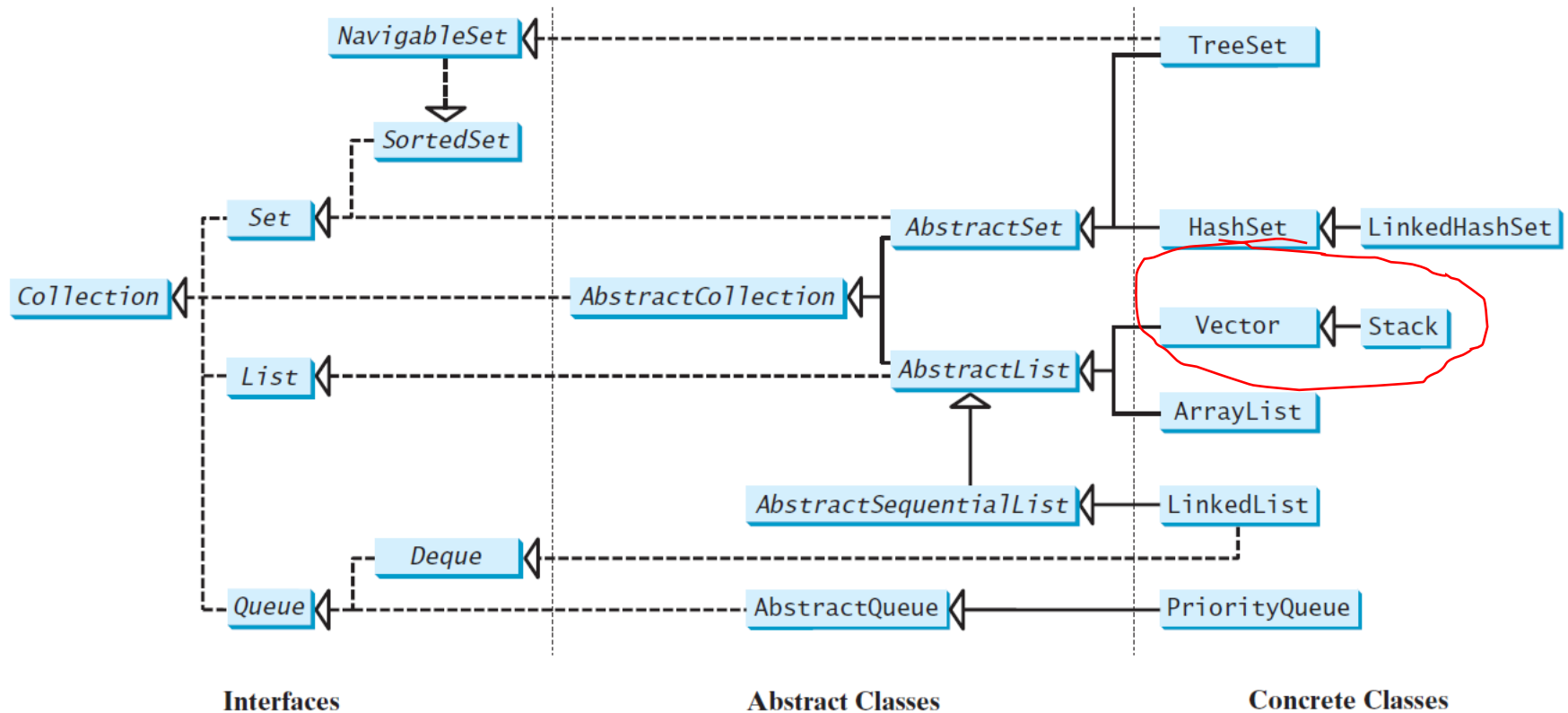
- An implementation of the stack data structure in Java
- It represents a last-in-first-out stack of objects.
- The elements are accessed only from the top of the stack. (You can only retrieve, insert, or remove an element from the top of the stack.)

The Stack Class

- 5 methods added to Vector to implement a stack



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

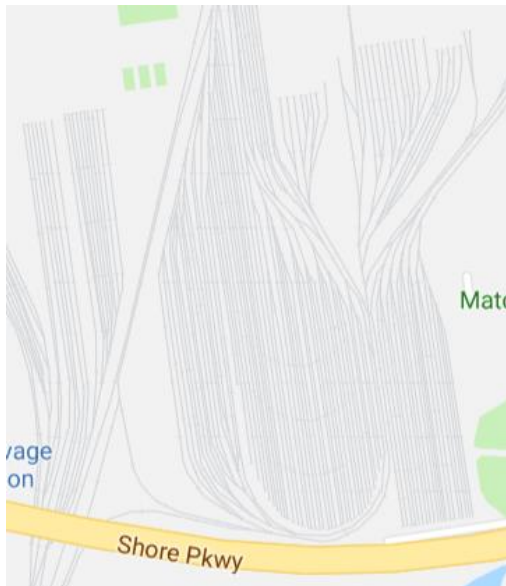
- Problem: we want to implement a calculator that evaluates an expression like $(1 + 2) * 3$
- Solution: covert the expression (the infix notation) to the postfix notation
 - $1 2 + 3 *$
 - Evaluate it using a Stack
 - Scan the expression
 - push 1, push 2, see +, pop 2, pop 1, evaluate 1+2, push 3,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

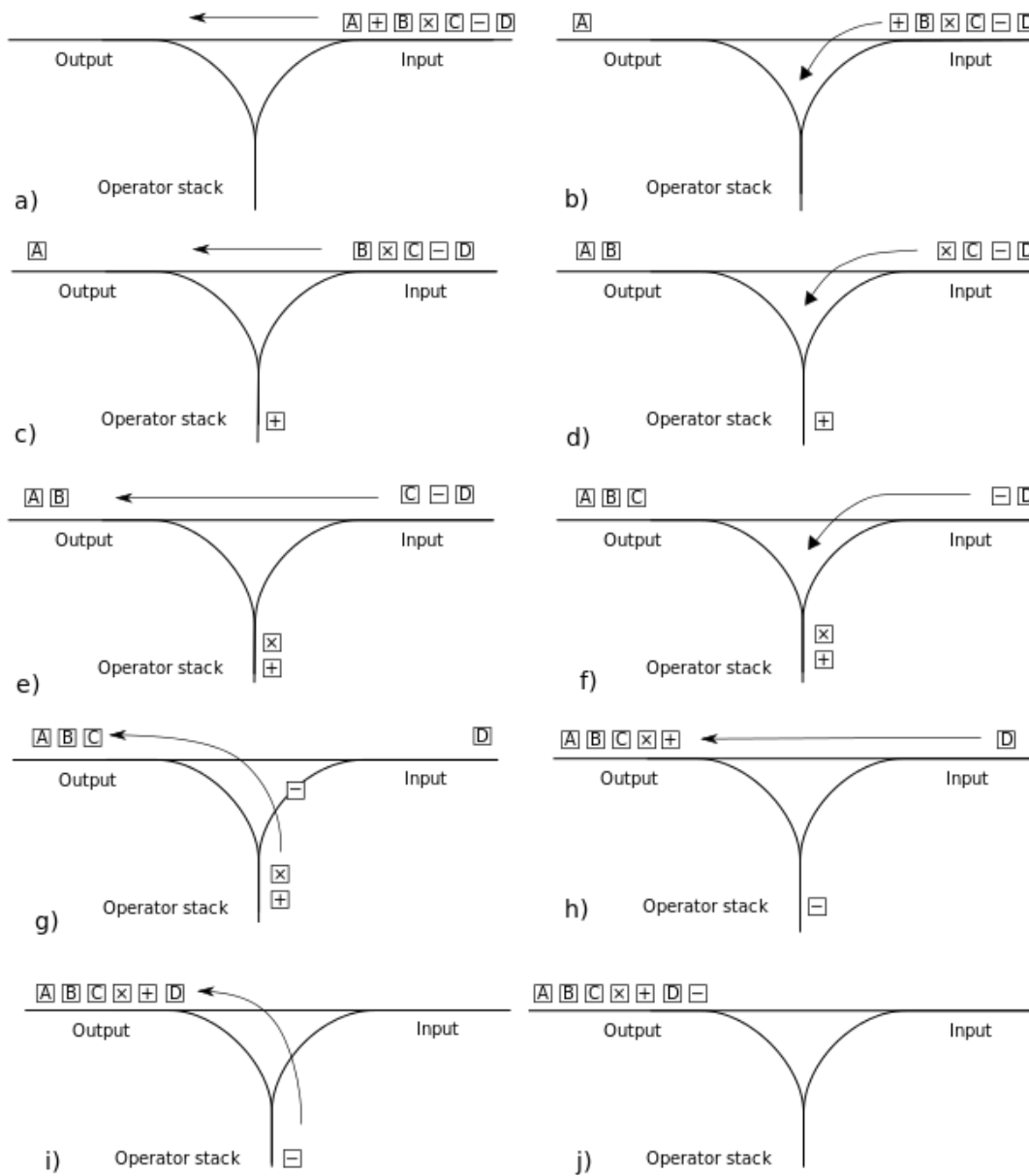
Stack: Example 2

- 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

Algorithm (infix to postfix)

Phase 1: Scanning the expression

The program scans the expression from left to right to extract operands, operators, and the parentheses.

- 1.1. If the extracted item is an operand, push it to **operandStack**.
- 1.2. If the extracted item is a + or - operator, process all the operators at the top of **operatorStack** and push the extracted operator to **operatorStack**.
- 1.3. If the extracted item is a * or / operator, process the * or / operators at the top of **operatorStack** and push the extracted operator to **operatorStack**.
- 1.4. If the extracted item is a (symbol, push it to **operatorStack**.
- 1.5. If the extracted item is a) symbol, repeatedly process the operators from the top of **operatorStack** until seeing the (symbol on the stack.

Phase 2: Clearing the stack

Repeatedly process the operators from the top of **operatorStack** until **operatorStack** is empty.

| <i>Expression</i> | <i>Scan</i> | <i>Action</i> | operandStack | operatorStack |
|--------------------|-------------|---------------|--|-----------------------|
| (1 + 2)*4 - 3 ↑ | (| Phase 1.4 | $\boxed{}$ | $\boxed{(}$ |
| (1 + 2)*4 - 3 ↑ | 1 | Phase 1.1 | $\boxed{1}$ | $\boxed{(}$ |
| (1 + 2)*4 - 3 ↑ | + | Phase 1.2 | $\boxed{1}$ | $\boxed{+}$ |
| (1 + 2)*4 - 3 ↑ | 2 | Phase 1.1 | $\begin{array}{ c } \hline 2 \\ \hline 1 \\ \hline \end{array}$ | $\boxed{(}$ |
| (1 + 2)*4 - 3 ↑ |) | Phase 1.5 | $\boxed{3}$ | $\boxed{}$ |
| (1 + 2)*4 - 3 ↑ | * | Phase 1.3 | $\boxed{3}$ | $\boxed{*}$ |
| (1 + 2)*4 - 3 ↑ | 4 | Phase 1.1 | $\begin{array}{ c } \hline 4 \\ \hline 3 \\ \hline \end{array}$ | $\boxed{*}$ |
| (1 + 2)*4 - 3 ↑ | - | Phase 1.2 | $\boxed{12}$ | $\boxed{-}$ |
| (1 + 2)*4 - 3 ↑ | 3 | Phase 1.1 | $\begin{array}{ c } \hline 3 \\ \hline 12 \\ \hline \end{array}$ | $\boxed{-}$ |
| (1 + 2)*4 - 3 ↑ | none | Phase 2 | $\boxed{9}$ | $\boxed{}$ |

Questions?

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

Queue

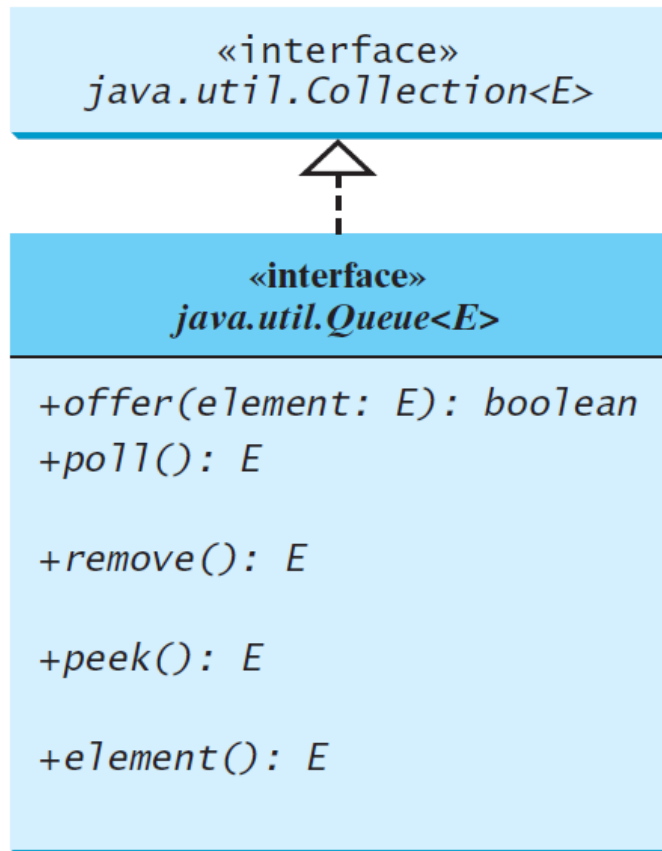
- A queue is a first-in/first-out data structure.
 - Elements are appended to the end of the queue and are removed from the beginning of the queue.
 - Head and tail of a queue
 - Access/remove from head
 - Add to tail



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.

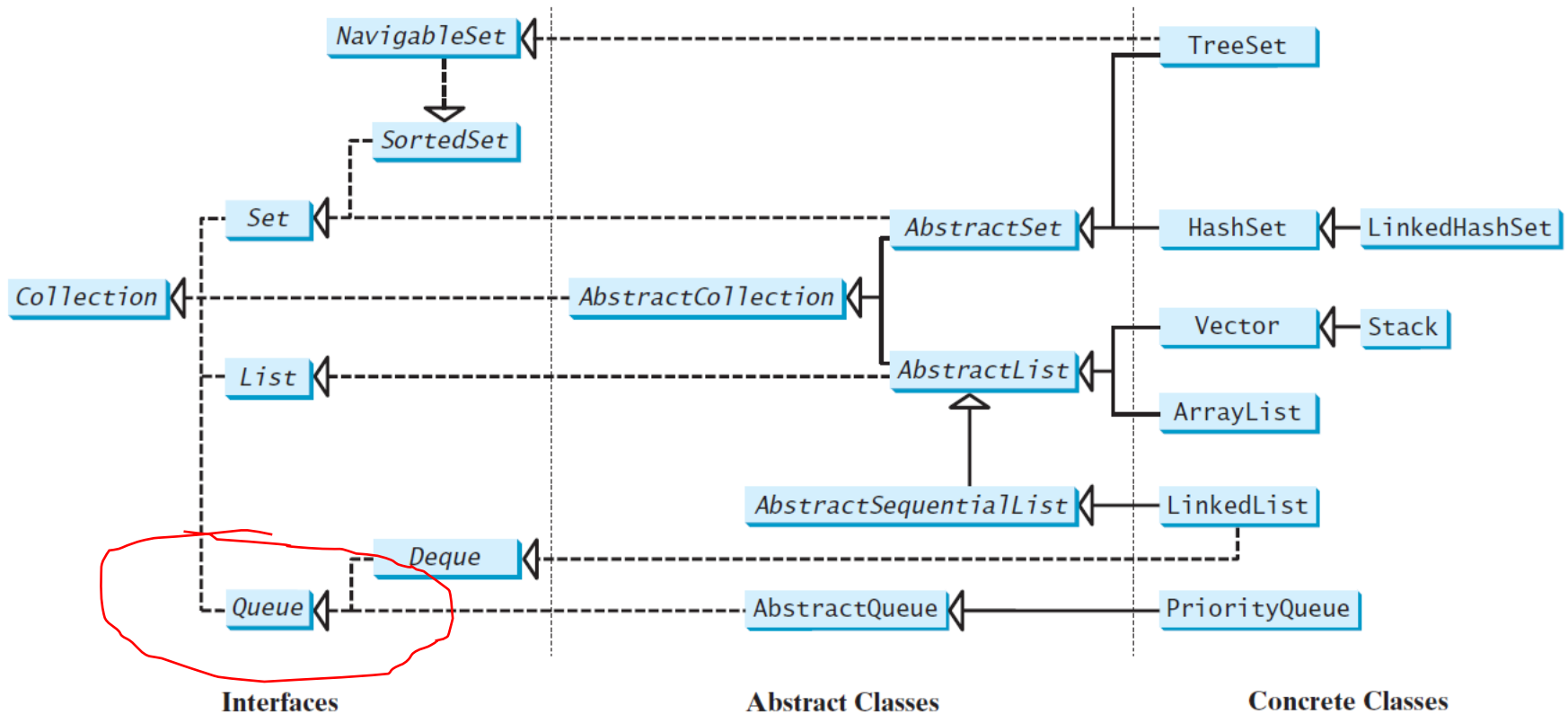
Retrieves and removes the head of this queue, or `null` if this queue is empty.

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.

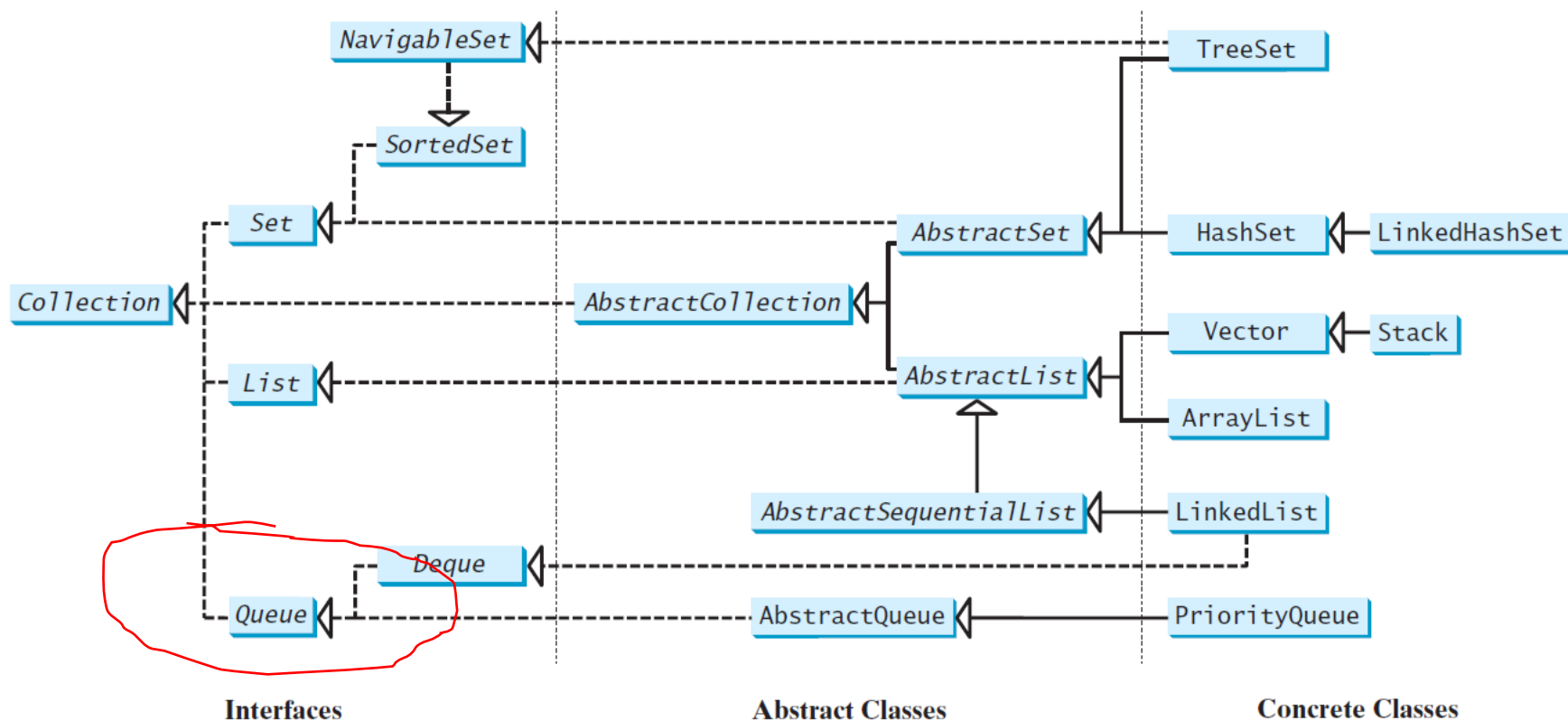
The Bigger Picture



Using the Queue Data Structure: Question?

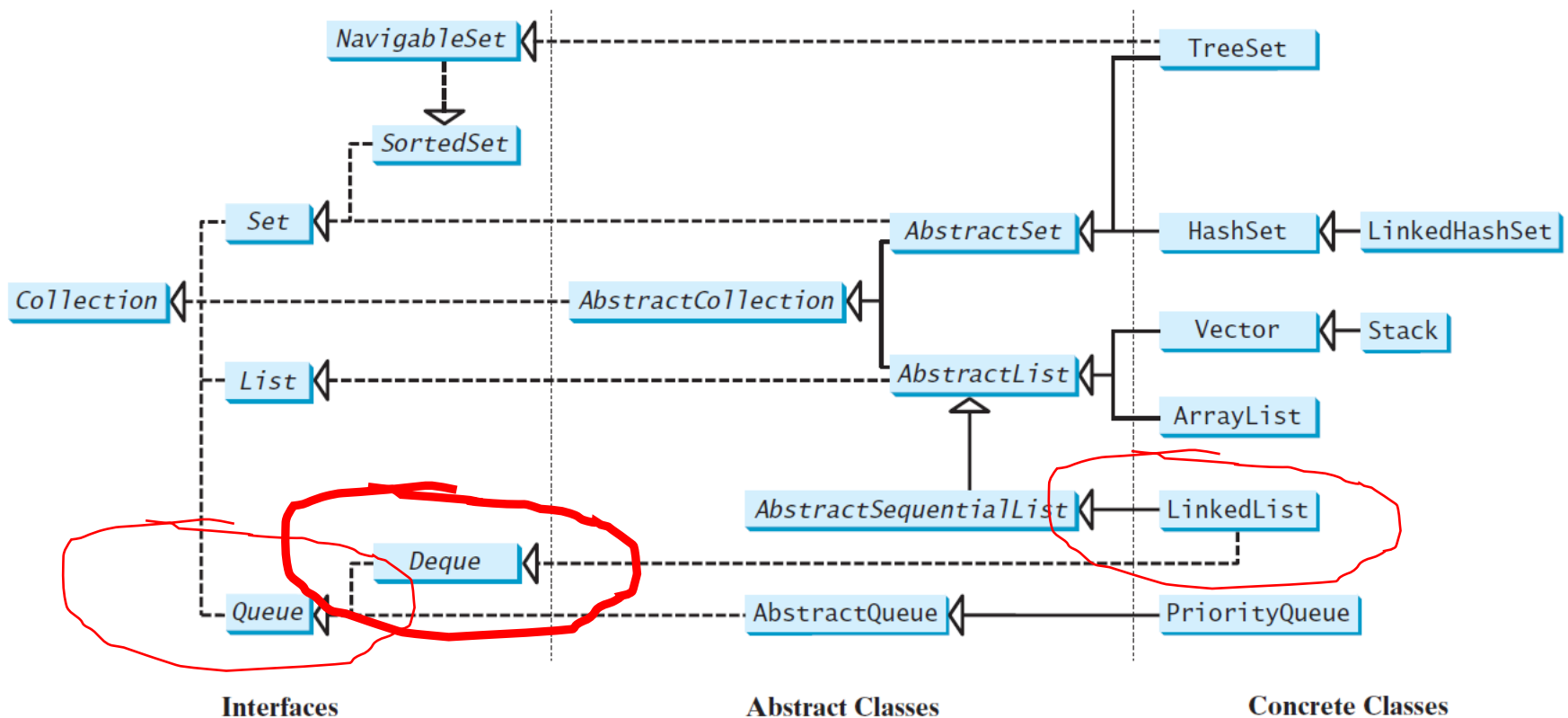
- Wait! The Queue is an interface in Java, how do I use a Queue in my program?

Answer: The Bigger Picture



Using the Queue Data Structure: Question?

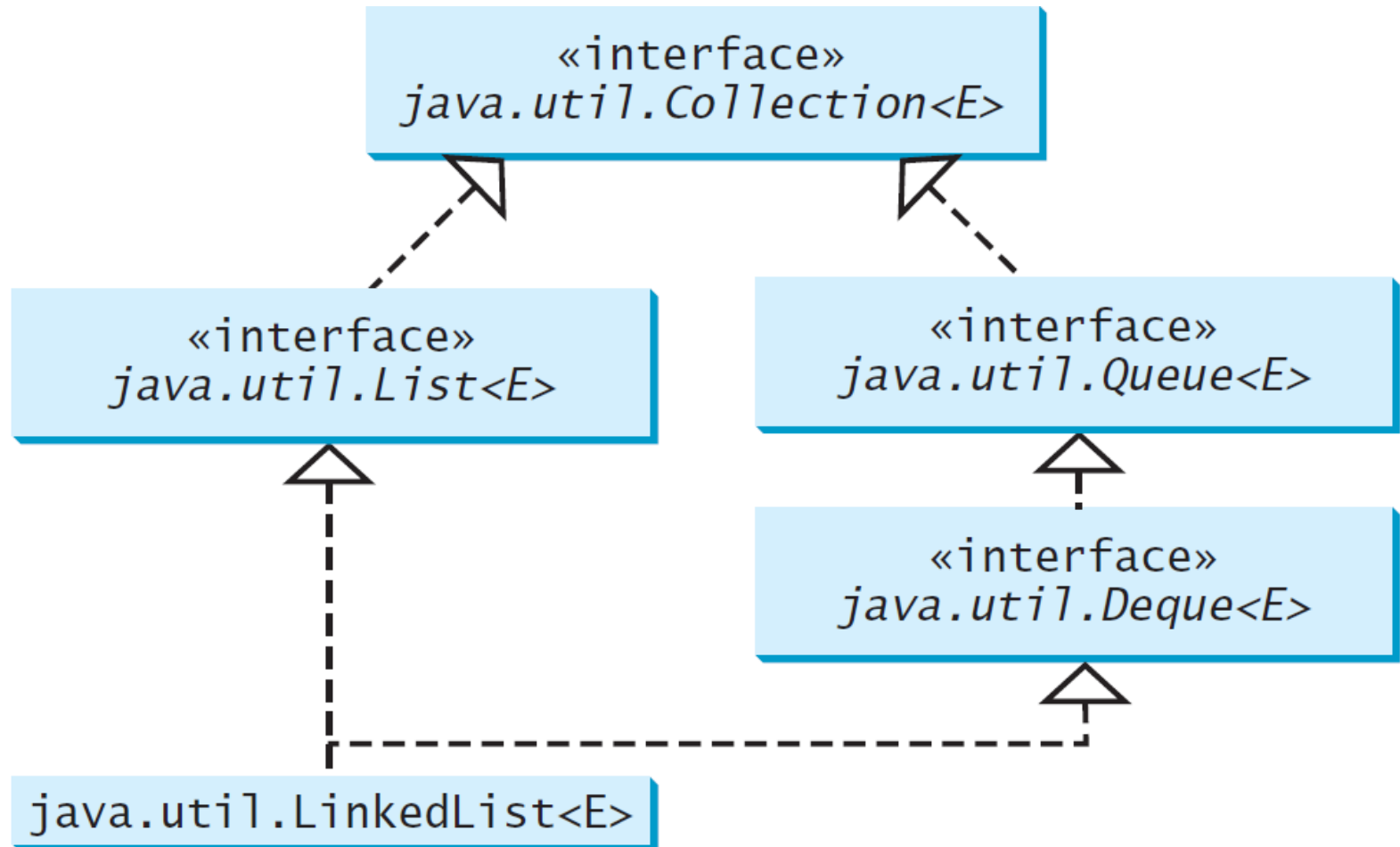
- What is Deque? How do I pronounce it?



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



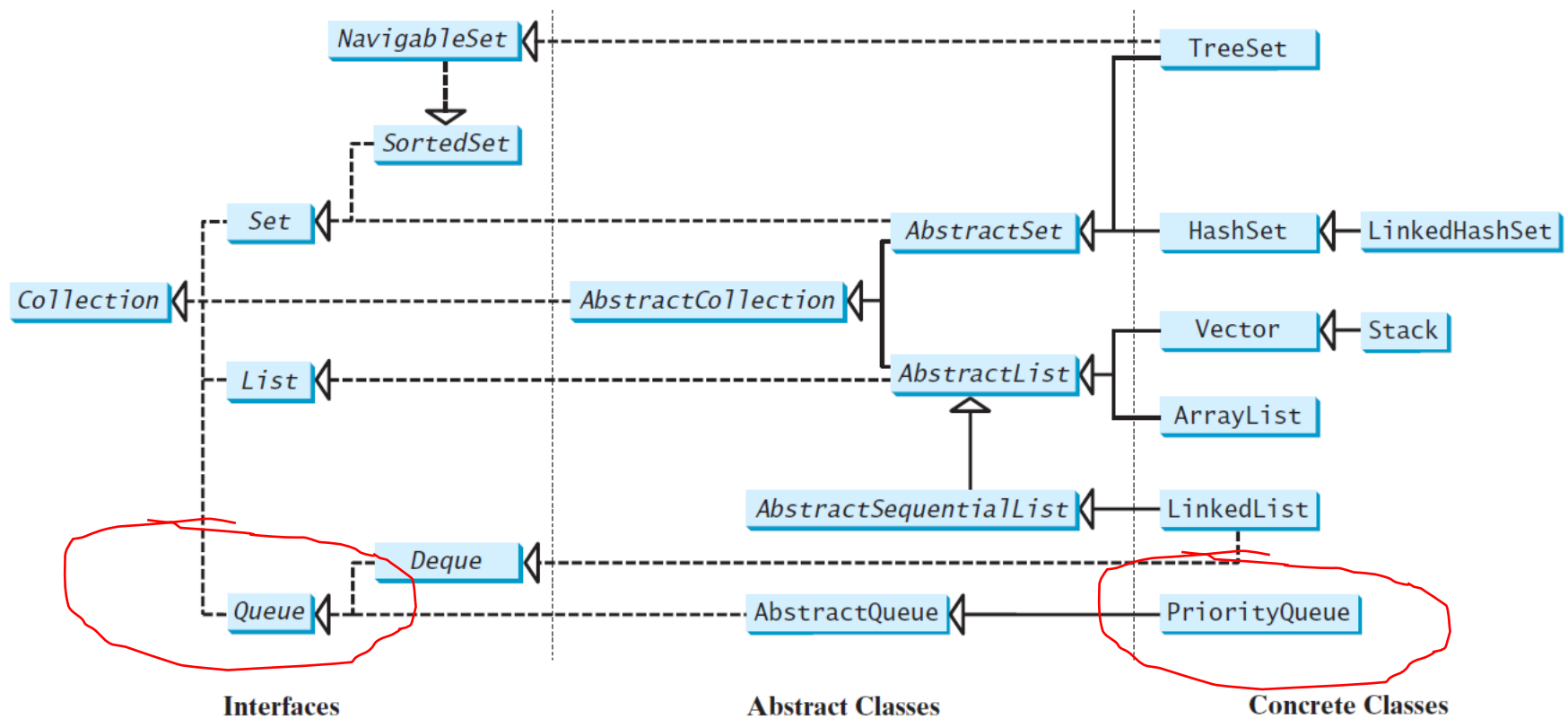
Queue Operations

- Defined in the Queue interface

Summary of Queue methods

| | <i>Throws exception</i> | <i>Returns special value</i> |
|---------|-------------------------|------------------------------|
| Insert | add(e) | offer(e) |
| Remove | remove() | poll() |
| Examine | element() | peek() |

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, 1st class], [Tom, 1st class], [Joan, 1st class], [Emma, 1st class], [Eric, economy], [Erica, economy]
 - They form a queue, however, the 1st 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 textook

Questions?

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