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,
  - not concerned with how the data will be represented or how the operations will be implemented.
• In fact, an ADT may be implemented by various specific data types or data structures, in many ways and in many programming languages.
• Examples:
  - ProductInventory (impl’d using array and linked list)
  - string class (not sure how it’s implemented)

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
Stack Application: Postfix notation

- Postfix notation is another way of writing arithmetic expressions.
- We normally use infix, the operator is between the operands.
- In postfix notation, the operator is written after the two operands.
  
  \[
  \text{infix: } 2+5 \quad \text{postfix: } 2 \ 5 \ +
  \]

- Expressions are evaluated from left to right.
- Precedence rules and parentheses are never needed!!

Postfix notation: using a stack

- Evaluation from left to right: push operands
- For operator: pop two values, perform operation, and push the result.
Evaluate Postfix Expression algorithm

- Using a stack:
  
  WHILE more input items exist
  get next item
  IF item is a number
    stack.push(item)
  ELSE (item is an operator)
    num2 = stack.pop()
    num1 = stack.pop()
    Compute result using operator
    stack.push(result)
  end WHILE

result = stack.pop()

Note: In general you should:
check for isFull before you push.
check for isEmpty before you pop.

Implementing a Stack Class

- IntStack:
  - contains ints
  - implemented using a dynamically allocated array,
    but once allocated, the array does not change size

- Alternative implementations of an integer stack:
  - use a regular array of ints (fixed size)
  - use a linked list with nodes that contain ints
    (see 18.2)
  - std::stack from the C++ library (STL) (see 18.3)

IntStack: A stack class

```cpp
class IntStack {

private:
  int *stackArray; // Pointer to the stack array
  int stackSize;    // The stack size (will not change)
  int top;          // Index to the top of the stack

public:
  // Constructor
  IntStack(int);

  // Destructor
  ~IntStack();

  // Stack operations
  void push(int);
  int pop();
  bool isFull() const;
  bool isEmpty() const;
};
```

IntStack: functions

```cpp
IntStack::IntStack(int size)
{
  stackArray = new int[size]; // dynamic alloc
  stackSize = size;           // save for reference
  top = -1;                   // empty
}

IntStack::~IntStack()
{
  delete [] stackArray;
}
```
IntStack: push

void IntStack::push(int num)
{
    assert (!isFull());
    top++;
    stackArray[top] = num;
}

IntStack: pop

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

IntStack: test functions

bool IntStack::isFull() const
{
    return (top == stackSize - 1);
}

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

IntStack: driver

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

int main()
{
    // set up the stack
    IntStack stack(50);
    stack.push(2);
    stack.push(3);
    stack.push(5);
    int x;
    x = stack.pop();
    x = stack.pop();
    stack.push(10);
    cout << x << endl;
}

What is output?
What is left on the stack when
the driver is done?
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

- **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

```
int item;
q.enqueue(2);
q.enqueue(3);
q.enqueue(5);
item = q.dequeue(); // item is 2
item = q.dequeue(); // item is 3
q.enqueue(10);
```

Queue Applications

- **The best example applications of queues involve multiple processes.**
- For example, imagine the print queue for a computer lab.
- Any computer can add a new print job to the queue (enqueue).
- The printer performs the dequeue operation and starts printing that job.
- While it is printing, more jobs are added to the Q
- When the printer finishes, it pulls the next job from the Q, continuing until the Q is empty
Implementing a Queue Class

- IntQueue:
  - contains ints
  - implemented using a dynamically allocated array, but once allocated, the queue does not change size

- Alternative implementations of an integer queue:
  - use a regular array of ints (fixed size)
  - use a linked list with nodes that contain ints (see 18.5)
  - std::deque and std::queue from the C++ library (STL) (see 18.6)

Implementing a Queue Class

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

<table>
<thead>
<tr>
<th></th>
<th></th>
<th>7</th>
<th>9</th>
<th>6</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>front</td>
<td>rear</td>
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<tr>
<td>q.enqueue(3):</td>
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<td>rear</td>
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</tbody>
</table>

Implementing a Queue Class

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

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

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

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

- Do the same for advancing the front index.
Implementing a Queue Class

• When is it full?

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

q.enqueue(5);  
q.enqueue(2);  
q.enqueue(1);  

Note: enqueue increments rear

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

It’s full:  
(rear+1)%queueSize==front

Implementing a Queue Class

• When is it empty?

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

Note: dequeue increments front

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

It’s empty:  
(rear+1)%queueSize==front

Implementing a Queue Class

• When is it full?  (rear+1)%queueSize==front
• When is it empty?  (rear+1)%queueSize==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

Implementing a Queue Class

• In the implementation that follows:
  • the queue is a dynamically allocated array, whose size does not change once initialized.
  • If the queue is not empty:
    - rear is the index of the last item that was enqueued.
    - front is the index of the next item to be dequeued.
  • numItems: how many items are in the queue
  • initial values: rear = -1, front = 0, numItems=0;
  • queueSize: the size of the array
IntQueue: a queue class

class IntQueue
{
private:
    int *queueArray; // Points to the queue array
    int queueSize;   // The queue size
    int front;       // Subscript of the queue front
    int rear;        // Subscript of the queue rear
    int numItems;    // Number of items in the queue

public:
    // Constructor
    IntQueue(int);
    ~IntQueue();

    // Queue operations
    void enqueue(int);
    int dequeue();
    bool isEmpty();
    bool isFull();
};

IntQueue: functions

//**********************************************************
// Creates an empty queue of a specified size. *
//**********************************************************

IntQueue::IntQueue(int s)
{
    queueArray = new int[s];
    queueSize = s;
    front = 0;
    rear = -1;
    numItems = 0;
}

//**********************************************************
// Destructor                                          *
//**********************************************************

IntQueue::~IntQueue()
{
    delete [] queueArray;
}

IntQueue: enqueue

//**********************************************************
// Enqueue inserts a value at the rear of the queue. *
//**********************************************************

void IntQueue::enqueue(int num)
{
    assert (!isFull());

    // Calculate the new rear position
    rear = (rear + 1) % queueSize;

    // Insert new item
    queueArray[rear] = num;

    // Update item count
    numItems++;
}

IntQueue: dequeue

//**********************************************************
// Dequeue removes the value at the front of the queue and copies it into num. *
// If the queue is empty, outputs a message and returns -1 *
//**********************************************************

int IntQueue::dequeue()
{
    assert (!isEmpty());

    // Retrieve the front item
    int num = queueArray[front];

    // Move front
    front = (front + 1) % queueSize;

    // Update item count
    numItems--;

    return num;
}
IntQueue: test functions

// isEmpty returns true if the queue is empty, otherwise false.
bool IntQueue::isEmpty()
{
    return (numItems == 0);
}

// isFull returns true if the queue is full, otherwise false.
bool IntQueue::isFull()
{
    return (numItems == queueSize);
}

IntQueue: driver

#include<iostream>
using namespace std;

#include "IntQueue.h"

int main() {
    IntQueue q(50);
    int item;
    q.enqueue(2);
    q.enqueue(3);
    q.enqueue(5);
    item = q.dequeue();
    item = q.dequeue();
    q.enqueue(10);
    cout << item << endl;
}

What is output?
What is left on the queue when the driver is done?