

# Data Structures in Java

Session 6

Instructor: Bert Huang

<http://www1.cs.columbia.edu/~bert/courses/3134>

# Announcements

- Homework 2 released on website
  - Due Oct. 6<sup>th</sup> at 5:40 PM (12 days)

# Review

- List code study
  - MyArrayList
  - MyLinkedList
- The Iterable interface
- Definition of Stack ADT

# Today's Plan

- Homework advice
- Review of **scope** and recursion
- Stack applications examples
- Stack implementation (easy)

# Test First

- Incrementally test your code
  - avoid having to debug too many moving parts at once
- 1<sup>st</sup> step, make it compile (have methods return garbage)
- 2<sup>nd</sup> step, make methods pass tests

# Scope

- `public int x = 200;`

```
public void mystery() {  
    int x = 100;  
    System.out.println(x);  
}
```

- `int i = 200;`

```
for (int i=0; i<10; i++)  
    System.out.println("i = "+i);  
System.out.println("i = "+i);
```

# Generics and Scope

- ```
public class Collection<String> {  
    String whatIsThis;  
}
```

  

```
Collection<Integer> myCollection =  
    new Collection<Integer>();
```
- whatIsThis is an Integer
- So be careful with naming your generic placeholders

# Stack Definition

- Essentially a very restricted List
- Two (main) operations:
  - Push(AnyType x)
  - Pop()
- Analogy – Cafeteria Trays, PEZ

# Stack Applications

- Recursion
- Parsing text: infix vs. postfix
- Syntax checking ( ), { }, “”

# Evaluating Recursion

- Push recursive calls onto a Stack, evaluate top
- Consider computing factorials:
  - $N! = N * (N-1)!$
  - $1! = 1$
- (Note:  $O(N!)$  is REALLY bad)

# Evaluating Postfix

\* Postfix notation places operator after operands

\* Ambiguous Infix:  $3 + 2 * 10$  ((3+2) \* 10)

\* Postfix:  $3 2 + 10 *$  ((3 2 +) 10 \*)

(As opposed to)

$3 2 10 * +$

(3 (2 10 \*) +)

# Evaluating Postfix

\* Postfix notation places operator after operands

\* Ambiguous Infix:  $(3 + 2)^* 10$   $((3+2)^* 10)$

\* Postfix:  $3 2 + 10 ^*$   $((3 2 +) 10 ^*)$

(As opposed to)

$3 2 10 ^* +$

 $(3 (2 10 ^*) +)$

# Syntax Checking

- \* Check for matching parenthesis ( ), braces { }, brackets [ ], etc.
- \* Sweep through code
  - \* If we see an opening symbol, push onto stack
  - \* If we see a closing symbol, pop from stack and compare

# Stack

## Implementations

- Linked List:
  - $\text{Push}(x) \leftrightarrow \text{add}(x) \quad \leftrightarrow \quad \text{add}(x,0)$
  - $\text{Pop}() \leftrightarrow \text{remove}(0)$
- Array:
  - $\text{Push}(x) \leftrightarrow \text{Array}[k++] = x$
  - $\text{Pop}() \leftrightarrow \text{return Array[--k]}$

# Queue ADT

- Stacks are **Last In First Out**
- Queues are **First In First Out**, first-come first-served
- Operations: **enqueue** and **dequeue**
- Analogy: standing in line, garden hose, etc

# Queue Implementation

- Linked List
  - $\text{add}(x,0)$  to enqueue,  $\text{remove}(N-1)$  to dequeue
- Array List won't work well!
  - $\text{add}(x,0)$  is expensive
  - Solution: use a circular array

# Circular Array

- Don't shift after removing from array list
- Keep track of start and end of queue
- When run out of space, wrap around; modular arithmetic
- When array is full, increase size using list tactic

# Reading

- Stacks and Queues: Weiss 3.6-3.7