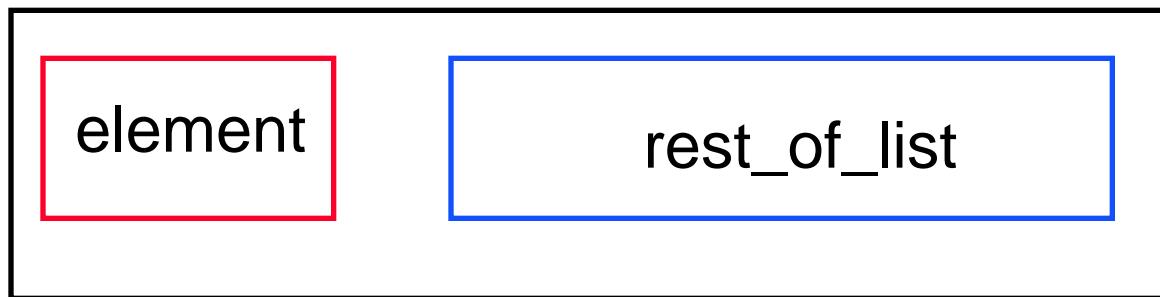


# Stacks

- Common data structures - useful for organizing data for specific tasks
- Lists
- Stacks - an Abstract Data Type
  - Class interface
  - Polymorphism
  - Use of List as representation of Stacks
  - Pop versus Peek

# Lists

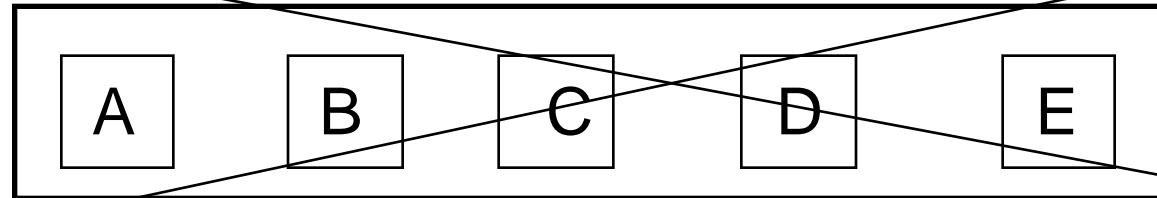
- A list is a sequence of objects
  - Bad view for thinking about operations on lists
- A list is a pair, a first element and a rest\_of\_list, which is a sublist



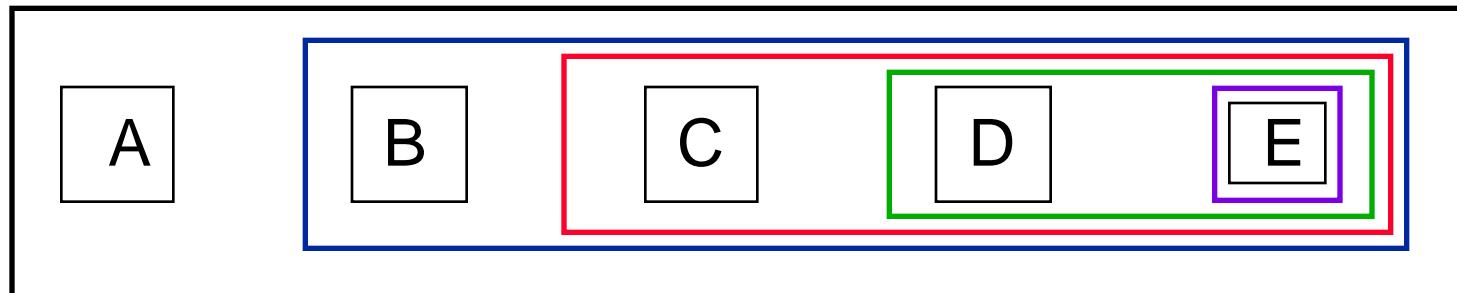
# Lists

cs111.util.List.\*

not  
this:



Preferable



Details here are hidden by List class implementation!

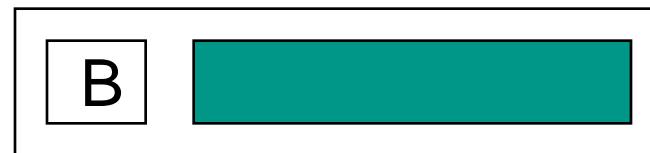
# Lists

```
public class List extends Object{
    protected Object info; //field is accessible only
    protected List subList; //by classes in same package
                           //means field is private to package
    public List{
        info = null;
        subList = null;
    }
    public List (Object element, List oldList){
        info = element;
        subList = oldList;
    }
}
```

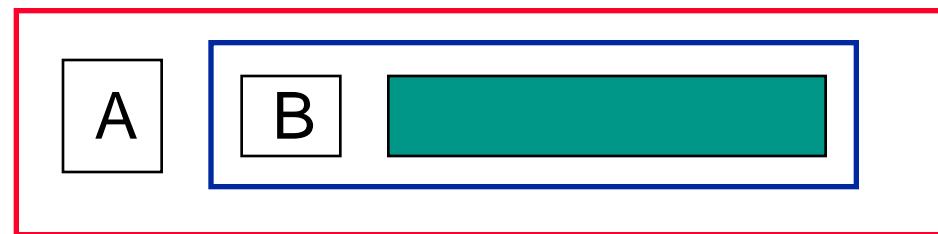
# List Construction

element: A

oldList:

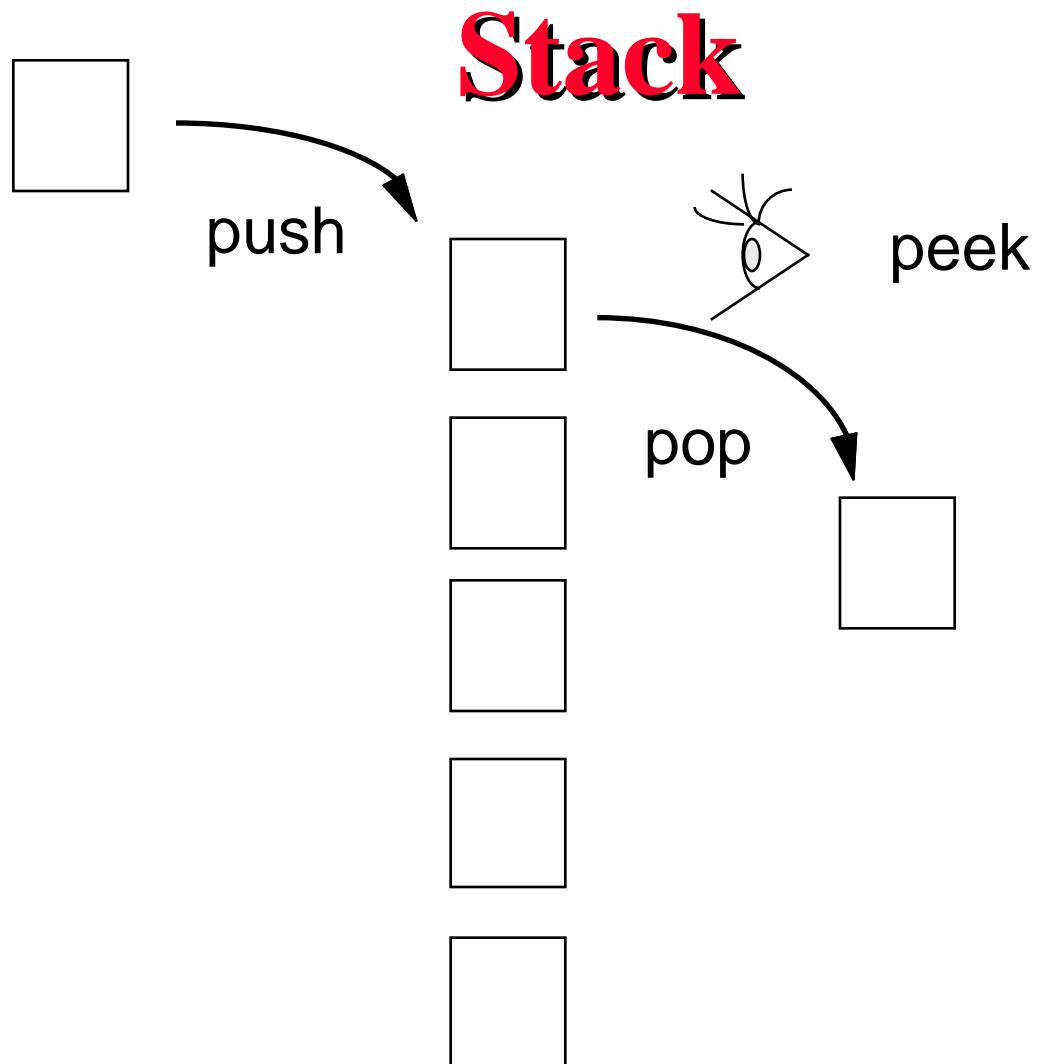


result:



new list





# Stacks

- **Stacks in real-life**
  - Redial button on telephone - calls the last number dialed
  - *history (his)* command in Unix (!! executes your last typed command)
  - Job layoffs of people with least seniority
  - Pile of plates in restaurant

# Stacks - an Abstract Data Type

- Defined in terms of necessary operations
- Abstract Data Type (ADT)
  - Something defined by its behavior
  - Doesn't matter how these behaviors are implemented as long as semantics are preserved
- Implementation “protected” from disturbance by a user - *encapsulation* or *data hiding*

# **Stack Class Interface**

- Instance variables:
  - **private List top**
  - **private int length**
- Instance methods:
- **public Stack() //constructor**
- **public int getLength() //# of elements**
- **public boolean empty()**
- **public String toString()**
- **public Enumeration getEnumeration()**

# Stack Methods

```
public Stack() { //empty stack is top as null List  
    top = null;  
    length = 0;  
}  
public int getLength(){ //observer method  
    return length;  
}  
public boolean empty(){ //true only if length!=0  
    return (length == 0);  
}
```

# **Stack Interface**

- **public void push (Object newItem)**
  - adds element newItem to stack
  - polymorphic abstract data type (ADT)
- **public Object pop() throws StackException**
  - removes element from Stack and returns it
  - polymorphic
- **public Object peek() throws StackException**
  - allows examination of top element on Stack without removing it
  - polymorphic

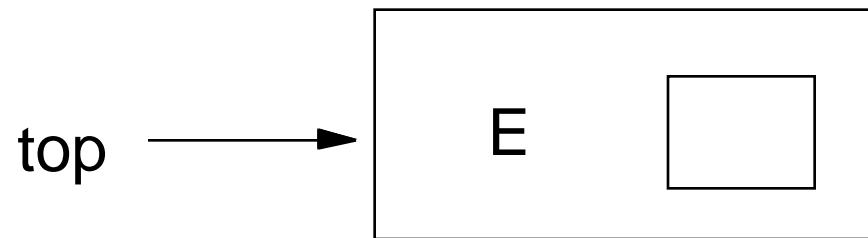
# Stack Class: How to build?

- How to represent Stacks?
  - Use List class (first element, rest\_of\_list) to hold elements in a stack
- Potential special cases
  - Pop off or peek at an empty stack
  - Push onto an empty stack
  - Both can be handled by encoding the empty stack as top == null and length == 0
- Can use length== 0 to check for empty stack

# Push onto empty stack

Initially,  
top is null  
length is 0

Perform push( E )



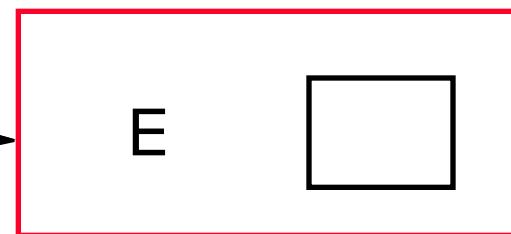
length is 1

```
List nl = new List(newItem, top)  
top = nl;
```

# Push onto non-empty Stack

Initially,

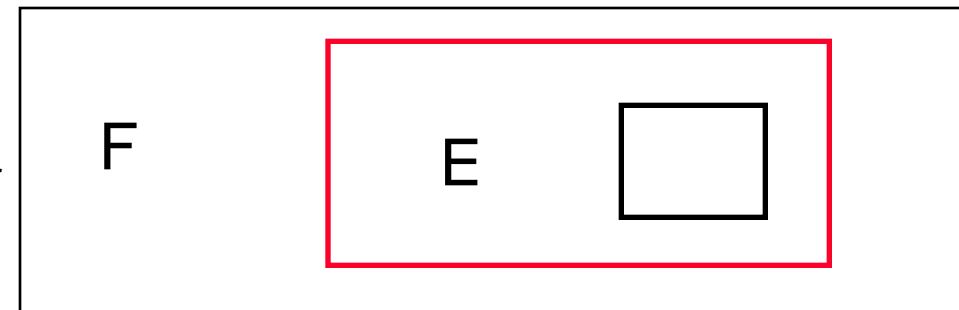
top →



then, push( F )

length is 1

top →



length is 2

# Push Method

```
//create new List with old List as subList and  
//newItem as first element  
public void push(Object newItem){  
    List nl = new List(newItem, top);  
    top = nl;  
    length++;  
}
```

# Pop Method

```
public Object pop() throws StackException{  
    if (empty()) throw new StackException  
        ("Attempt to pop from empty Stack");  
    Object ret = top.info;  
    top = top.subList;  
    length--;  
    return ret;  
}
```

# Pop off empty stack

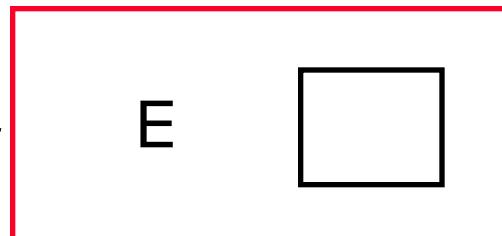
Initially,  
top is null  
length is 0

empty() yields true  
method throws a StackException.

# Pop off non-empty stack

Initially,

top →



pop()



return E  
top is null  
length is 0

```
Object ret = top.info;  
top = top.subList;  
length--;  
return ret;
```

# User-defined Exception

```
public class StackException extends Exception{  
    String msg;  
    StackException (String str){  
        msg = str;  
    }  
}
```

- Define as extension of built-in class `Exception` in `java.lang.*`
- Pass `StackException` object with private `String` instance variable to exception handler for possible printing
- No handler in `Stack` class means user of `Stack` class can handle or pass along to default handler in class `Object`

# Pop() versus Peek()

```
public Object pop() throws StackException{
    if (empty()) throw new StackException
        ("Attempt to pop from empty Stack");
    Object ret = top.info;
    top = top.subList;
    length--;
    return ret;
}

public Object peek() throws StackException{
    if (empty()) throw new StackException
        ("Attempt to peek at an empty Stack");
    return top.info;
}
```

changes the stack

does not change the stack

# toString Method

```
//uses toString() method in List to build String rep  
//of contents of Stack  
public String toString(){  
    String ret = "Stack length is " + length + "\n";  
    return ret + "stack is: " + top.toString;  
}
```