CMSC 341 Data Structures
Stack and Queue Review

June 1, 2007

These are some review questions on stacks. The class definitions for stack and queue are provided at the end of the questions.

Stacks

1. Using only the operations of the stack, write a function that determines if a string is a palindrome (i.e. reads the same backward and forward; e.g. "level"). The prototype for this function is given below.

   bool IsPalindrome(const string& theString);

2. What is the output of the following code?

   ```cpp
   int values[10] = {1, 3, 5, 7, 9, 11, 13, 15, 17, 19};
   Stack<int> s;

   for (int i = 0; i < 10; i++)
       s.push(values[i]);

   int n = 25;
   for (int i = 0; i < 4; i++)
   {
       n += s.top(); s.pop();
   }
   for (int i = 0; i < 2; i++)
   {
       n += s.top(); s.pop();
   }
   cout << n << endl;
   ```
1. Discuss the advantages and disadvantages of the text's array implementation and the lecture notes layered implementation of the stack ADT. At a minimum, consider the asymptotic time performance of the isEmpty( ), pop( ) and push( ) operations.

2. Using only the operations of the stack given in the class definition (i.e. without using the stack's copy constructor or assignment operator), write a C++ function that returns a copy of the user specified stack. The prototype for the function is given below.

   template< class Object >
   Stack< Object > CopyStack( Stack< Object > & stack );

**Queues**

1. Using the operations of the stack and queue, write a function that determines if a string is a palindrome (i.e. reads the same backward and forward; e.g. “level”). The prototype for this function is given below.

   bool IsPalindrome( const string& theString );

2. Suppose that Q is an initially empty array-based queue of size 5. Show the values of the data members front and back after each statement has been executed. Indicate and errors that might occur.

   Queue< char > Q( 5 );
   Q.enqueue( 'A' );
   Q.enqueue( 'B' );
   Q.enqueue( 'C' );
   char c = Q.dequeue( );
   Q.enqueue( 'A' );

3. Discuss the advantages and disadvantages of the linked list and array-based implementations of a queue.

4. Describe three “real life” applications of a queue.

5. Explain how to implement a queue using two stacks.
Definition of the Stack Class
This is the definition of the array based stack from the text.

```cpp
template< class Object >
class Stack
{
    public:
        explicit Stack( int capacity = 10 );
        bool isEmpty( ) const;
        bool isFull ( ) const;
        const Object& top( ) const;
        void makeEmpty( );
        void pop( );
        void push( const Object& x );
        Object topAndPop( );
    private:
        vector< Object > theArray;
        int top0fStack;
};
```

Definition of the Queue Class
This is the definition of the array based queue from the text.

```cpp
template< class Object >
class Queue
{
    public:
        explicit Queue( int capacity = 10 );
        bool isEmpty( ) const;
        bool isFull ( ) const;
        const Object& getFront( ) const;
        void makeEmpty( );
        Object dequeue( );
        void enqueue( const Object& x );
    private:
        vector< Object > theArray;
        int currentSize, front, back;
        void increment( int& x );
};
```