CSCI 132: Basic Data Structures and Algorithms

Stacks and Queues Conclusion, Priority Queue

Reese Pearsall Fall 2023

Announcements

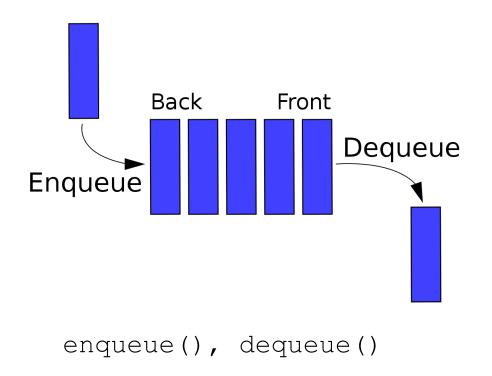
Program 3 due tonight at 11:59 PM

Lab 9 due tomorrow at 11:59 PM (no code, should be pretty easy)

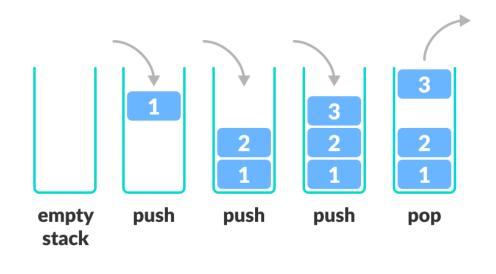


Lab 9

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



A **stack** is a data structure that can hold data, and follows the **last in first out (LIFO)** principle



We implemented both data structures using an Array or a Linked List

Takeaway: Adding and removing elements from a queue runs in constant time ($\circ(1)$)

(FIFO)

Takeaway: Adding and removing elements from a **stack** runs in constant time (0)(1)

(LIFO)

Queue Runtime Analysis

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue	O(1)	O(1)
Peek	O(1)	O(1)
Print Queue	O(n)	O(n)

Stack Runtime Analysis

	w/ Array	w/ Linked List
Creation	O(n)	O(1)
Push()	O(1)	O(1)
Pop()	O(1)	O(1)
peek()	O(1)	O(1)
Print()	O(n)	O(n)

Queue Runtime Analysis

Which data structure should you use?



	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue	O(1)	O(1)
Peek	O(1)	O(1)
Print Queue	O(n)	O(n)

Data structures always have tradeoffs.

With stacks and queues, the important thing to consider is **the order** of how you want your data to be read

Stacks → LIFO
Queues → FIFO*

Stack Runtime Analysis

	w/ Array	w/ Linked List
Creation	O(n)	O(1)
Push()	O(1)	O(1)
Pop()	O(1)	O(1)
peek()	O(1)	O(1)
Print()	O(n)	O(n)

Queue Runtime Analysis

Applications of Queue Data Structures

- Online waiting rooms
- Operating System task scheduling
- Web Server Request Handlers
- Network Communication
- CSCI 232 Algorithms

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue	O(1)	O(1)
Peek	O(1)	O(1)
Print Queue	O(n)	O(n)

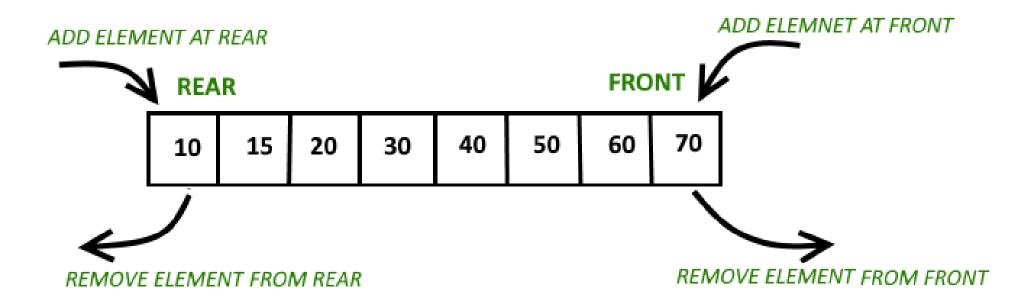
Applications of Stack Data Structures

- Tracking function calls in programming
- Web browser history
- Undo/Redo buttons
- Recursion/Backtracking
- CSCI 232 Algorithms

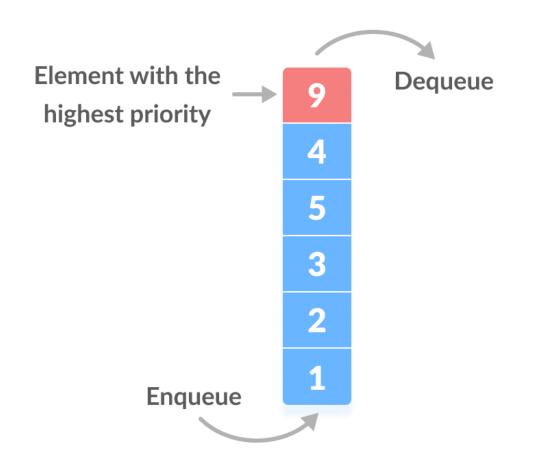
Stack Runtime Analysis

	w/ Array	w/ Linked List
Creation	O(n)	O(1)
Push()	O(1)	O(1)
Pop()	O(1)	O(1)
peek()	O(1)	O(1)
Print()	O(n)	O(n)

A double-ended queue, or a **deque** (deck) is a type of queue in which insertion and removal of elements can either be performed from the front or the rear



Most of the time, queues will operate in a FIFO fashion, however there may be times we want to dequeue the item with the **highest priority**



Priority queue in a data structure is an extension of a linear queue that possesses the following properties: Every element has a certain priority assigned to it

When we enqueue something, we might need to "shuffle" that item into the correct spot of the priority queue In the real world, when you want to use a Queue, Stack, Deque, or a Priority Queue, you will likely import this data structure

import.java.util.Stack

import.java.util.Queue

java.util.Queue is an interface. We cannot create a Queue object.

Instead, we create an instance of an object *that implements* this interface

Some of the Classes that implement the Queue interface:

- PriorityQueue (java.util.PriorityQueue)
- Linked List (java.util.LinkedList)

(If you need a FIFO queue, Linked List is the way to go...)

```
import java.util.LinkedList;
import java.util.Stack;
import java.util.PriorityQueue;
public class April5Demo {
    public static void main(String args[]) {
        Stack<String> stack = new Stack<>();
        stack.push("Hey");
        stack.push("Hi");
        stack.pop();
        String s = stack.pop();
        System.out.println(s);
        PriorityQueue<String> queue = new PriorityQueue<>();
        queue.add("DDDD");
        queue.add("ZZZZ");
        queue.add("AAAA");
        queue.remove();
        String x = queue.remove();
        System.out.println(x);
        LinkedList<String> anotherQueue = new LinkedList<>();
        anotherQueue.add("Hello");
        anotherQueue.add("Yo");
        anotherQueue.remove();
```