

OCR Computer Science AS Level

2.3.1 Algorithms for the Main Data Structures Intermediate Notes

Specification:

- Stacks
- Queues

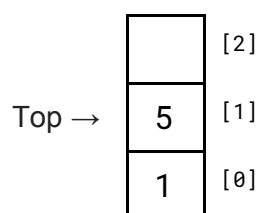
Algorithms for the Main Data Structures

Algorithms and data structures go [hand in hand](#). Each data structure has its own algorithms associated with it, allowing the data to be manipulated in useful ways.

All of the data structures mentioned in these notes are covered in greater detail in the notes for 1.4.2 Data Structures.

Stacks

Stacks are an example of a [first in, last out](#) (FILO) data structure. They are often [implemented as an array](#) and use a [single pointer](#) which keeps track of the top of the stack (called the top pointer). This points to the element which is [currently at the top](#) of the stack.



Algorithms for stacks include adding to the stack, removing from the stack and checking whether the stack is empty/full. These have their own [special names](#), as shown in the table below.

Operation	Name
Check size	size()
Check if empty	isEmpty()
Return top element (but don't remove)	peek()
Add to the stack	push(element)
Remove top element from the stack and return removed element	pop()

size()

Size returns the [number of elements](#) on the stack. The pseudocode is as simple as returning the value of the top pointer plus one (remember that the first element is in position 0).

```
size()
    return top + 1
```

isEmpty()

To check whether a stack is empty, we need to check whether the top pointer is [less than 0](#). If it is, then the stack is empty, otherwise there is data in the stack

```
isEmpty()
    if top < 0:
        return True
    else:
        return False
    endif
```

peek()

To return the item at the top of the stack, [without removing it](#), simply return the item at the position indicated by the top pointer. For these examples, we'll assume our stack is an array called A.

Don't forget to check that the stack [has data in it](#) before attempting to return data though, an empty stack could cause errors. It's useful to use the `isEmpty` function here.

```
peek()
    if isEmpty():
        return error
    else:
        return A[top]
    endif
```

push(element)

To add an item to a stack, the new item is [passed as a parameter](#). Firstly, the top pointer is updated. Then the new element can be inserted at the position of the top pointer.

```
push(element)
    top += 1
    A[top] = element
```

pop()

To **remove an item** from a stack, the element at the position of the top pointer is recorded before being removed. Then the top pointer is **decremented by one** before the removed item is returned. As with `peek()`, it's important to check that the stack **isn't empty** before attempting a `pop()`.

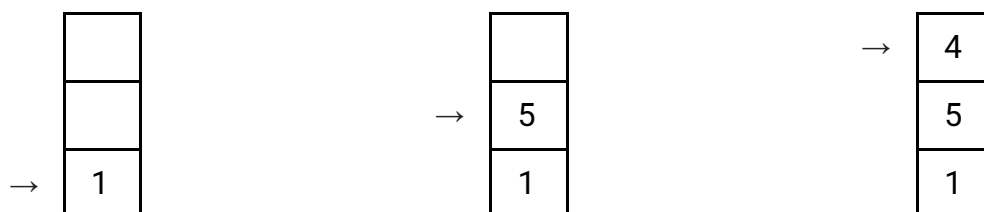
```
pop()
    if isEmpty():
        return error
    else:
        toRemove = A[top]
        A[top] = ""
        top -= 1
        return toRemove
    endif
```

Example

What would be the result of the following operations on a 3-element stack?

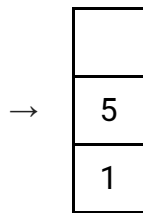
```
push(1)
push(5)
push(4)
peek()
pop()
isEmpty()
```

The first three operations push the items 1, 5 and 4 to the stack in that order.



The next operation is a `peek()`. This returns the item at the top of the stack, but **doesn't change the appearance of the stack**. Therefore this operation returns **4** and the stack remains the same.

Next is `pop()`. This **removes the item at the top of the stack** and returns it, **4**, before the top pointer moves down one place.



Finally isEmpty is carried out. The stack is **not empty** and so **False** is returned.

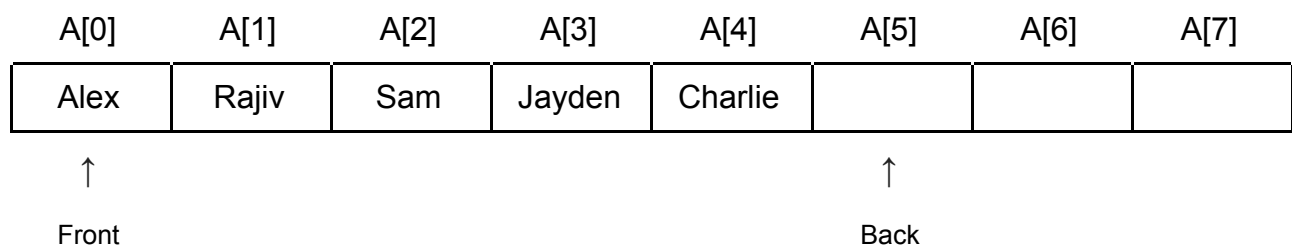
isEmpty doesn't affect the appearance of a stack, meaning that the final state of the stack is as shown above. The output from the operations is:

4, 4, False

Queues

Queues are a type of **first in, first out** (FIFO) data structure. Just like stacks, queues are often represented as arrays. However, unlike stacks, queues make use of two pointers: **front and back**. While front holds the position of the first element, back stores the **next available space**.

Operations which can be carried out on queues are similar to those associated with stacks, but be aware - some have different names.



Operation	Name
Check size	size()
Check if empty	isEmpty()
Return top element (but don't remove)	peek()
Add to the queue	enqueue(element)
Remove from the queue and return removed element	dequeue()

size()

To work out the size of a queue, simply **subtract the value of front from back**. If front is at 0 and back is at 5, there are 5 elements in the queue.

```
size()
    return back - front
```

isEmpty()

When a queue is empty, front and back **point to the same position**. To check whether a queue is empty, just check whether the two pointers hold **the same value**.

```
isEmpty()
    if front == back:
        return True
    else:
        return False
```

peek()

Just like a stack, peek returns the element at the front of the queue **without removing it**.

```
peek()
    return A[front]
```

enqueue(element)

To add an element to a queue, the element is placed in the position of back and then back is **incremented by one**.

```
enqueue(element)
    A[back] = element
    back += 1
```