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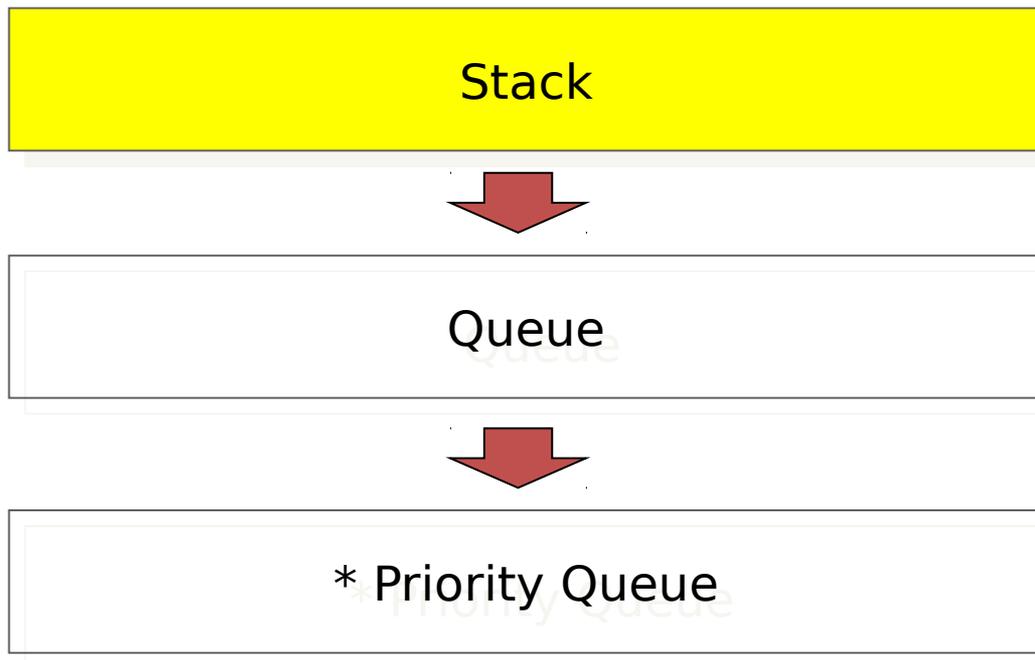
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# Outline

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# Stack

- Stack
  - A **stack** is an ordered list in which insertions and deletions are made at one end called the top.
  - If we add the elements *A*, *B*, *C*, *D*, *E* to the stack, in that order, then *E* is the first element we delete from the stack
  - A stack is also known as a **Last-In-First-Out (LIFO)** list.

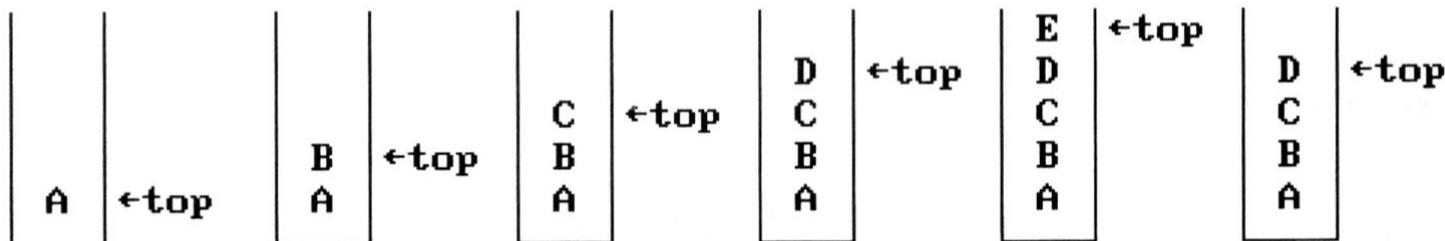


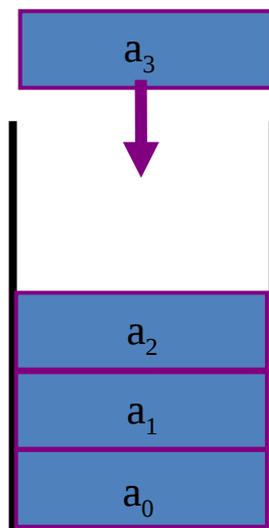
Figure 3.1: Inserting and deleting elements in a stack



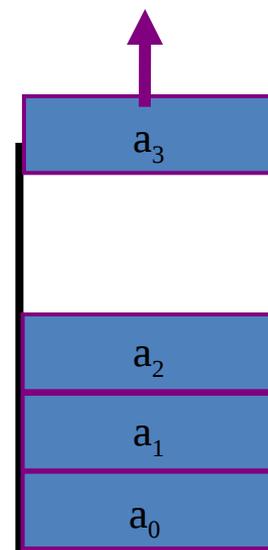
# Stack

- Member Function

- push
- pop
- top
- empty
- size



Push (Add)



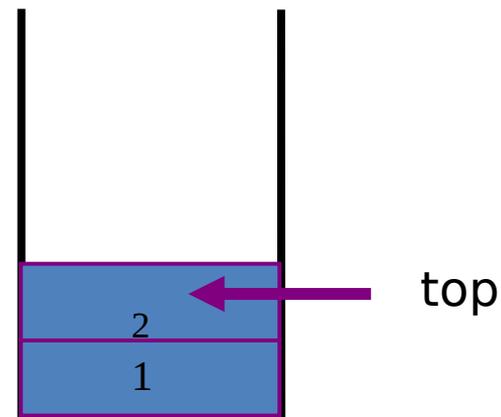
Pop (Delete)



# Stack

- Stack Usage in STL – Standard Template Library

```
/* stack example */  
#include <iostream>  
#include <stack>  
using namespace std;  
  
int main()  
{  
    stack<int> stk;  
    stk.push(1);  
    stk.push(2);  
    cout<< stk.top(); // 2  
    cout<< stk.empty(); // false  
  
    /* clear the stack */  
    while(!stk.empty()) stk.pop();  
}
```



# Question



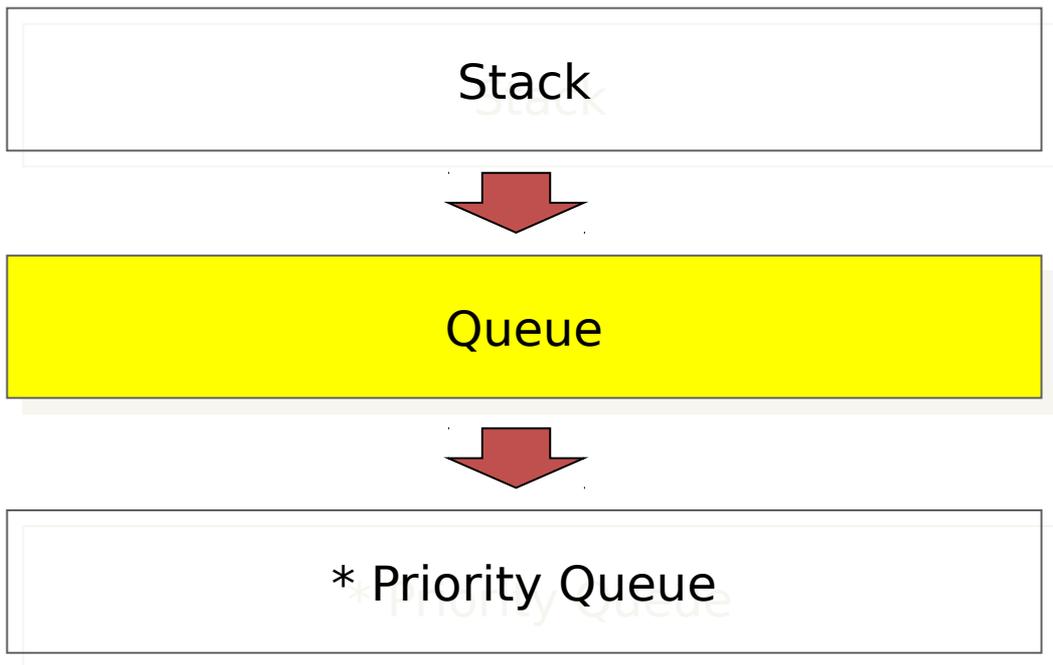
# Practice 1

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## Uva-673 Parantheses

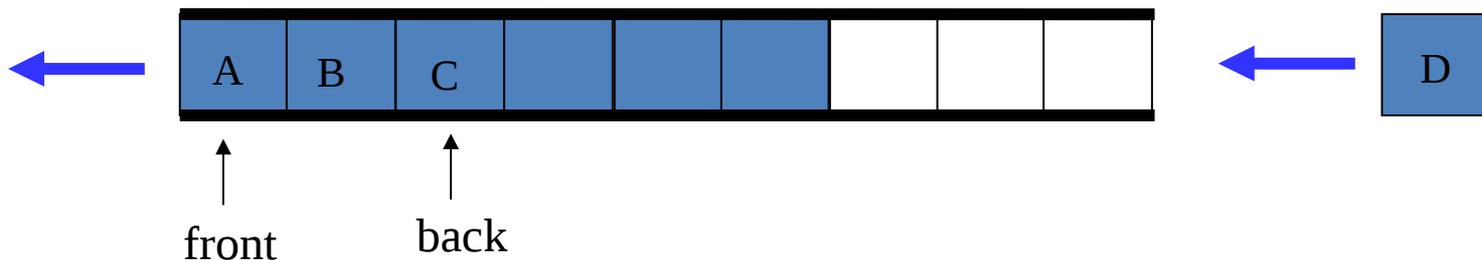


# Outline



# Queue

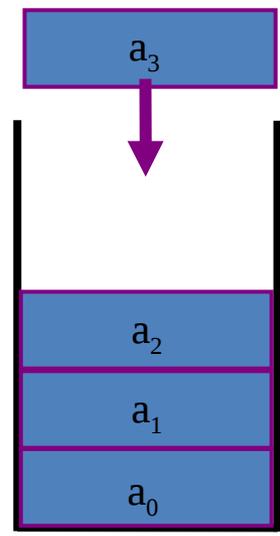
- Queue
  - A **queue** is an ordered list in which insertions and deletions are made at one end called the front
  - If we add the elements *A*, *B*, *C*, *D*, *E* to the stack, in that order, then *A* is the first element we delete from the queue
  - A stack is also known as a **First-In-First-Out (FIFO)** list.



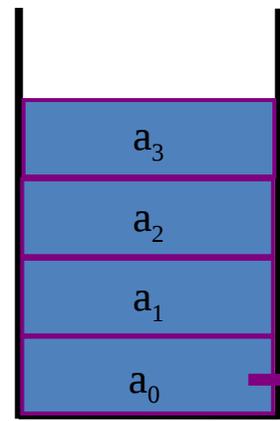
# Queue

- Member Function

- push
- pop
- front
- back
- empty
- size



Push (enqueue)



Pop (dequeue)

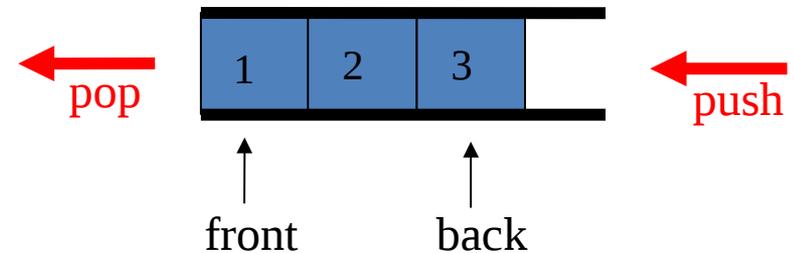
front



# Queue

- Queue Usage in STL

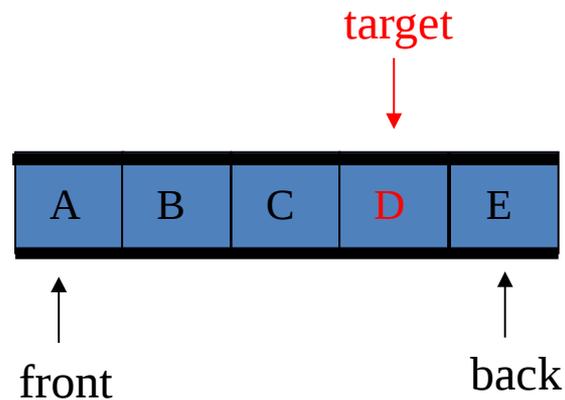
```
/* stack example */  
#include <iostream>  
#include <queue>  
using namespace std;  
  
int main()  
{  
    queue<int> que;  
    que.push(1);  
    que.push(2);  
    que.push(3);  
    cout<<que.front(); // 1  
  
    /* clear the stack */  
    while(!que.empty()) que.pop();  
}
```



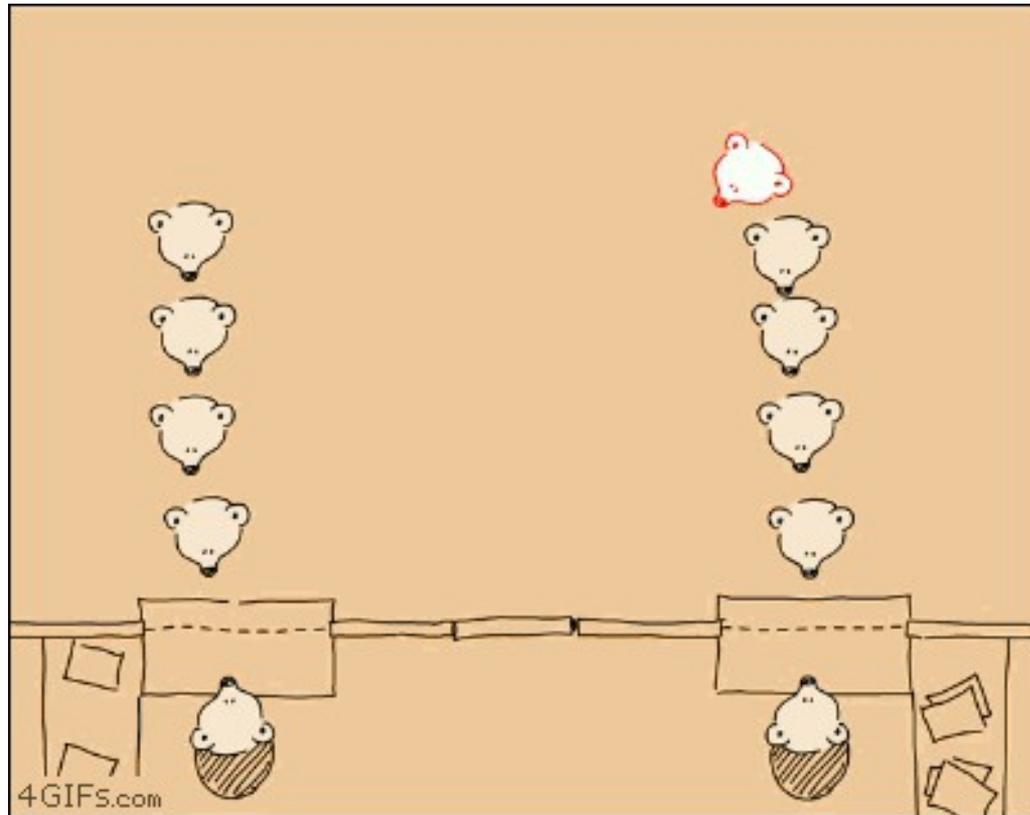
# Queue

- Scan elements in queue

```
while(que.front() != 'D') {  
    que.pop();  
}
```



# Question



# Practice 2

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## POJ - 3125 Printer Queue



# Outline

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Stack



Queue



\* Priority Queue

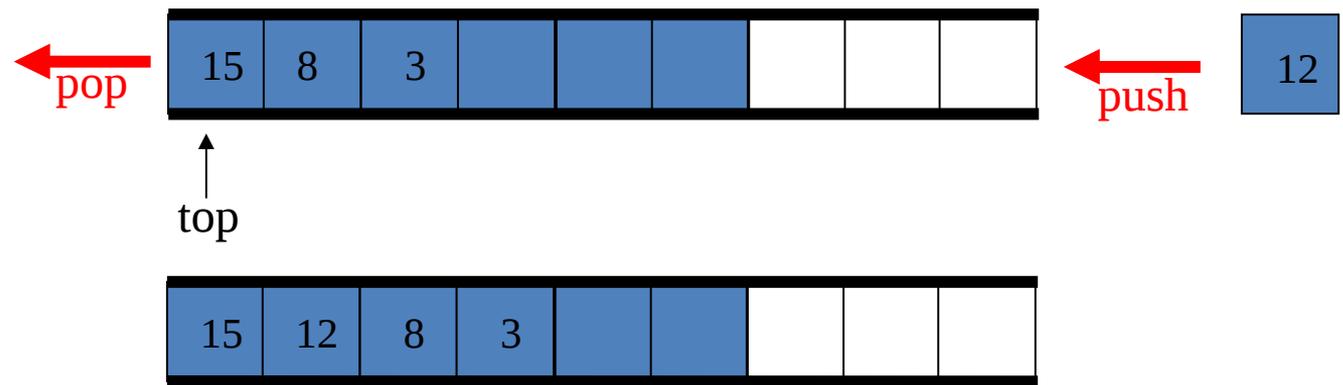


# ( 補充 ) Priority Queue

- Priority Queue
  - Priority queues are a type of container adaptors, specifically designed such that its **first element is always the greatest** of the elements it contains, according to some strict weak ordering criterion.

- Member Function

- push
- pop
- **top**
- empty
- size



# ( 補充 ) Priority Queue

- User-Defined Structure

```
typedef structure _PRICE{
    int value;

    bool operator<(const structure _PRICE a) const {
        return value > a.value;
    }
} price;

int main()
{
    priority_queue<price> pq;
    price p1, p2;
    p1.value = 10;    p2.value = 5;
    pq.push(p1);    pq.push(p2);

    printf("top element's value = %d\n", pq.top().value);
    /* top element's value = 5 */
}
```



# Practice 3

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## Uva - 11995 I Can Guess the Data Structure





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