

Precept Outline

- Review of Lectures 3 and 4:
 - Stacks and Queues I
 - Stacks and Queues II
- Problem Solving

Relevant Book Sections

- 1.3 (Stacks and Queues)

A. Review: Linked Lists, Resizable Arrays, Stacks, Queues and Iterators/Iterables

Your preceptor will briefly review key points of this week's lectures.

Here are some code snippets that your instructor might refer to as examples:

```

1 public class SinglyLinkedList<Item> {
2     private Node first = null;
3     private class Node {
4         Item item;
5         Node next;
6     }
7
8     public void push(Item item) {
9         Node oldFirst = first;
10        first = new Node();
11        first.item = item;
12        first.next = oldFirst;
13    }
14
15    public Item pop() {
16        Item item = first.item;
17        first = first.next;
18        return item;
19    }
20 }
    
```

```

1 Stack<String> stack = new Stack<String>();
2
3 stack.push("One");
4 stack.push("Two");
5 stack.push("Three");
6 stack.push("Four");
7 stack.push("Five");
8
9 for (i = 0; i < 5; i++)
10     StdOut.println(stack.pop());
    
```

```

1 Queue<String> queue = new Queue<String>();
2
3 queue.enqueue("One");
4 queue.enqueue("Two");
5 queue.enqueue("Three");
6 queue.enqueue("Four");
7 queue.enqueue("Five");
8
9 for (i = 0; i < 5; i++)
10     StdOut.println(queue.dequeue());
    
```

```

1 public class YourClass<Item> implements Iterable<Item> {
2     public Iterator<Item> iterator() {
3         return new YourClassIterator();
4     }
5
6     private class YourClassIterator implements Iterator<Item> {
7         // instance variable(s) to keep track of where iterator is
8     }
9 }
    
```

```

9     public boolean hasNext() {
10         // condition to end iteration
11     }
12
13     public Item next() {
14         // returns next item and updates instance variable(s)
15     }
16 }

```

```

1 Stack<String> stack =
2     new Stack<String>(); // initialize
3
4 Iterator<String> it = stack.iterator();
5
6 while (it.hasNext()) {
7     String s = iter.next();
8     // do something with s
9 }

```

```

1 Stack<String> stack =
2     new Stack<String>(); // initialize
3
4 for (String s : stack) {
5     // do something with s
6 }

```

B. Stacks and Queues

Part 1: Resizable arrays

In lecture, you saw how the *repeated doubling* strategy solves the problem of resizable arrays too often. There was a caveat, however: we resize up at 100% capacity but resize down at 25% (rather than 50%).

(Warm-up) Recall what goes wrong if we resize down at 50%: give an example of a sequence of m `push()` and `pop()` operations with $\Theta(m)$ amortized cost (per operation). The cost of a sequence of operations (as in lecture) is the total number of array accesses made throughout their execution.

Consider the following “resizing policies”:

1. Double at 100% capacity, halve at 25%;
2. Triple at 100% capacity, multiply by 1/3 at 1/3;
3. Triple at 100% capacity, multiply by 2/3 at 1/3;
4. Double at 75% capacity, halve at 25%.

Identify which policies have $\Theta(1)$ amortized running time per operation.

Part 2: Linked Lists

Recall that in a singly linked list, each node stores an item (of generic type) and a reference to the next node in the list. Describe a method that given a linked list it *reverses the order* of the elements. So, for example, a list of integers containing $1 \rightarrow 2 \rightarrow 3 \rightarrow 4$ would become $4 \rightarrow 3 \rightarrow 2 \rightarrow 1$.

Assume that you are implementing a public instance method in the `SinglyLinkedList` implementation from the review section (so `public Node reverse()` would be the function signature). You can modify the original input list, but you **can't** create extra nodes or linked lists. Feel free to write code or pseudocode.

Part 3: Fall'22 Midterm Problem

We wish to implement a method `public static String parseUndos(String str)`, which takes as input a string that represents a series of keystrokes and interprets each occurrence of the `<` symbol as a one-character undo request. The method returns the string that is obtained after the undo requests are implemented.

For example,

```
1 String s = parseUndos("Princesses<<<<ton");
2 String t = parseUndos("COM<S217<<40<<26?<!");
3
4 StdOut.println(s);
5 StdOut.println(t);
```

prints the strings `Princeton` and `COS226!`.

(a) Fill in the two blanks in the following Java implementation of `parseUndos()`.

```
1 public static String parseUndos(String str) {
2     Stack<Character> stack = new Stack<Character>();
3     for (int i = 0; i < str.length(); i++) {
4         char current = str.charAt(i);
5         if (current != '<')
6             ----- // first blank
7         else
8             ----- // second blank
9     }
10    // copy the content of the stack to a new string.
11    StringBuilder newStr = new StringBuilder();
12    while (!stack.isEmpty()) {
13        newStr.append(stack.pop()); // Append characters (in reverse order)
14    }
15
16    return newStr.reverse().toString();
17 }
```

