

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         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     }
17 }

```

```

1 Stack<String> stack =
2     new Stack<String>(); // initialize
3
4 Iterator<String> it = stack.iterator();
5
6 while (it.hasNext()) {
7     String s = it.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 resizing too often. There was a caveat, however: we resize up at 100% capacity but resize down at 25% (rather than 50%) capacity.

(Warm-up) Recall what goes wrong if we resize down at 50%: give an example of a sequence of m `push()` and `pop()` operations that takes $\Theta(m^2)$ runtime time in total (i.e., $\Theta(m)$ on average). 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. Double 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 *reverses the order* of the elements in a singly linked list. 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 void 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 StdOut.println(s);
4 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  return newStr.reverse().toString();
16 }

```

Recall that appending a character to a `String` takes linear time in the length of the string, so we use the `StringBuilder` class instead to append characters in constant amortized time. Also, note that popped character come in reverse order, so we need to reverse the string at the end.

(b) Executing the statement `parseUndos("COS226!<<<<<<<<")` yields a(n)

- () Stack overflow.
- () Stack underflow.
- () Infinite loop.
- () Return value `"COS226!"`.
- () Return value `"<<<<<<<<"`.
- () None of the above.

(c) Assume that the `Stack` data type is implemented with a *resizable array*. How many times would the array *shrink* when calling `parseUndos(str)`, where `str` is a string that consists of $16n$ non-undo characters followed by $13n$ undo characters?

Assume that the stack is 100% full after `parseUndos()` processes the first $16n$ non-undo characters, and recall that `pop()` resizes the array (to half of its capacity) when it reaches 25% capacity.

- () 0.
- () 1.
- () 2.
- () Constant strictly greater than 2.
- () $\sim \frac{1}{4} \log_2 n$.
- () $\sim \log_2 n$.

(d) When the `Stack` is implemented with a linked list, the *worst-case* running time of `parseUndos()` on a string of length n is $\Theta(n)$.

- () True.
- () False.

(e) When the `Stack` is implemented with a resizable array, the *worst-case* running time of `parseUndos()` on a string of length n is $\Theta(n)$.

- () True.
- () False.

C. Optional Bonus Problems

Part 1: Obstructed Skyline

Suppose you are given the shape of a city's skyline in the form of a length- n array $h = [h_0, h_1, \dots, h_{n-1}]$ (where the height of building i is h_i). In other words, the skyline is a $1 \times n$ grid where the i th column/building has height $h_i \leq k$.

Design an algorithm to find the rectangle with the largest area that is blocked by the skyline. (E.g., your algorithm should output 2 when $h = [2, 1]$, 4 when $h = [2, 2]$ and 12 with the input drawn below.) It should run in $\Theta(n)$ time and space.

