Building Java Programs

Appendix Q
Lecture Q-1: stacks and queues

reading: appendix Q
THUS, FOR ANY NONDETERMINISTIC TURING MACHINE $M$ THAT RUNS IN SOME POLYNOMIAL TIME $p(n)$, WE CAN DEVIDE AN ALGORITHM THAT TAKES AN INPUT $w$ OF LENGTH $n$ AND PRODUCE $E_M,w$. THE RUNNING TIME IS $O(p^2(n))$ ON A MULTITAPE DETERMINISTIC TURING MACHINE AND...

WTF, MAN. I JUST WANTED TO LEARN HOW TO PROGRAM VIDEO GAMES.
Runtime Efficiency (13.2)

- **efficiency**: measure of computing resources used by code.
  - can be relative to speed (time), memory (space), etc.
  - most commonly refers to run time

**Assume the following:**
- Any single Java statement takes same amount of time to run.
- A method call's runtime is measured by the total of the statements inside the method's body.
- A loop's runtime, if the loop repeats N times, is N times the runtime of the statements in its body.
Collection efficiency

• Efficiency of our `ArrayIntList` or Java's `ArrayList`:

<table>
<thead>
<tr>
<th>Method</th>
<th><code>ArrayList</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>add</td>
<td>O(1)</td>
</tr>
<tr>
<td>add(index, value)</td>
<td>O(N)</td>
</tr>
<tr>
<td>indexOf</td>
<td>O(N)</td>
</tr>
<tr>
<td>get</td>
<td>O(1)</td>
</tr>
<tr>
<td>remove</td>
<td>O(N)</td>
</tr>
<tr>
<td>set</td>
<td>O(1)</td>
</tr>
<tr>
<td>size</td>
<td>O(1)</td>
</tr>
</tbody>
</table>

• Which operations should we try to avoid?
Stacks and queues

- Some collections are constrained so clients can only use optimized operations
  - **stack**: retrieves elements in reverse order as added
  - **queue**: retrieves elements in same order as added

![Stack and Queue Diagram]
Abstract data types (ADTs)

- **abstract data type (ADT):** A specification of a collection of data and the operations that can be performed on it.
  - Describes *what* a collection does, not *how* it does it

- We don't know exactly how a stack or queue is implemented, and we don't need to.
  - We just need to understand the idea of the collection and what operations it can perform.

(Stacks are usually implemented with arrays; queues are often implemented using another structure called a linked list.)
Stacks

- **stack**: A collection based on the principle of adding elements and retrieving them in the opposite order.
  - Last-In, First-Out ("LIFO")
  - Elements are stored in order of insertion.
    - We do not think of them as having indexes.
  - Client can only add/remove/examine the last element added (the "top").

- **basic stack operations**:
  - **push**: Add an element to the top.
  - **pop**: Remove the top element.
  - **peek**: Examine the top element.
Stacks in computer science

- Programming languages and compilers:
  - method calls are placed onto a stack \((call=\text{push}, \ return=\text{pop})\)
  - compilers use stacks to evaluate expressions

- Matching up related pairs of things:
  - find out whether a string is a palindrome
  - examine a file to see if its braces \{ \} match
  - convert "infix" expressions to pre/postfix

- Sophisticated algorithms:
  - searching through a maze with "backtracking"
  - many programs use an "undo stack" of previous operations

<table>
<thead>
<tr>
<th>method1</th>
<th>method2</th>
<th>method3</th>
</tr>
</thead>
<tbody>
<tr>
<td>return var</td>
<td>local vars</td>
<td>parameters</td>
</tr>
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<td>parameters</td>
</tr>
</tbody>
</table>
Class Stack

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Stack&lt;\text{E}&gt;()</code></td>
<td>constructs a new stack with elements of type \text{E}</td>
</tr>
<tr>
<td><code>push(value)</code></td>
<td>places given value on top of stack</td>
</tr>
<tr>
<td><code>pop()</code></td>
<td>removes top value from stack and returns it; throws \text{EmptyStackException} if stack is empty</td>
</tr>
<tr>
<td><code>peek()</code></td>
<td>returns top value from stack without removing it; throws \text{EmptyStackException} if stack is empty</td>
</tr>
<tr>
<td><code>size()</code></td>
<td>returns number of elements in stack</td>
</tr>
<tr>
<td><code>isEmpty()</code></td>
<td>returns true if stack has no elements</td>
</tr>
</tbody>
</table>

`Stack<String> s = new Stack<String>();
s.push("a");
s.push("b");
s.push("c");  // bottom ["a", "b", "c"] top
System.out.println(s.pop()); // "c"

- Stack has other methods that are off-limits (not efficient)
Collections of primitives

- The type parameter specified when creating a collection (e.g. ArrayList, Stack, Queue) must be an object type

  ```java
  // illegal -- int cannot be a type parameter
  Stack<Integer> s = new Stack<Integer>();
  ArrayList<Integer> list = new ArrayList<Integer>();
  ```

- Primitive types need to be "wrapped" in objects

  ```java
  // creates a stack of ints
  Stack<Integer> s = new Stack<Integer>();
  ```
Wrapper classes

<table>
<thead>
<tr>
<th>Primitive Type</th>
<th>Wrapper Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>int</td>
<td>Integer</td>
</tr>
<tr>
<td>double</td>
<td>Double</td>
</tr>
<tr>
<td>char</td>
<td>Character</td>
</tr>
<tr>
<td>boolean</td>
<td>Boolean</td>
</tr>
</tbody>
</table>

- Wrapper objects have a single field of a primitive type

- The collection can be used with familiar primitives:

```java
ArrayList<Double> grades = new ArrayList<Double>();
grades.add(3.2);
grades.add(2.7);
...
double myGrade = grades.get(0);
```
Stack limitations/idioms

- You cannot loop over a stack in the usual way.

```java
Stack<Integer> s = new Stack<Integer>();
...
for (int i = 0; i < s.size(); i++) {
    do something with s.get(i);
}
```

- Instead, you pull elements out of the stack one at a time.
- common idiom: Pop each element until the stack is empty.

```java
// process (and destroy) an entire stack
while (!s.isEmpty()) {
    do something with s.pop();
}
```
What happened to my stack?

- Suppose we're asked to write a method `max` that accepts a Stack of integers and returns the largest integer in the stack:

```java
// Precondition: !s.isEmpty()
public static void max(Stack<Integer> s) {
    int maxValue = s.pop();
    while (!s.isEmpty()) {
        int next = s.pop();
        maxValue = Math.max(maxValue, next);
    }
    return maxValue;
}
```

- The algorithm is correct, but what is wrong with the code?
What happened to my stack?

• The code destroys the stack in figuring out its answer.
• To fix this, you must save and restore the stack's contents:

```java
public static void max(Stack<Integer> s) {
    Stack<Integer> backup = new Stack<Integer>();
    int maxValue = s.pop();
    backup.push(maxValue);
    while (!s.isEmpty()) {
        int next = s.pop();
        backup.push(next);
        maxValue = Math.max(maxValue, next);
    }
    while (!backup.isEmpty()) { // restore
        s.push(backup.pop());
    }
    return maxValue;
}
```
Queues

- **queue**: Retrieves elements in the order they were added.
  - First-In, First-Out ("FIFO")
  - Elements are stored in order of insertion but don't have indexes.
  - Client can only add to the end of the queue, and can only examine/remove the front of the queue.

- basic queue operations:
  - **add** (enqueue): Add an element to the back.
  - **remove** (dequeue): Remove the front element.
  - **peek**: Examine the front element.
Queues in computer science

- **Operating systems:**
  - queue of print jobs to send to the printer
  - queue of programs / processes to be run
  - queue of network data packets to send

- **Programming:**
  - modeling a line of customers or clients
  - storing a queue of computations to be performed in order

- **Real world examples:**
  - people on an escalator or waiting in a line
  - cars at a gas station (or on an assembly line)
Programming with Queues

<table>
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<th>Method</th>
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<tbody>
<tr>
<td>add(value)</td>
<td>places given value at back of queue</td>
</tr>
<tr>
<td>remove()</td>
<td>removes value from front of queue and returns it; throws a NoSuchElementException if queue is empty</td>
</tr>
<tr>
<td>peek()</td>
<td>returns front value from queue without removing it; returns null if queue is empty</td>
</tr>
<tr>
<td>size()</td>
<td>returns number of elements in queue</td>
</tr>
<tr>
<td>isEmpty()</td>
<td>returns true if queue has no elements</td>
</tr>
</tbody>
</table>

```java
Queue<Integer> q = new LinkedList<Integer>();
q.add(42);
q.add(-3);
q.add(17); // front [42, -3, 17] back
System.out.println(q.remove()); // 42
```

**IMPORTANT**: When constructing a queue you must use a new LinkedList object instead of a new Queue object.
- This has to do with a topic we'll discuss later called interfaces.
Queue idioms

• As with stacks, must pull contents out of queue to view them.

```java
// process (and destroy) an entire queue
while (!q.isEmpty()) {
    do something with q.remove();
}
```

• another idiom: Examining each element exactly once.

```java
int size = q.size();
for (int i = 0; i < size; i++) {
    do something with q.remove();
    (including possibly re-adding it to the queue)
}
```

• Why do we need the `size` variable?
We often mix stacks and queues to achieve certain effects.

Example: Reverse the order of the elements of a queue.

```java
Queue<Integer> q = new LinkedList<Integer>();
q.add(1);
q.add(2);
q.add(3);  // [1, 2, 3]

Stack<Integer> s = new Stack<Integer>();
while (!q.isEmpty()) {  // Q -> S
    s.push(q.remove());
}
while (!s.isEmpty()) {  // S -> Q
    q.add(s.pop());
}
System.out.println(q);  // [3, 2, 1]
```
Exercises

• Write a method stutter that accepts a queue of integers as a parameter and replaces every element of the queue with two copies of that element.

  - front [1, 2, 3] back becomes front [1, 1, 2, 2, 3, 3] back

• Write a method mirror that accepts a queue of strings as a parameter and appends the queue's contents to itself in reverse order.

  - front [a, b, c] back becomes front [a, b, c, c, b, a] back