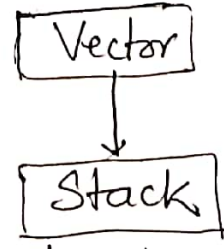


21-05-2020

Today we will try to understand the Stack class.



* Stack is a child class of Vector class.

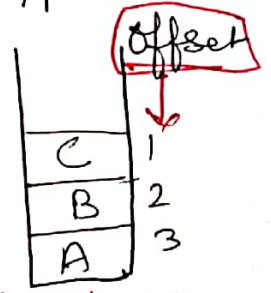
* It is specially designed class for LIFO (Last In First Out) order.

Constructor — Only one Constructor:-
Stack s = new Stack ();

Methods :-

- ① push (Object ob) — to insert an object to the stack. Syntax:- Object push (Object o);
- ② pop () — To remove and return top of the stack. Syntax:- Object pop ();
- ③ peak () — Returns the top of the stack without removal. Syntax:- Object peak ();
- ④ empty () — to check whether stack is empty or not.

⑤ search ("A"); — If element "A" is available returns the offset, if not → (-1). Syntax:-



Let us demonstrate with the small example: — StackDemo.java

```

import java.util.*;
class StackDemo {
public static void main (String args[])
{

```

```

Stack s = new Stack();
s.push("A"); s.push("B"); s.push("C");
System.out.println(s); //printed [A, B, C]
System.out.println(s.search("A")); //prints [3]
System.out.println(s.search("Z")); //prints [-1]
    } //close main
} //close class StackDemo

```

The three Cursors of java available for Collections Framework - to retrieve elements one-by-one from Collection: The three types of

- Cursors are →
- | | |
|---|--------------|
| ① | Enumeration |
| ② | Iterator |
| ③ | ListIterator |

Let us understand - Enumeration (legacy comes in java 1.0 Version)

```
Enumeration e = v.elements();
```

Methods:-

- ① hasMoreElements();
- ② nextElement();

→ Vector object

We can create Enumeration Object by using elements() method of Vector class.

```

public boolean hasMoreElements()
public Object nextElement()
} Syntax.

```


Let us take an example:-

```

Vector v = new Vector();
for (int i=0; i<=10; i++)
{
    v.addElement(i);
}
System.out.println(v); // [0, 1, 2, 3, ..., 10]
Enumeration e = v.elements();
while (e.hasMoreElements())
{
    Integer i = (Integer)e.nextElement();
    if (i % 2 == 0)
        System.out.println(i);
}
System.out.println(v); // [0, 1, 2, 3, 4, ..., 10]

```

- 0
- 2
- 4
- 6
- 8
- 10

Now, combine the above codes in a single program as: - Enumdemo1.java

```

import java.util.*;
class Enumdemo1 {
    public static void main (String args[])
    {
        Vector v = new Vector();
        for (int i=0; i<=10; i++)
        {
            v.addElement(i);
        }
        System.out.println(v);
        Enumeration e = v.elements();
    }
}

```

```

while(e.hasMoreElements())
{
    Integer I = (Integer) e.nextElement();
    if((I % 2) == 0)
        System.out.println(I);
}
System.out.println(v);
}
}

```

Limitations of Enumeration

1. Enumeration concepts are applicable only to legacy classes since it is defined in 1.0 version, hence it is not a universal cursor.
2. By using Enumeration we can get only read access and we cannot perform remove operation.

Note:- To overcome the limitations of Enumeration, we should use Iterator

1. We can apply Iterator concept for any Collection object hence it is universal cursor.
2. By using Iterator we can perform both read and remove operations.

Methods of Iterator — Inherited from Collection interface

```
1. public Iterator iterator();
```

eg:- Iterator itr = c.iterator();

→ Any Collection Object

Methods from Iterator interface — got by own definition

- ① public boolean hasNext()
- ② public Object next()
- ③ public void remove()

We can create Iterator object by using iterator() method of Collection interface.

```

ArrayList al = new ArrayList();
for (int i = 0; i <= 10; i++)
{
    al.add(i);
}
System.out.println(al); // [0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10].
Iterator itr = al.iterator();
while (itr.hasNext())
{
    Integer num = (Integer)itr.next();
    if (num % 2 == 0)
        System.out.println(num); // 0 2 4 6 8 10
    else
        itr.remove();
}
System.out.println(al); // [0, 2, 4, 6, 8, 10]

```

Let us arrange the above logics in an example:-

```

import java.util.*;
class IteratorDemo {
public static void main (String args[])
{
    ArrayList al = new ArrayList();

```

IteratorDemo.java


```

for (int i=0; i <=10; i++)
{
    al.add(i);
}
System.out.println("Array List has : "+ al); ✓
Iterator itr = al.iterator(); // iterator makes it separate
while(itr.hasNext())
{
    Integer num = (Integer)itr.next();
    if (num % 2 == 0)
        System.out.println(num); // if even, printed ✓
    else
        itr.remove(); // if odd then removed
}
System.out.println("Array List now contain: "+ al);
} // close of main
} // close of class

```

Output is :-

```

Array List has: [0,1,2,3,4,5,6,7,8,9,10] ✓
0
2
4
6
8
10
}
Array List now contain: [0,2,4,6,8,10]

```

Problems (Limitations) with Iterator :-

- ① Only forward direction -
- ② We can perform - read, remove but not replace. we also cannot perform adding new elements.

In other words :-

① By using Enumeration and Iterator we can move only towards forward direction and we cannot move to the backward direction, and hence these are single direction cursors.

Signature of Examinee:
Date:

Signature of Head Examiner
Date:

Signature of Examinee:
Date:

Signature of Head Examiner
Date:

② By using Iterator we can perform only read and remove operations and we cannot perform replacement of new Objects.

Note:- To overcome above limitations of Iterator we should go for ListIterator. which is Bi-directional with Read, Remove, Replace, Addition of new.

Now, we will try to know all about - ListIterator(I)

ListIterator

→ By using ListIterator interface we can move either to the forward direction or to the backward direction, and hence it is bidirectional cursor.

→ By using ListIterator we can perform replacement and addition of new Objects in addition to read and remove operations.

Method:- `public ListIterator listIterator()` → List

eg:- `ListIterator itr = l.listIterator();`

Methods for Forward

- ③ `public boolean hasNext();`
- `public Object next();`
- ③ `public int nextIndex();`

(base)
Iterator(I)
↓
ListIterator(I)
(child)

Methods for Backward

- ③ `public boolean hasPrevious();`
- `public Object previous();`
- `public int previousIndex();`

- ③ `public void set(Object newobj);`
- `public void remove();`
- `public void add(Object newobj);`

} other Capability methods

Let us do this small example :-

ListIteratorDemo.java

```
import java.util.*;
class ListIteratorDemo {
public static void main (String args [])
{
    LinkedList ob = new LinkedList();
    ob.add("Sher Shah"); ob.add("College");
    ob.add("Sasaram"); ob.add("Rohtas");
    ob.add("Bihar"); ob.add("821115");
    System.out.println("Original Linked List Elements:" + ob);
    ListIterator itr = ob.listIterator();
    while (itr.hasNext())
    {
        String str = (String) itr.next();
        if (str.equals("821115")) { itr.remove(); }
        else if (str.equals("Rohtas")) { itr.add("BCA"); }
        else if (str.equals("Sasaram")) { itr.set("BBA"); }
    }
    System.out.println("Final LinkedList elements:" + ob);
}
}
```

removes 821115

adds BCA after Rohtas

Replaces Sasaram with BBA

Output will be :-

Original Linked List Elements: [Sher Shah, College, Sasaram, Rohtas, Bihar, 821115]

Final LinkedList Elements: [Sher Shah, College, BBA, Rohtas, BCA, Bihar]