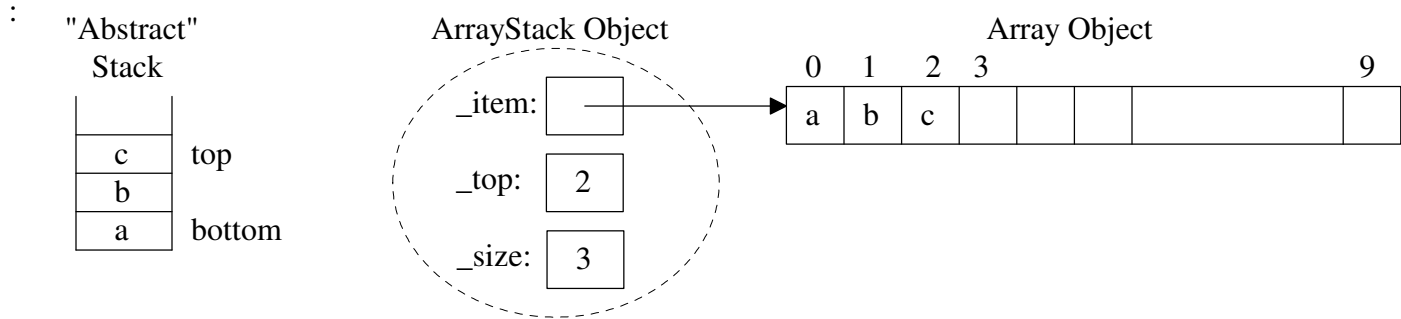


1. The ArrayStack class (section 14.4) is an Array implementation of a stack.



a) Complete the big-oh notation for each stack methods assuming the Array implementation: ("n" is the # items)

	<code>__init__</code> (constructor)	<code>push(item)</code>	<code>pop()</code>	<code>peek()</code>	<code>len()</code>	<code>isEmpty()</code>
Big-oh						

b) The below push method of the ArrayStack class doubles the array size when it fills. For a stack of size n, how many moves due to resizing of arrays occurred?

```
def push(self, newItem):
    """Inserts newItem at top of stack."""
    # Resize array if necessary
    if len(self) == len(self._items):
        temp = Array(2 * self._size)
        for i in xrange(len(self)):
            temp[i] = self._items[i]
        self._items = temp
    # newItem goes at logical end of array
    self._top += 1
    self._size += 1
    self._items[self._top] = newItem
```

c) Modify the push method of the ArrayStack class in the file `stack.py` such that it reduces the array size when the logical size of the array is less than or equal to one-fourth of its physical size and its physical size is

```
def pop(self):
    """Removes and returns the item at top of
    the stack.
    Precondition: the stack is not empty."""
    oldItem = self._items[self._top]
    self._top -= 1
    self._size -= 1
    # Resizing the array if necessary

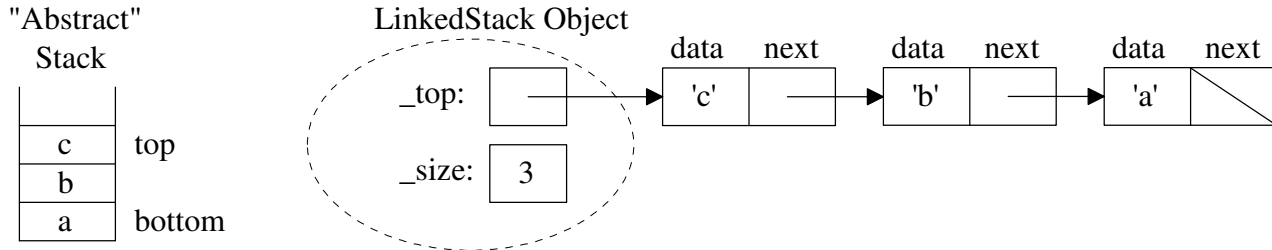
    return oldItem
```

greater than the default capacity. In this case, reduce the physical size of the array either to half its physical size or to its default capacity, whichever is greater.

```

""" File: node.py Node class for one-way linked structures. """
class Node(object):
    def __init__(self, data, next = None):
        """Instantiates a Node with default next of None"""
        self.data = data
        self.next = next
    
```

2. The Node class (in node.py) is used to dynamically create storage for a new item added to the stack. The LinkedStack class (in stack.py) uses this Node class. Conceptually, a LinkedStack object would look like:



```

""" File: stack.py Stack Implementations """
from node import Node
class LinkedStack(object):
    """ Link-based stack implementation."""
    def __init__(self):
        self._top = None
        self._size = 0
    def push(self, newItem):
        """Inserts newItem at top of stack."""
    def pop(self):
        """Removes and returns the item at top of the stack.
        Precondition: the stack is not empty."""
    def peek(self):
        """Returns the item at top of the stack.
        Precondition: the stack is not empty."""
        return self._top.data
    def __len__(self):
        """Returns the number of items in the stack."""
        return self._size
    def isEmpty(self):
        return len(self) == 0
    def __str__(self):
        """Items strung from bottom to top."""
        # Helper recurses to end of nodes
        def strHelper(probe):
            if probe is None:
                return ""
            else:
                return strHelper(probe.next) + str(probe.data) + " "
        return strHelper(self._top)
    
```

- a) Complete the push and pop methods.
- b) Trace the `__str__` call for the above stack.

c) Complete the big-oh notation for each of the following stack methods assuming this linked implementation:

	<code>__init__</code>	<code>push(item)</code>	<code>pop()</code>	<code>peek()</code>	<code>len()</code>	<code>isEmpty()</code>
Big-oh						