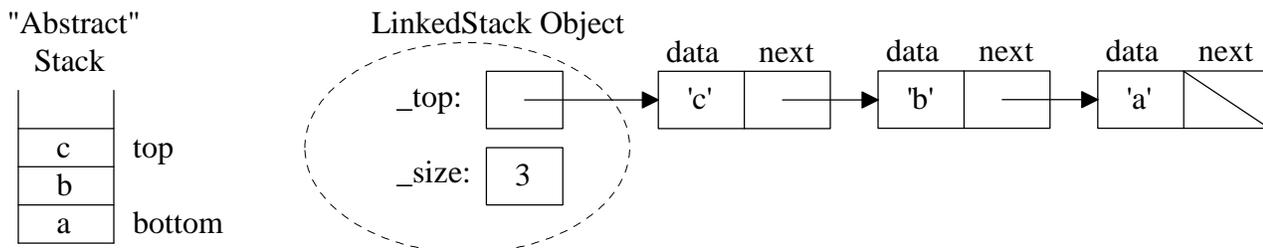


Part B: Section 13.2 discussed the Array class for implementing data structures, and section 14.4's ArrayStack class (in file `stack.py`) is an Array implementation of a stack. Starting with the `testList.py` program of part A, make a new `testArray.py` program that times the pushing of 300,000 items followed by the popping of 300,000 items.

- Study the ArrayStack implementation, predict which list implementation closest compares to the ArrayStack implementation.
- What is the timing for the `testArray.py` to push 300,000 items?
- What is the timing for the `testArray.py` to pop 300,000 items?
- Why do your `testArray.py` implementation differ from the closed list implementation you predicted in (a)?
- Modify the pop 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 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. (see section 13.3.2 in Lambert).

Part C: The Node class defined in `node.py` is used to dynamically create storage for a new item added to a singly-linked list implementation of the linear data structures like the stack. The LinkedStack class in file `stack.py` uses this Node class to implement a stack ADT. Conceptually, a LinkedStack object would look like:



Starting with the `testList.py` program of part A, make a new `testLinkedStack.py` program that times the pushing of 300,000 items followed by the popping of 300,000 items.

- What is the timing for the `testLinkedStack.py` to push 300,000 items?
- What is the timing for the `testLinkedStack.py` to pop 300,000 items?
- Unfortunately, the Node class does NOT practice good object-oriented design by allowing the LinkedStack class access to its data and next attributes without going through accessor and mutator methods. I'd like you to rewrite the Node class and LinkedStack class to fixed this design problem.
- With your new Node and LinkedStack classes, retime the pushing and popping of 300,000 items. Explain the difference in timings between these times and those of (a) and (b).