National University of Singapore School of Computing CS1101S: Programming Methodology Semester I, 2016/2017

Recitation 8 Mutable Data Structures

Source Week 8

- 1. x = \langle expression \rangle;
 Assignment statement. Assigns the result of evaluating \langle expression \rangle as new value to variable x; returns the value.
- 2. set_head(p, x)
 Sets the head (first component) of the pair p to be x; returns undefined.
- 3. set_tail(p, x)
 Sets the tail (second component) of the pair p to be x; returns undefined.

Problems:

1. Consider the following implementation of a stack object.

```
function make_stack() {
    var stack = pair("stack", []);
    return stack;
}
```

Note that the stack is represented by a pair whose head is a tag "stack". The stack is represented by a list, which of course is initially empty.

We can create a new stack using the program:

```
var my_stack = make_stack();
```

(a) Add a function called is_empty which returns true iff the stack is empty. The function is_empty does not change the stack.

```
function is_empty(stack) {
    // complete the function here
}
```

(b) Add a function called clean which empties the stack of any elements it may contain. The function clean should change the stack *destructively* (i.e. the previous state is "destroyed"), and return undefined.

```
function clean(stack) {
    // complete the function here
}
```

(c) Add a function called peek which returns the top element of the stack, leaving the stack unchanged. If the stack is empty, signal a "stack underflow" error.

```
function peek(stack) {
    // complete the function here
}
```

(d) Add a function called push which allows an element to be added to the top of the stack. The function push should change the stack destructively, and return undefined.

```
function push(stack, x) {
    // complete the function here
}
```

(e) Add a function called pop which removes and returns the top element of the stack. The function pop should change the stack destructively, and return undefined.

```
function pop(stack) {
    // complete the function here
}
```

2. Write a function called <code>push_all</code> which takes a stack and a list and pushes all the elements of the list onto the stack. The function <code>push_all</code> should change the stack destructively, and return undefined.

```
function push_all(stack, lst) {
    // complete the function here
}
```

3. Write a function called pop_all which takes a stack and pops elements off it until it becomes empty, adding each element to the output list. The function pop_all should change the stack destructively.

```
function pop_all(stack) {
    // complete the function here
}
```

4. Implement the reverse function only using the stack operations you have implemented so far.

```
function reverse(lst) {
    // complete the function here
}
```