# 7. Stack:

- ✤ A *stack* is a list of elements in which an element may be inserted or deleted only at one end, called the *top* of the stack.
- There are two basic operations associated with stacks:
  - 1. Push- to insert an element into a stack
  - 2. Pop- to delete an element from a stack





- Stack may be represented by two ways.
  - 1. Array representation
  - 2. Linked-list representation

## 7.1 Array representation of stacks:



Here S is a linear array with MAX indexes. TOP is a variable which stores the position of top element of stack.

Thist reverse expression u		
Symbol	Stack	
d	d	
с	d c	
-	(c – d)	
b	(c – d) b	
а	(c – d) b a	
+	(c - d) (a + b)	
*	(a + b) * (c – d)	

First reverse expression d c - b a + \*

The infix expression  $(a+b)^*(c-d)$ 

## 7.3 Recursion:

- Recursion is an important concept in computer science. Many algorithms can be best described in terms of recursion.
- ✤ If one algorithm calls itself, such algorithm is called recursive algorithm.
- \* A recursive procedure must have the following two properties (**Principle**)
  - There must be certain criteria, called base criteria, for which the procedure does • not call itself.
  - Each time the procedure does ral itself (Sectly or indirectly), it must be closer to the base criteria. •

# 7.3.1 Simulating Robinsion:

- When we apply recursion an implicit stack is used.
- Implicit stack is a special kind of stack used by runtime memory environment.
- ✤ This stack is used to hold the information about function CALL.
- This type of stack is used implicitly by the compiler.
- This stack cannot be directly manipulated by the programmer.
- **E.g.** Recursive program for Factorial of a number uses this stack.

## 7.3.2 Algorithm and C program for finding out Factorial of given number using recursion.

## FACTORIAL(N)

Where N is a positive integer number.

- 1. If N==1 then return (1)
- 2. Else return (N\* FACTORIAL(N-1))

## **Program:**

#include<stdio.h> #include<conio.h>

int Factorial(int n) {