Assignment :

- CQ insert
- CQ delete
- CQ display

CQ insert :

① full → Pf (Overflow)

② space

f = 0, r = Max-1
or
f = r+1

empty ?

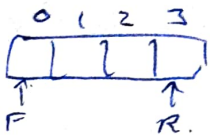
f = r = -1

not empty not full.

f = 0 r ≠ -1

① check if Q is full

f == (r+1) % size ?



f = (r+1) % size.

YES

Pf ("Overflow")

NO.

empty (f = r = -1 ?)

else

NEAT.

f → f+1 (o)

r → r+1 (o)

Q[r] = element

r → (r+1) % size

Q[r] = element.

↑ se & insert.

~~Testing~~

Successfully Again

AIML

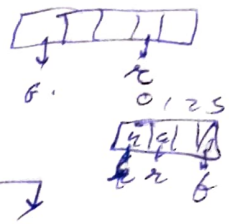
DSA

Assignment-1.

CQ delete

① empty ?
② delete the item ↑ ses the f.
③ 1 item to delete.

check if empty
(r = f = -1)



YES
↓
Pf ("Underflow")

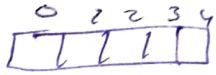
NO
↓

r == f ?
delet item
set r = f = -1

else:
delete item
f = (f+1) % size

Display

int i = front.
① empty or not.
② display until (i != r)



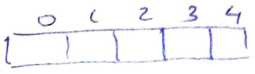
if r = f = -1
↓
YES
Pf (empty)

Else
↓
while (i != rear)
Pf (i)
i → (i+1) % size
exit
Pf (rear)

check (rear+1) % size

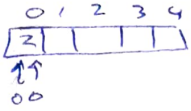
Swastik Agarwal
AIMC
DSA
Assignment-1

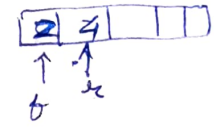
Tracing

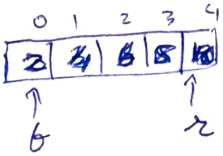


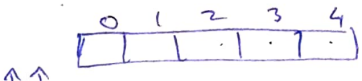
Inserting. (2, 4, 6, 8, 10)

	F	R
	-1	-1
①	0	0
②	0	1
③	0	4









f = 0 - 1, r = -1.

(0 + 1) % 5 = 1

r = 1

q[1] = 4

r = 4

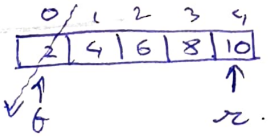
q[4] = 8

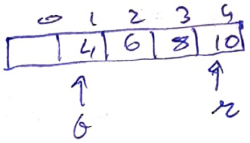
0 == (4 + 1) % 5 True

If (q is full)

deleting.

	F	R
	0	4
	1	4





Is empty ?

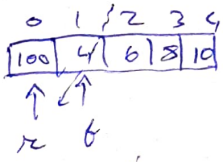
f == -1 == r ?

NO

r == f NO

Insert.

	F	R
	1	0

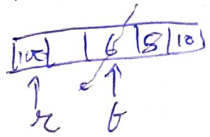


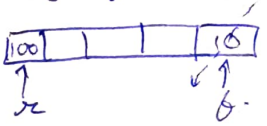
Is full ?

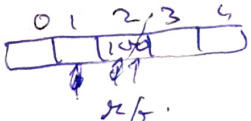
f == (r + 1) % size ? NO.

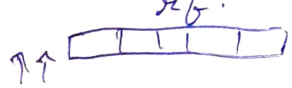
delete.

	F	R
	2	0
	4	0
	0	0
	2	2
	-1	-1









f → (f + 1) % size.

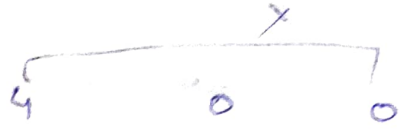
Success to Aqsa and AIMC DSA Assignment-1

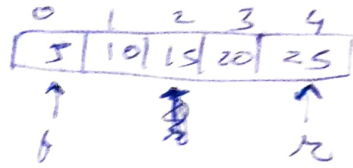
If (empty).

R f i

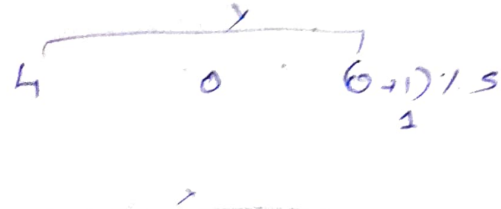
-1 -1

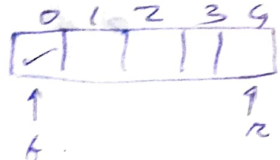
Pf (Underflow) i → (i+1)%5



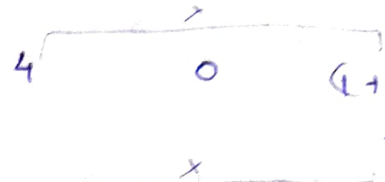


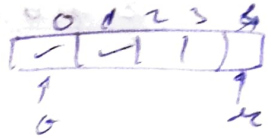
Pf (5)





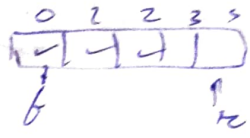
Pf (10)



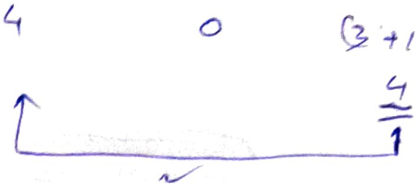


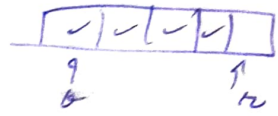
~~Pf (10)~~

Pf (15)



Pf (20)





~~Pf~~

exit.

Pf (rear) ⇒ // Pf (25)

exit)

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Assignment-1.