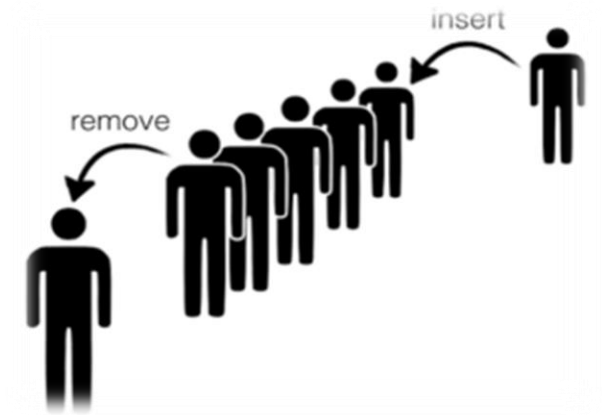


# Database and Data Structures II



## Queue Data Structure



# Queues

- FIFO (First In First Out)
- Items are deleted at one end called „front“
- Items are inserted at other end called „rear“
- Elements are sorted by insertion order





# *Operations in a queue*

- Enqueue
  - Put the item at the end of the queue
- Dequeue
  - Remove the first item from the front end of the queue.
- Peek/firstEl
  - Find the value of the first item without removing it



## *Convention*

- The rear pointer advances by 1 before an insertion, while the front pointer stays put.
- The front pointer increases by 1 after a deletion, while the rear pointer stays put.
- When the number of elements in the queue is zero, then queue is empty.
- Re-initialize the queue such that  $\text{front} = 0$  and  $\text{rear} = -1$
- When  $\text{rear} = \text{maxsize} - 1$ ,
- If  $\text{front} = 0$ , the queue is full and an insertion results in an overflow
- If front is not equal to 0, then there are unused nodes.



# *Queue implementation through Array Java Code for Queue*

```
public class Queue {  
    int queue[] = new int[5]; //array queue  
    int size;  
    int front;  
    int rear;  
    public void enqueue(int data) { //inserting values  
        queue[rear] = data;  
        rear = rear+1;  
        size = size+1;  
    }  
    public void show()  
    {  
        System.out.print("Elements :");  
        for(int i=0; i<size; i++)  
        {  
            System.out.print(queue[front+i] + " ");  
        }  
    }  
    public int dequeue()  
    {  
        int data = queue[front];  
        front = front+1;  
        size = size- 1;  
        return data;  
    }  
}
```

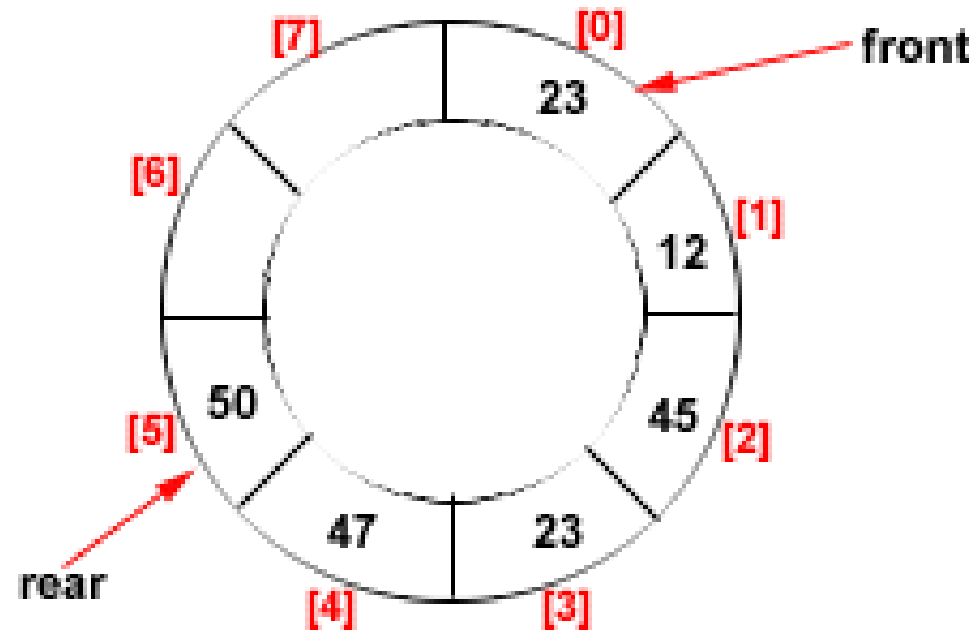
## Queue implementation through Array Java Code for Queue (contd.)

```
public class Driver {  
    public static void main(String[] args) {  
        Queue q= new Queue();  
        q.enqueue(5);  
        q.enqueue(2);  
        q.enqueue(4);  
        q.show();  
        q.dequeue();  
  
        q.show();  
  
    }  
}
```

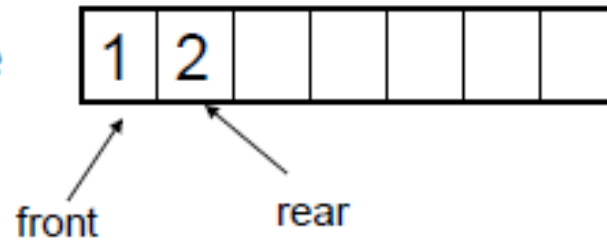


# *Circular Queues*

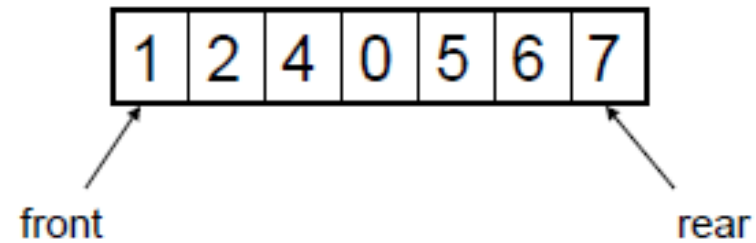
- A specific implementation of a queue.
- This queue is not straight but circular.



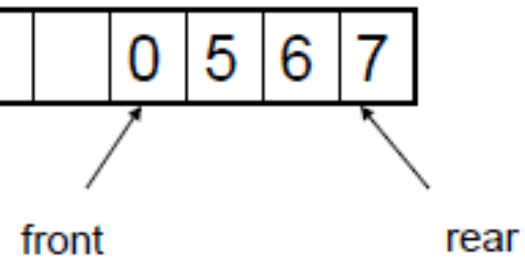
Initial state



After adding 5 elements one by one

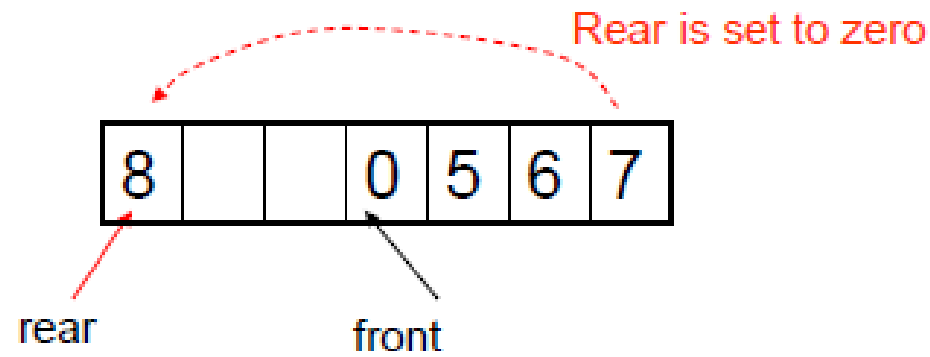


After deleting 3 elements one by one

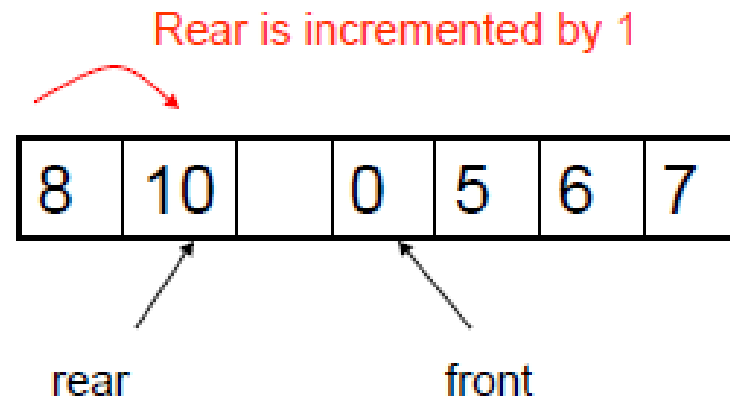




Add new element 8 into the queue



Add 10 into the queue





# *Circular Queue Algorithm*

- **Algorithm for Insertion**
- Step 1:
  - If the number of Items in the queue is maxsize(size of an array)then no more items can be inserted (queue is full). Quit.
- Step 2:
  - If the “rear” of the queue is pointing to the last position, then make the “rear” value as 0.
  - Otherwise, increment the “rear” value by one.
- Step 3:
  - Insert the new value for the queue position pointed by the “rear”



# *Circular Queue Algorithm*

- **Algorithm for Deletion**
- Step 1:
  - If the number of Items in the queue is zero then no more items to be deleted (Queue is empty). Quit.
  - Otherwise, go to Step 2.
- Step 2:
  - Delete the “front” element.
- Step 3:
  - If the “front” is pointing to the last position of the queue
  - Make the “front” point to the first position (zero index) in the queue and quit.
  - Otherwise, Increment the “front” position by one.



# *Java Code for Circular Queue*

```
class Queue
{
    private int maxSize;    ← Maximum queue size
    private int[] queArray;
    private int front;      ← front locator
    private int rear;       ← rear locator
    private int nItems;
    //-----
    public Queue(int s)    // constructor
    {
        maxSize = s;
        queArray = new int[maxSize];
        front = 0;
        rear = -1;
        nItems = 0;
    }
}
```





# *Java Code for Circular Queue*

```
public int peekFront()    // peek at front of queue
{
    return queArray[front];
}
public boolean isEmpty()  // true if queue is empty
{
    return (nltems==0);
}
public boolean isFull()   // true if queue is full
{
    return (nltems==maxSize);
}
public int size()         // number of items in queue
{
    return nltems;
}
```



# *Deque*

- Called as double-ended queue or deck.
- Elements can be added to or removed from either the front (head) or rear (back).
- Deque ADT is more general than Stack or Queue ADT.
- There might be methods like,
  - `addFirst(e)`, `removeFirst()`
  - `insertLast(e)`, `removeLast()`
  - Additionally,
  - `first()`, `last()`, `size()`, `isEmpty()`



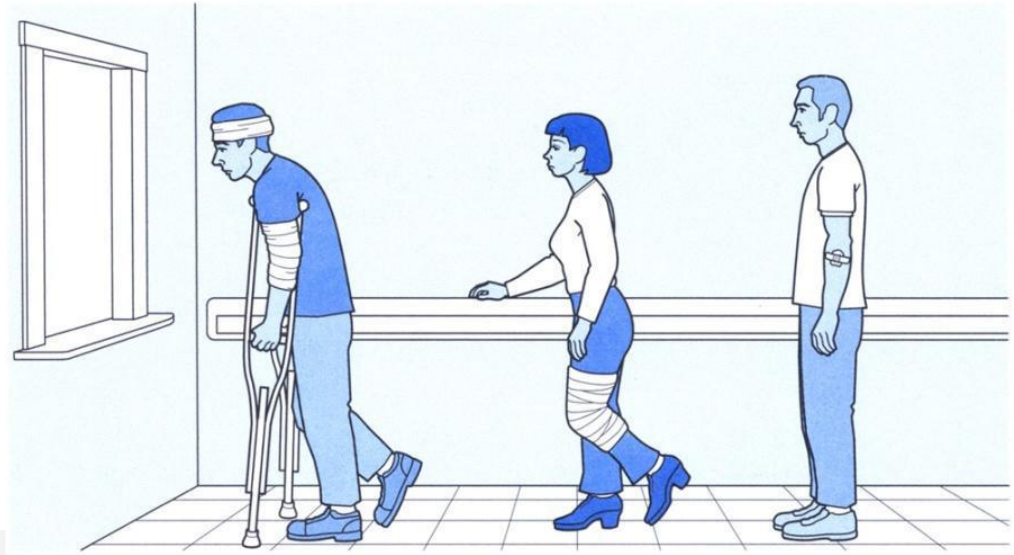
# *Deque operation and their effects*

Method	Return Value	DequeContents
addLast(5)	-	(5)
addFirst(3)	-	(3, 5)
addFirst(7)	-	(7, 3, 5)
first()	7	(7, 3, 5)
removeLast()	5	(7, 3)
size()	?	?
removeLast()	?	?
removeFirst()	?	?
addFirst(6)	?	?
last()	?	?
isEmpty()	?	?



# Priority Queues

- Items are ordered by a priority value, at the insertion.
- Item with the highest priority is always at the front.
- Remove the element from the queue that has the highest priority, and return it.





# *Priority Queue ADT*

- `insert(k, v)`
  - create an entry with key `k` and value `v` in the priority queue.
  - Key indicates the priority
- `min()`
  - Returns (but does not remove) a priority queue entry `(k, v)` having minimal key
  - Returns null if the queue is empty



# *Priority Queue ADT*

- `removeMin()`
  - Removes and returns an entry  $(k, v)$  having minimal key from the priority queue
  - Returns null if the queue is empty
- `size()`
  - Returns number of entries in the priority queue
- `isEmpty()`
  - Returns a Boolean indicating whether the priority queue is empty

# Set of operations and their effects

Method	Return Value	Priority Queue Contents
insert(5,A)	-	{(5,A)}
inser(9, C)	-	{(5,A), (9,C)}
insert(3, B)	-	{(3, B), (5,A), (9,C)}
min()	(3, B)	{(3, B), (5,A), (9,C)}
size()	(3, B)	{(5,A), (9,C)}
removeMin()	?	?
insert(7,D)	?	?
removeMin()	?	?
removeMin()	?	?
removeMin()	?	?
removeMin()	?	?
isEmpty()	?	?



# *Priority Queue Algorithm*

- **Algorithm for Insertion**
- Step 1:
  - In number of items in the queue is maxsize(size of an array) then no more items can be inserted (queue is full). Quit.
  - Otherwise, go to Step 2



# *Priority Queue Algorithm*

- Step 2:
  - If initially there are no more elements, insert new item at first position zero (0) index
  - Otherwise, if new item is larger than existing one's shift those elements upward one by one till the larger one is found.
- Step 3: Insert item to that new location



# *Priority Queue Algorithm*

- **Algorithm for Deletion:**
- Step 1:
  - If number of items in the queue is zero then no more items to be deleted. Quit.
  - Otherwise go to step-2.
- Step 2:
  - Delete the “front” element.



# *Task*

- Assume that you have a set of numbers like 5,4,3,7,1,6
- Consider the priorities of these numbers are equivalent to number itself.
- Hint: Assume 1 has higher priority than the 2.
- Implement a priority queue with Inserting operation to illustrate the above scenario.





Thank You