Experiment 14
Queue Implementation Using Linked List

Date : 12-11-2020

Aim: To implement a Queue using Linked List

Data Structure used : Queue, Linked List

Algorithms

1. Algorithm for Enqueue

Input: An Array implementation of Queue (Q), with Front pointing to the first element and Rear pointing to the last element in and an element ITEM to be inserted into the queue.

Output: The Queue with the element ITEM inserted at the rear

Data Structure: Queue, Linked List

Steps:

Step 1: Start
Step 2: new = GetNode(Node)
Step 3: if(new == NULL)
    Step 1: Print("Can nont Insert a new node")
    Step 2: Exit(1)
Step 4: else
    Step 1: new→data = ITEM
    Step 2: new→ Link = NULL
    Step 3: if(Front==NULL) then
        Step 1: Front = new
    Step 4: else
        Step 1: Rear→ link = new
    Step 5: endif
    Step 6: Rear = new
Step 5: endif
Step 6: Stop

2. Algorithm for dequeue

Input: An Array implementation of Queue (Q), with Front pointing to the first element and Rear pointing to the last element in the queue.

Output: The element ITEMwhich is removed form the Front of the queue

Steps

Step 1: if(front == NULL) then
    Step 1: print("The Queue is empty")

Step 2: exit(1)
Step 2: else
Step 1: ITEM = Front → data
Step 2: rem = Front
Step 3: if(Front==Rear)then
Step 1:Rear =NULL
Step 2: Front = NULL
Step 4:else
Step 1: Front = Front → link
Step 5:endif
Step 6: ReturnNode(rem)
Step 7: return ITEM
Step 3: endif
Step 4: Stop

Result: the Program compiled successfully and the desired output was obtained.

Program code:

```
/*****************************************
 * Queue Implementation Using Linked List
 * Done By: Rohit Karunakaran
 * ***************************************/


#include<stdio.h>
#include<stdlib.h>

typedef struct Linked_List_Node
{
    struct Linked_List_Node *link;
    int data;
}Node;

typedef struct Linked_Queue
{
    Node* Front;
    Node* Rear;
}Queue;

Queue* initQueue()
{
    Queue *q = (Queue*) malloc (sizeof(Queue));
    q->Front = NULL;
    q->Rear = NULL;
    return q;
}


//Insertion Algorithm
void enQueue(Queue *q,int val)
```

```
{
    Node *new_node = (Node*) malloc(sizeof(Node));

    if(new_node!=NULL)
    {
        new_node->link=NULL;
        new_node->data = val;
        if(q->Rear == NULL)
        {
            q->Front = new_node;
        }
        else
        {
             q->Rear->link = new_node;
        }
        q->Rear = new_node;
    }
    else
    {
        printf("Queue Is Full");
        exit(1);
    }
    return ;
}

//Deletion Algorithm
int deQueue(Queue *q){
    if(q->Front == NULL)
    {
        printf("Queue Is Empty");
        exit(0);
        return 0;
    }
    else
    {
        Node* ptr = q->Front;
        q->Front = q->Front->link;
        int elem = ptr->data;
        free(ptr);
        return elem;
    }
}

void displayQueue(Queue *q){
    Node* ptr = q->Front;
    if(ptr!=NULL)
    {
        printf("The Queue is: ");
        while(ptr!=NULL)
        {
            printf("%d",ptr->data);
            ptr=ptr->link;
        }
        printf("\n");
    }
    else
```

```
    {
        printf("The Queue is empty\n");
    }
}

int menu(Queue* q){
    int RUN = 1;
    while(RUN)
    {
        printf("\n");
        printf("============================\n");
        printf("            MENU            \n");
        printf("============================\n");
        printf("1.Enqueue\n");
        printf("2.Dequeue\n");
        printf("3.Display the Queue\n");
        printf("4.Exit\n");
        printf("Enter Choice: ");
        int choice;
        int elem;
        scanf("%d%*c",&choice);

        switch(choice)
        {
            case 1: printf("Enter the element to be inserted: ");
                    scanf("%d%*c",&elem);
                    enQueue(q,elem);
                    printf("\n");
                    break;
            case 2: elem = deQueue(q);
                    printf("The Element removed is %d",elem);
                    printf("\n");
                    break;
            case 3: displayQueue(q);
                    break;
            case 4: RUN=0;
                    break;
            default: printf("Enter a valid choice\n");
                     printf("\n");
                     break;

        }

    }
    printf("Exiting........");
    return RUN;
}

int main(){
    Queue *q = initQueue();
    return menu(q);
}
```

Sample Input/Output

```
rohit@iris ~/Programing/C/CSL201/2020-11-12
➤ gcc -Wall -g LinkedQueue.c -o LinkedQueue.o
rohit@iris ~/Programing/C/CSL201/2020-11-12
➤ ./LinkedQueue.o

============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 1
Enter the element to be inserted: 34


============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 1
Enter the element to be inserted: 82


============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 3
The Queue is: 34 -> 82

============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 2
The Element removed is 34
```

```
============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 1
Enter the element to be inserted: 56


============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 3
The Queue is: 82 -> 56

============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 1
Enter the element to be inserted: 78


============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 3
The Queue is: 82 -> 56 -> 78

============================
           MENU
============================
1.Enqueue
2.Dequeue
```

```
============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 2
The Element removed is 82

============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 2
The Element removed is 56

============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 2
The Element removed is 78

============================
           MENU
============================
1.Enqueue
2.Dequeue
3.Display the Queue
4.Exit
Enter Choice: 2
Queue Is Empty%
rohit@iris ~/Programing/C/CSL201/2020-11-12
➤
```