

DATE:-

Assignment-3:

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DATA STRUCTURE

1.

Illustrate the queue operation using following function calls of size = 5, Enqueue(25), Enqueue(37), Enqueue(90), Dequeue(), Enqueue(15), Enqueue(12), Dequeue(), Dequeue().

Let assume the queue has a Size of 5

Initialize state:-

* Queue: [-, -, -, -, -] (empty)

* front: - - 1

* Rear: - - 1

① Enqueue(25):

* Insert '25' at the rear.

* Queue after operation [25, -, -, -, -]

* front: 0 (moved from -1 to 0)

* Rear: 0 (moved from -1 to 0)

② Enqueue(37):

* Insert '37' at the rear.

* Queue after operation [25, 37, -, -, -]

* front: 0

* Rear: 1

③ Enqueue(90):

* Insert '90' at the rear.

* Queue after operation [25, 37, 90, -, -]

* front: 0, * Rear: 1

④ Dequeue():-

* Remove the elements from the Queue.

* Queue after operation [-, 37, 90, -, -]

* front: 1

* Rear: 2

⑤ Enqueue(15):-

* Insert 15 at the rear.

* Queue after operation [-, 37, 90, 15, -]

* front: 1

* Rear: 3

⑥ Enqueue(40):

* Insert 40 at rear.

* Queue after operation [-, 37, 90, 15, 40]

* front: 1, * Rear: 4.

⑦ Enqueue(12):

* Insert '12' at the rear.

* Queue after operation [12, 37, 90, 15, 40]

* front: 1

* Rear: 4.

⑧ Dequeue():

* Remove the element from the front (i.e. 37)

* Queue after operation [12, -, 90, 15, 40]

* front: 2

* Rear: 0.

⑨ Dequeue():

* Remove the element from the front

(i.e. 90).

* Queue after operation [12, -, -, 15, 40].

* front: 3

* Rear: 0.

⑩ Dequeue():

* Remove the element from the front (i.e. 15)

* Queue after operation [12, -, -, -, 40]

* front: 4

* Rear: 0.

⑪ Dequeue():

* Remove the element from the front (i.e. 40).

* Queue after operation [12, -, -, -, -].

* front: 0

* Rear: 0.

Final State:

* Queue: [12, -, -, -, -]

* front: 0

* Rear: 0

Write a C++

operations such

Display.

include

def

Stop

Final State:

* Queue: [12, --, --, --]

* front: 0

* Rear: 0

2. Write a C program to Implement Queue operations such as Enqueue, Dequeue and Display.

```
## include <stdio.h>
```

```
## define size 5
```

```
struct Queue {
```

```
    int item [Size];
```

```
    int front, Rear;
```

```
};
```

```
void initialize (struct Queue *q) {
```

```
    q->front = q->rear = -1;
```

```
}
```

```
int isfull (struct Queue *q) {
```

```
    return (q->rear + 1) % Size == q->front;
```

```
} int isEmpty (struct Queue *q) {
```

```
    return q->front == -1;
```

```
} void enqueue (struct Queue *q) {
```

```
    if (isEmpty(q)) { printf("Queue underflow");
```

```
    return;
```

```
    int element = q->items[q->front];
```

```
    if (q->front == q->rear) q->front = q->rear = -1;
```

```
    else q->front = (q->front + 1) % Size;
```

```
    return element;
```

```
} void display (struct Queue *q) {
```

```
    if (isEmpty(q)) printf("Queue is Empty");
```

```
    else {
```

```
        int i = q->front;
```

```
        while (i != q->rear) {
```

```

    printf ("%d", q->item[i]);
    printf ("%d\n", q->items[q->rear]);
}
}
int main() {
    struct Queue q; initialize (&q);
    enqueue (&q, 25); enqueue (&q, 37); enqueue (&q, 40);
    display (&q); return 0;
}

```