```
// class Queue {
       private int front;
//
      private int rear;
//
      private int maxSize;
      private int arr[];
      Queue(int maxSize) {
          this.front = 0;
//
           this.rear = -1;
           this.maxSize = maxSize;
           this.arr = new int[this.maxSize];
       public boolean isFull() {
           if (rear == maxSize - 1) {
              return true;
//
           return false;
//
       public boolean enqueue(int data) {
          if (isFull()) {
              return false;
//
           } else {
              arr[++rear] = data;
               return true;
      public void display() {
          if(isEmpty())
//
               System.out.println("Queue is empty!");
//
               for (int index = front; index <= rear; index++) {</pre>
                   System.out.println(arr[index]);
           }
       }
       public boolean isEmpty() {
       if (front > rear)
              return true;
           return false;
       public int dequeue() {
          if (isEmpty()) {
               return Integer.MIN_VALUE;
//
           } else {
              int data = arr[this.front];
               arr[front++] = Integer.MIN VALUE;
              return data;
//
       }
       public int getMaxSize() {
          return maxSize;
       public static void Leftqueue() {
       public static void Rightqueue() {
```

```
// class Tester {
      public static void main(String[] args) {
          Queue queue = new Queue(7);
          queue.enqueue(2);
          queue.enqueue(7);
          queue.enqueue(9);
          queue.enqueue(4);
         queue.enqueue(6);
          queue.enqueue(5);
          queue.enqueue(10);
          Queue[] queueArray = splitQueue(queue);
          System.out.println("Elements in the queue of odd numbers");
          queueArray[0].display();
          System.out.println("\nElements in the queue of even numbers");
          queueArray[1].display();
      public static Queue[] splitQueue(Queue queue) {
          // Implement your code here and change the return value accordingly
         return null;
     }
class Stack {
   private int top;
   private int maxSize;
   private int[] arr;
   private int i = 0;
    Stack(int maxSize) {
       this.top = -1;
       this.maxSize = maxSize;
       arr = new int[maxSize];
    public boolean isFull() {
       if (top >= (maxSize - 1)) {
          return true;
       return false;
   public boolean push(int data) {
       if (isFull()) {
           return false;
       else {
          arr[++top] = data;
           return true;
```

// }

```
public int peek() {
        if (isEmpty())
            return Integer.MIN VALUE;
        else
            return arr[top];
   public void sum() {
        int temp = 0;
       if (isEmpty())
            System.out.println("null");
        else {
            for (int index = top; index >= 0; index--) {
                    temp = temp + arr[index];
                    // accessing element at position index
            System.out.println(temp);
    }
   public void display() {
       if (isEmpty())
            System.out.println("Stack is empty!");
        else {
            System.out.println("Displaying stack elements");
            for (int index = top; index >= 0; index--) {
                System.out.println(arr[index]); // accessing element at position index
        }
   public boolean isEmpty() {
        if (top < 0) {
            return true;
        return false;
   public int pop() {
        if (isEmpty())
           return Integer.MIN VALUE;
        else
            return arr[top--];
class Tester {
   public static void main(String args[]) {
        Stack stack = new Stack(10);
        stack.push(15);
```

```
stack.push(20);
    stack.push(30);
    stack.push(40);
    System.out.println("Updated stack");
    stack.display();
    calculateSum(stack);
    // stack.sum();
public static void calculateSum(Stack stack) {
        stack.sum();
   }
  // int sum = 0;
   // Stack stack2 = new Stack(10);
    // for(int i = 0; i < 10; i++){
    // stack2.sum();
// }
    //Implement your code here
```