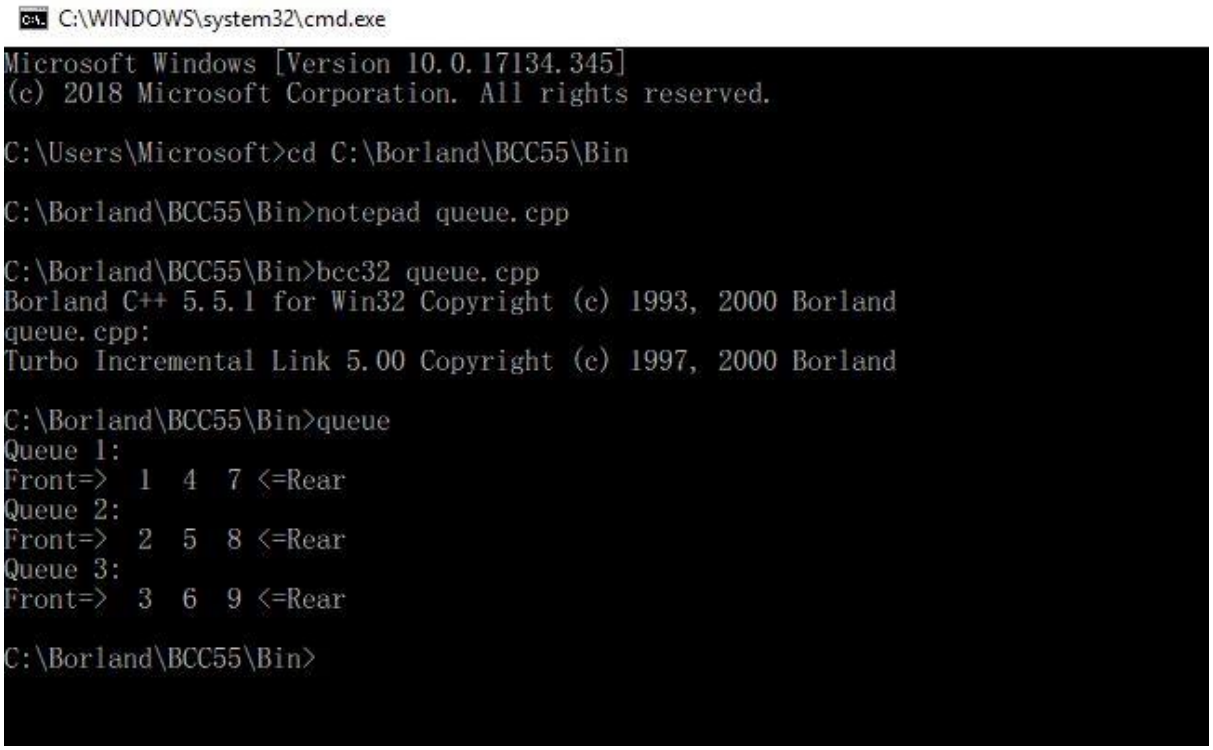
Queue


C:\WINDOWS\system32\cmd.exe
Microsoft Windows [Version 10.0.17134.345]
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C:\Users\Microsoft>cd C:\Borland\BCC55\Bin
C:\Borland\BCC55\Bin>notepad queue.cpp
C:\Borland\BCC55\Bin>bcc32 queue.cpp
Borland C++ 5.5.1 for Win32 Copyright (c) 1993, 2000 Borland
queue.cpp:
Turbo Incremental Link 5.00 Copyright (c) 1997, 2000 Borland
C:\Borland\BCC55\Bin>queue
Queue 1:
Front=> 1 4 7 <=Rear
Queue 2:
Front=> 2 5 8 <=Rear
Queue 3:
Front=> 3 6 9 <=Rear
C:\Borland\BCC55\Bin>

Code ที่ปรับแล้ว

queue.cpp ที่ปรับแล้ว (เพื่อขอเพื่อให้รู้จำนวนโค้ด)

```
1   #include <stdio.h>
2   #include <stdlib.h>
3   typedef struct node
4   {
5     void * dataPtr;
6     struct node* next;
7   }QUEUE_NODE;
8   typedef struct
9   {
10      QUEUE_NODE* front;
11      QUEUE_NODE *rear;
12      int count;
13  }QUEUE;
14  QUEUE * CreateQueue(void);
15  bool enqueue (QUEUE * queue,void * itemPtr);
16  void printQueue(QUEUE *stack);
17  int main (void)
18  {
19      QUEUE * queue1;
20      QUEUE * queue2;
21      QUEUE * queue3;
22      int *numPtr;
23      int* itemPtr;
24  queue1 = CreateQueue();
25  queue2 = createQueue();
26  queue3 = createQueue();
27  int i=1;
28  numPtr = (int*)malloc(sizeof(i));
29  *numPtr = i;
30  enqueue(queue1,numPtr);
31  i=4;
32  numPtr = (int*) malloc(sizeof(i));
33  * numPtr = i;
34  enqueue(queue1, numPtr);
35  i=7;
36  numPtr = (int*) malloc(sizeof(i));
```

```
37.     *numPtr = i;
38.     enqueue(queue1, numPtr);
39.     i = 2;
40      numPtr = (int*) malloc(sizeof(i));
41      *numPtr = i;
42      enqueue (queue 2, numPtr);
43      i = 5;
44      numPtr = (int*) malloc(sizeof(i));
45      *numPtr = i;
46      enqueue (queue 2, numPtr);
47      i = 8;
48      numPtr = (int*) malloc(sizeof(i));
49      *numPtr = i;
50      enqueue (queue2,
51      i = 3;
52      numPtr = (int*) malloc(sizeof(i));
53      *numPtr = i;
54      enqueue(queue 3, numPtr);
55      i = 6;
56      numPtr = (int*) malloc(sizeof(i));
57      *numPtr = i;
58      enqueue (queue 3, numPtr);
59      i = 9;
60      numPtr = (int*) malloc(sizeof(i));
61      *numPtr = i;
62      enqueue (queue 3, numPtr);
63      printf ("Queue 1:\n");
64      printQueue (queue1);
65      printf("Queue 2:\n");
66      printQueue (queue2);
67      print("Queue 3:\n");
68      printQueue (queue 3);
69      return 0;
70      }
71      QUEUE * createQueue (void)
72      {
73        QUEUE * queue;
74        queue = (QUEUE*) malloc (sizeof( Queue));
75        if (queue)
76            {
```

```
112  void pintQueue(QUEUE * queue)
113  {
114      QUEUE_NODE * node = queue->front;
115      printf("Front=>");
116      while (node)
117          {
118            printf("%3d", *(int*) node -> dataPtr);
119            node = node -> next;
120          }
121      printf("<=Rear\n");
122      return;
123  }
```