

CDK2AAB4

STRUKTUR DATA



Linked List Implementation

Queue

Queue

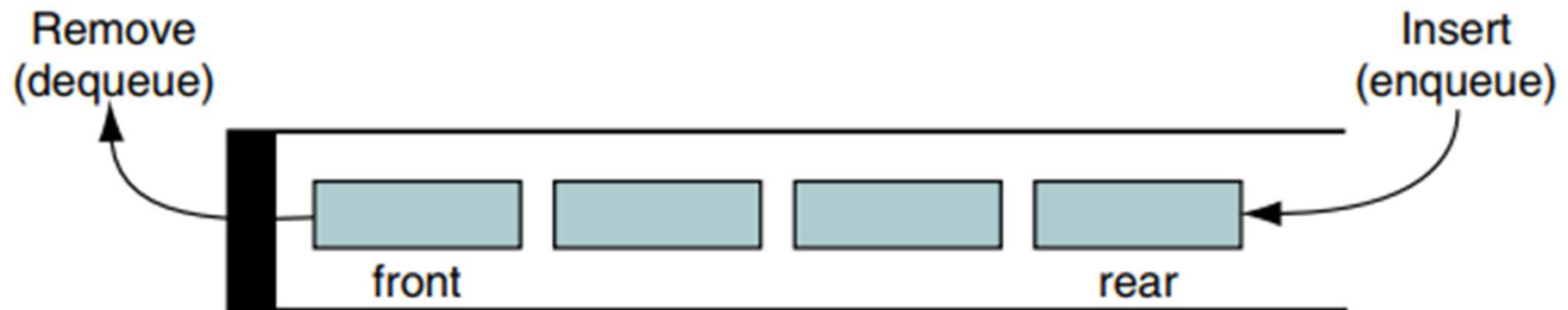
- ▶ A queue is a linear list in which data can only be inserted at **one end**, called the **rear**, and deleted from the other end, called the **front**.



- ▶ In a queue the first item inserted is the first to be removed (**First-In-First-Out, FIFO**)

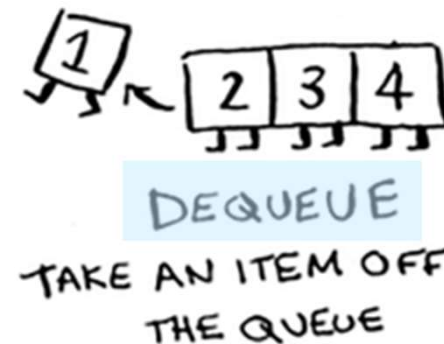
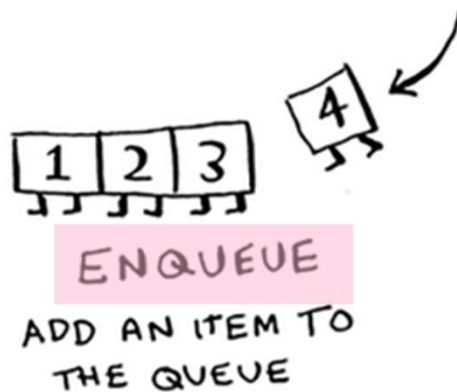


Queue



Primary Queue Operations

- ▶ `enqueue (el)` —Put the element `el` at the end of the queue.
- ▶ `dequeue ()` —Take the first element from the queue.



Auxiliary Queue Operations

- ▶ **isEmpty()** —Check to see if the queue is empty.
- ▶ **firstEl()** —Return the first element in the queue without removing it.
- ▶ **size()** —Return the number of element in the queue.

FIGURE 4.11 A series of operations executed on (a) an abstract queue and the queue implemented (b) with an array and (c) with a linked list.

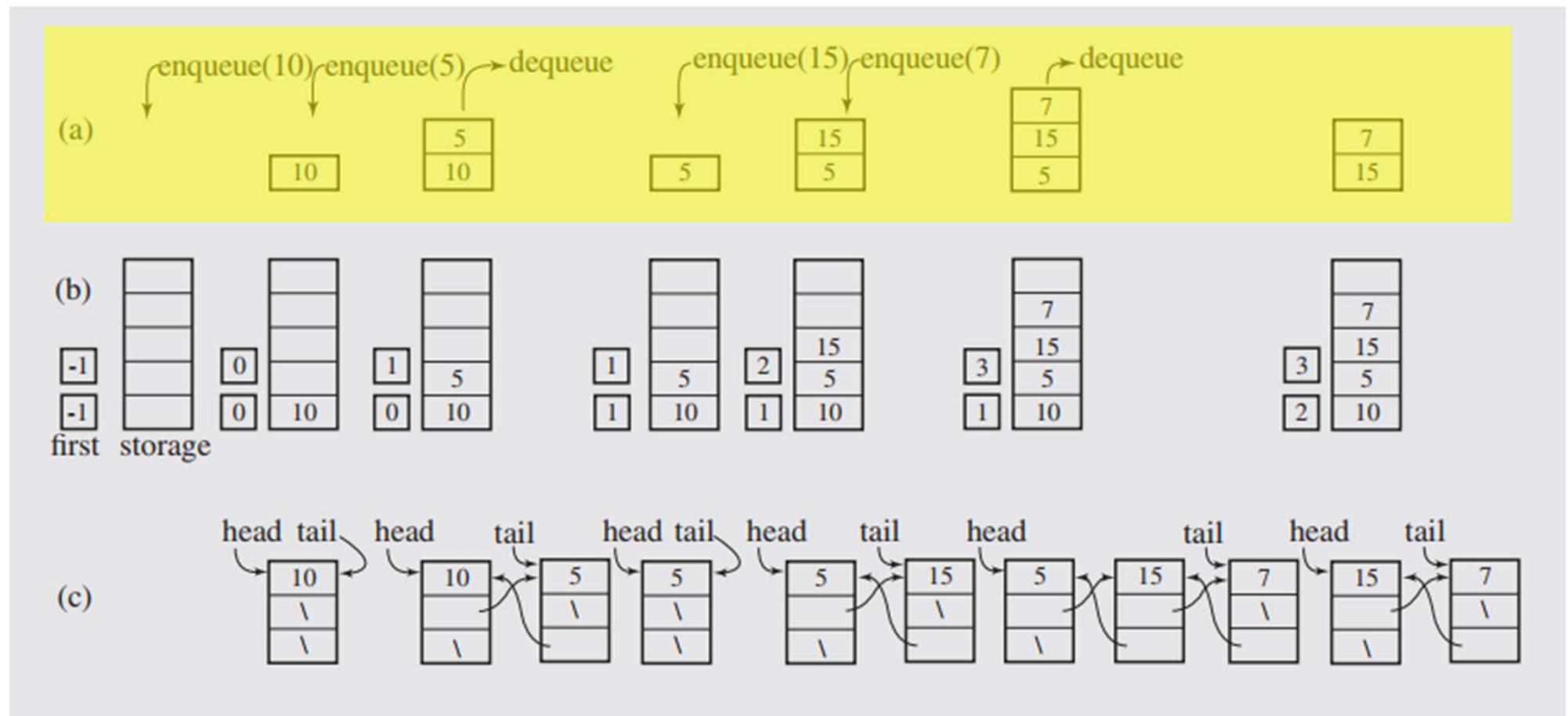


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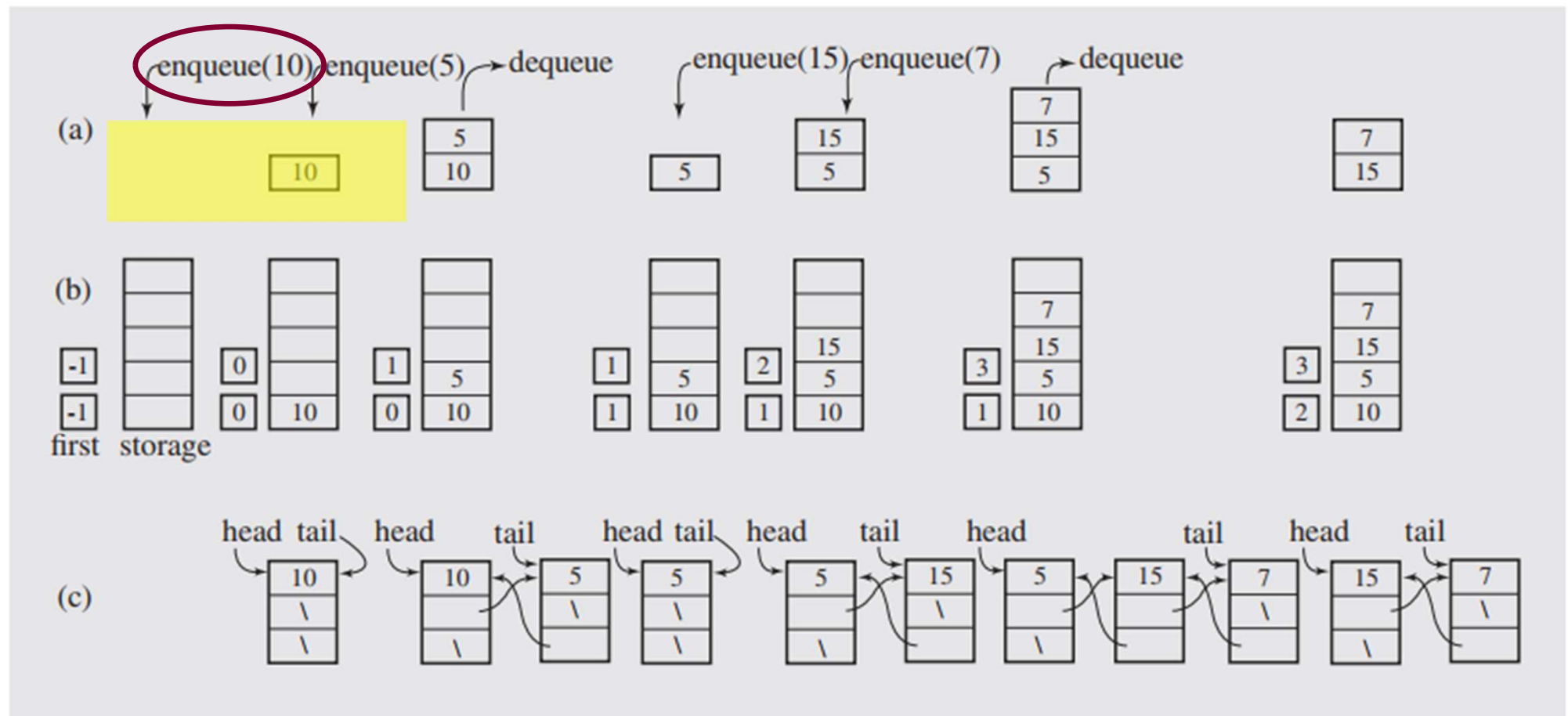


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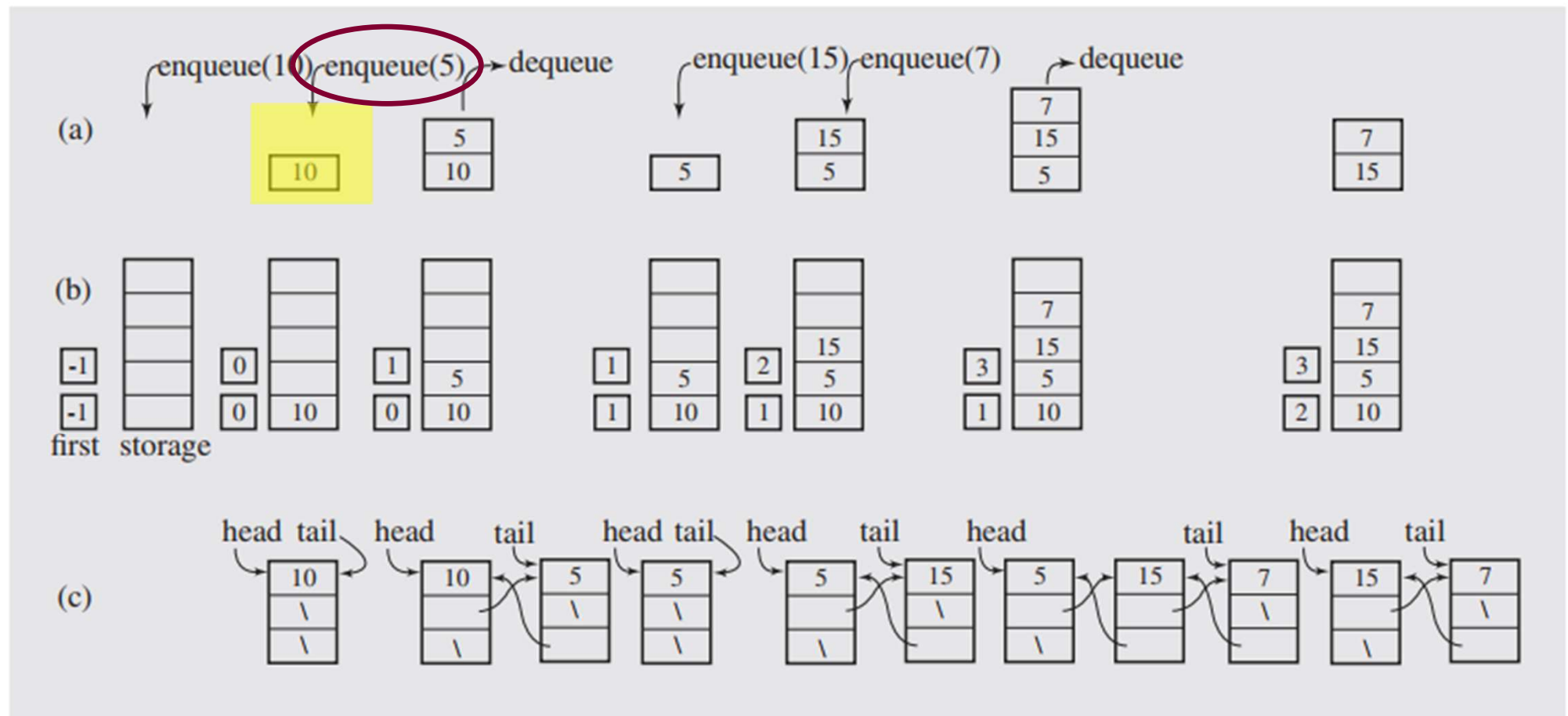


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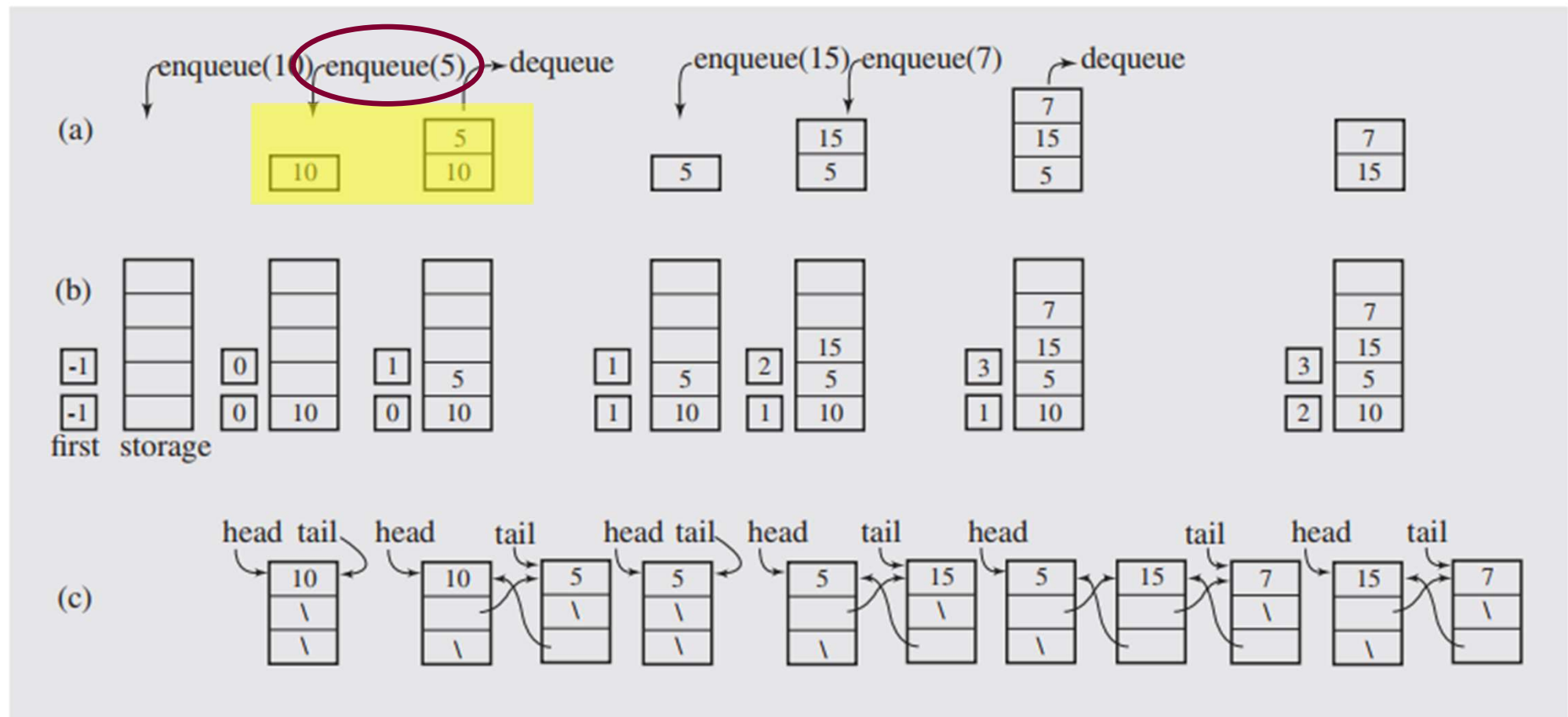


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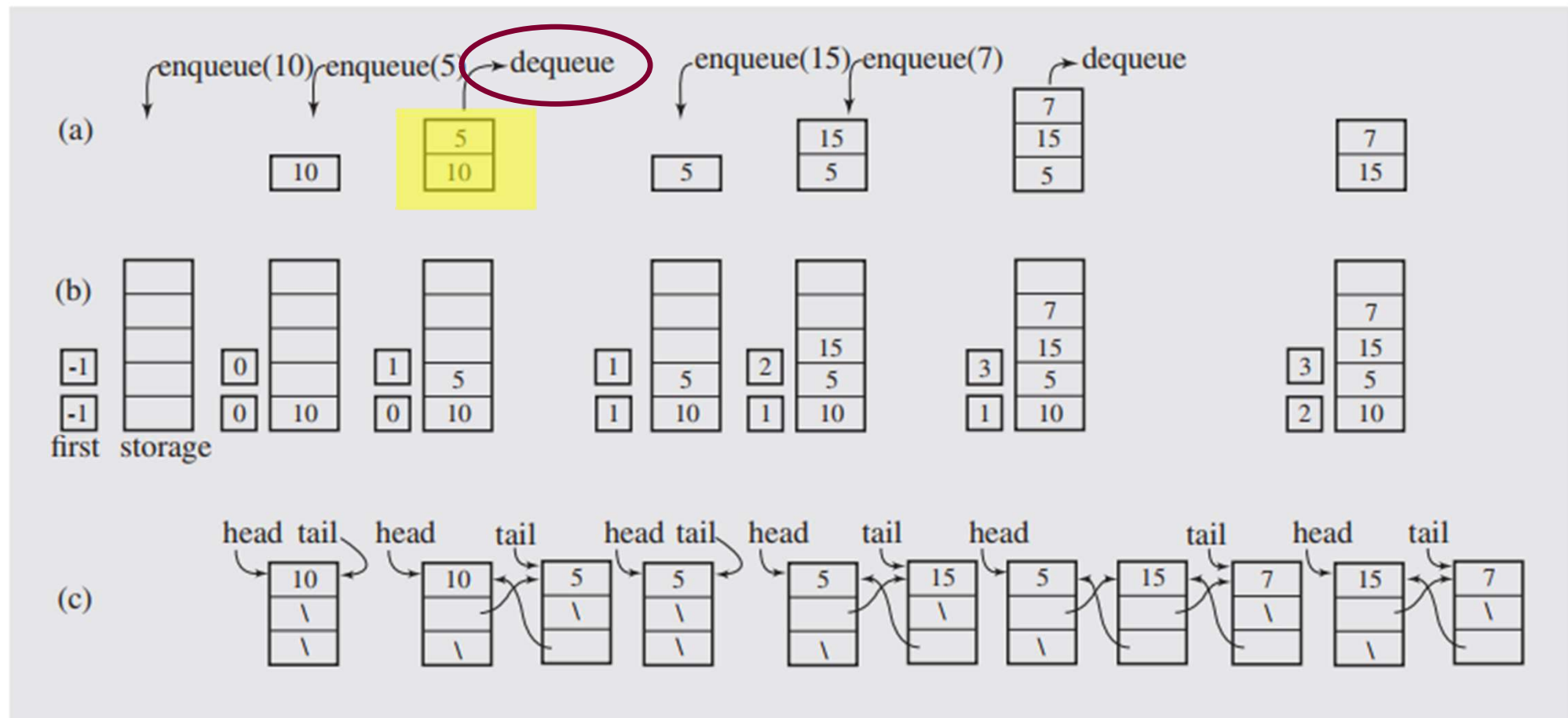


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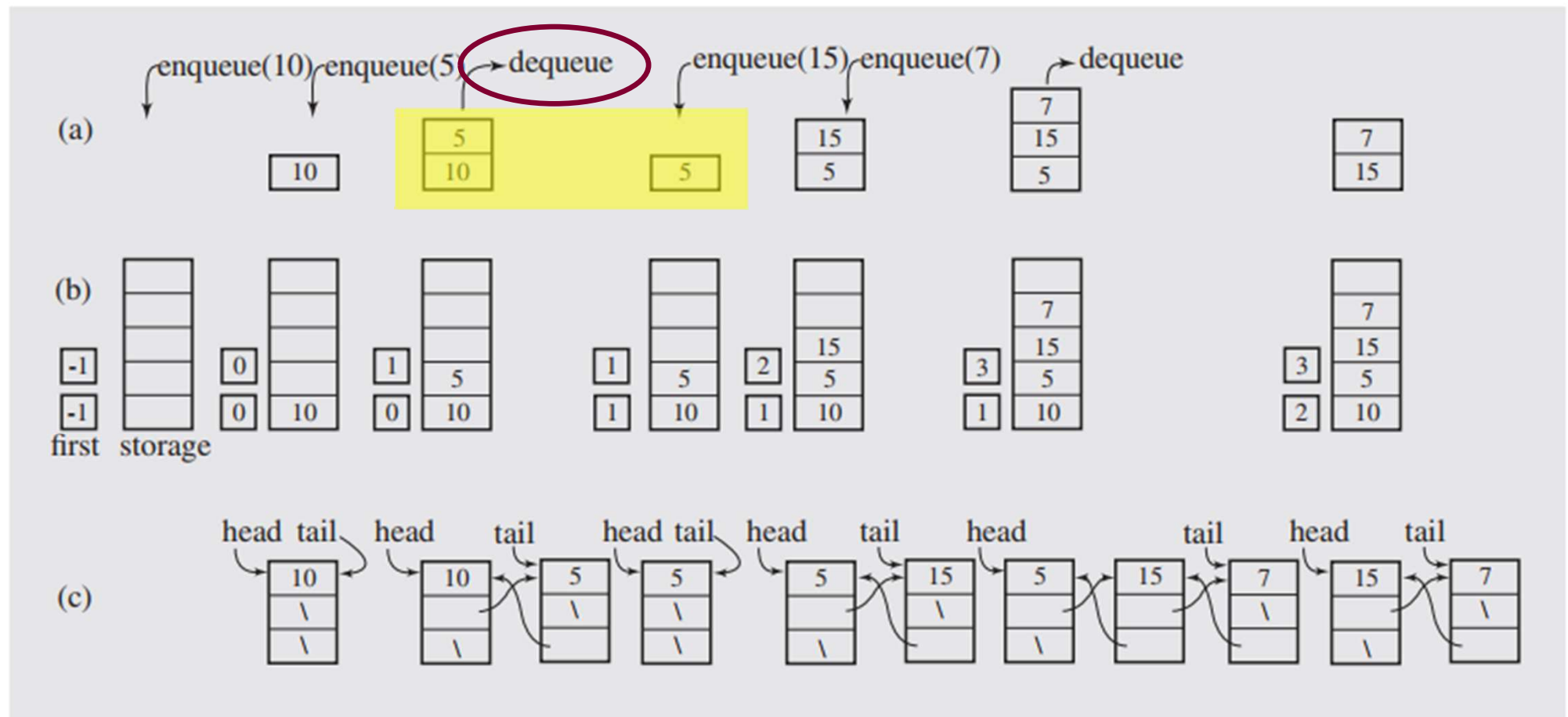


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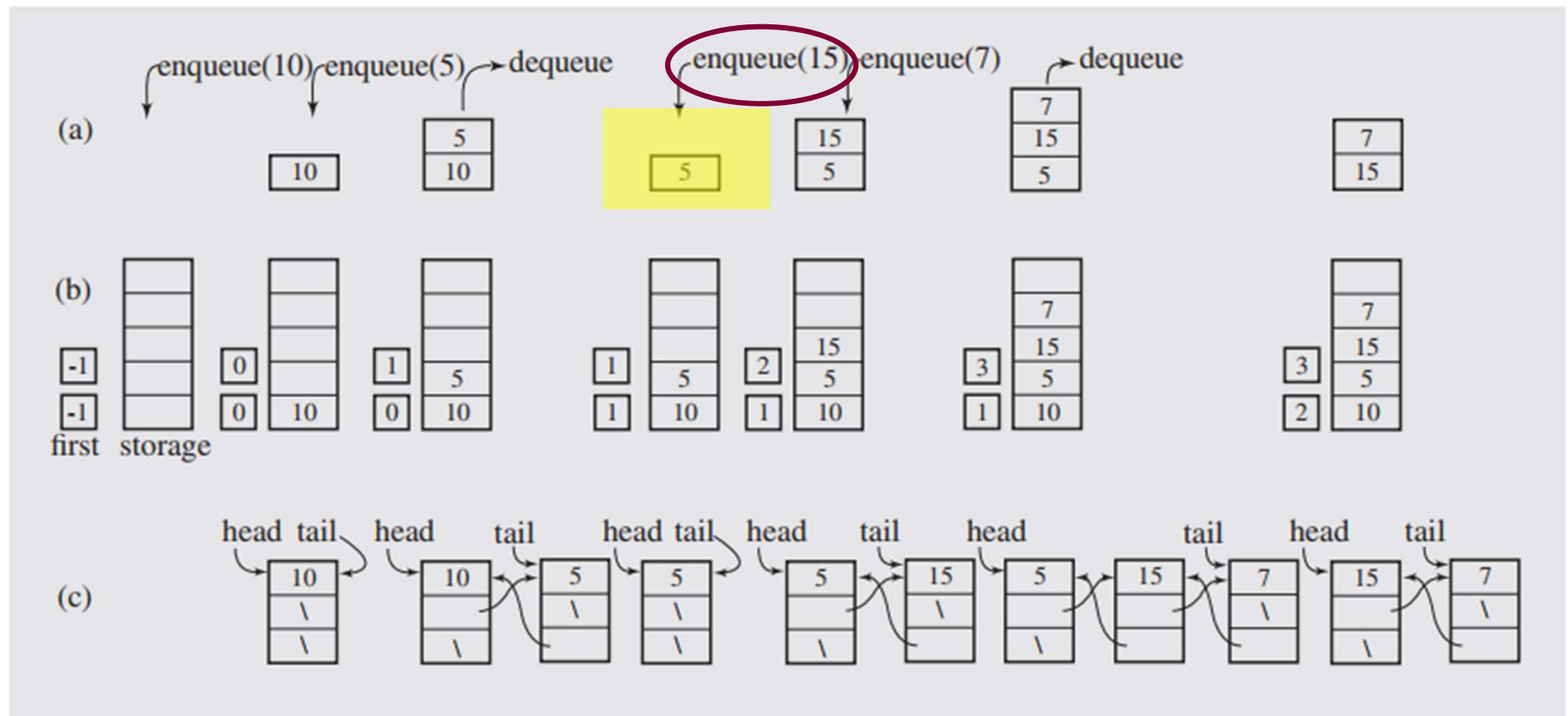


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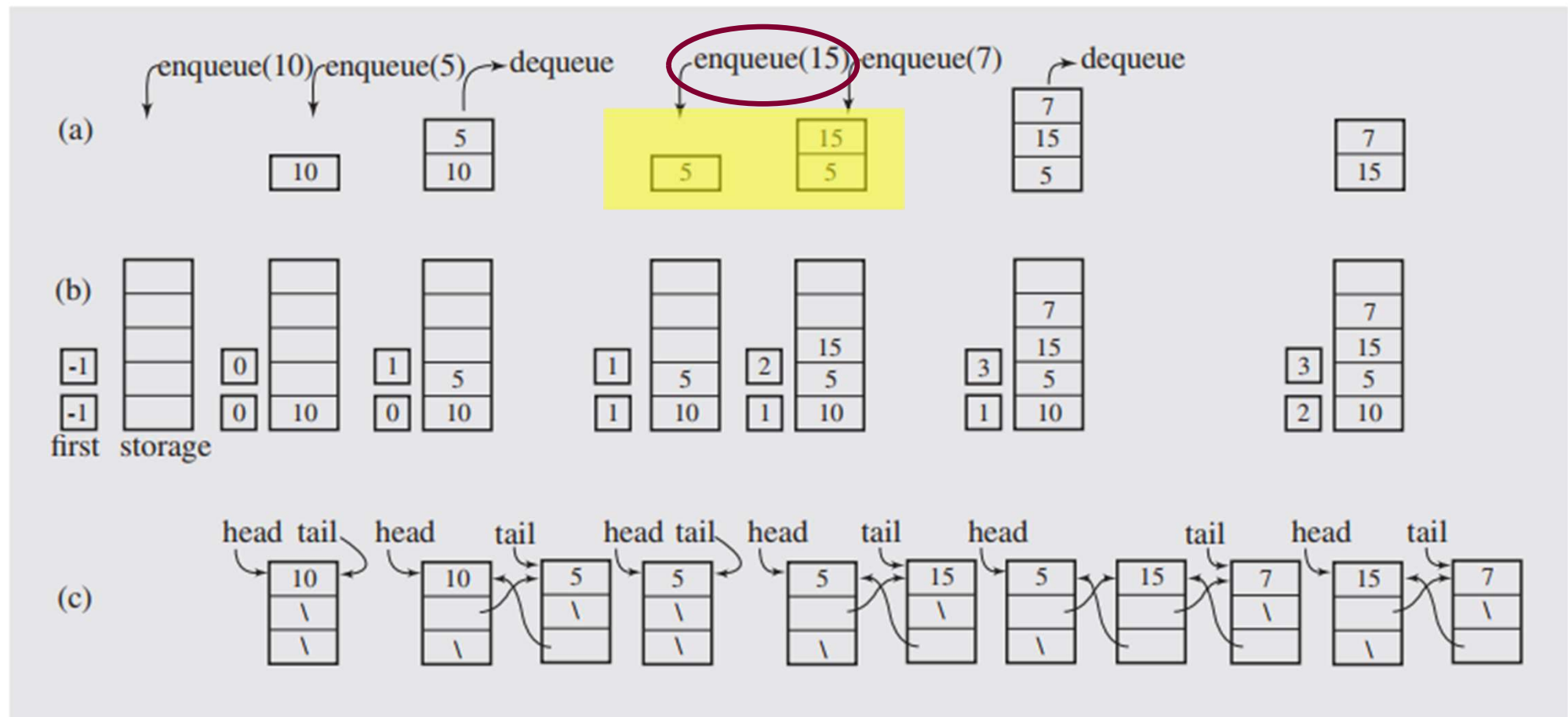


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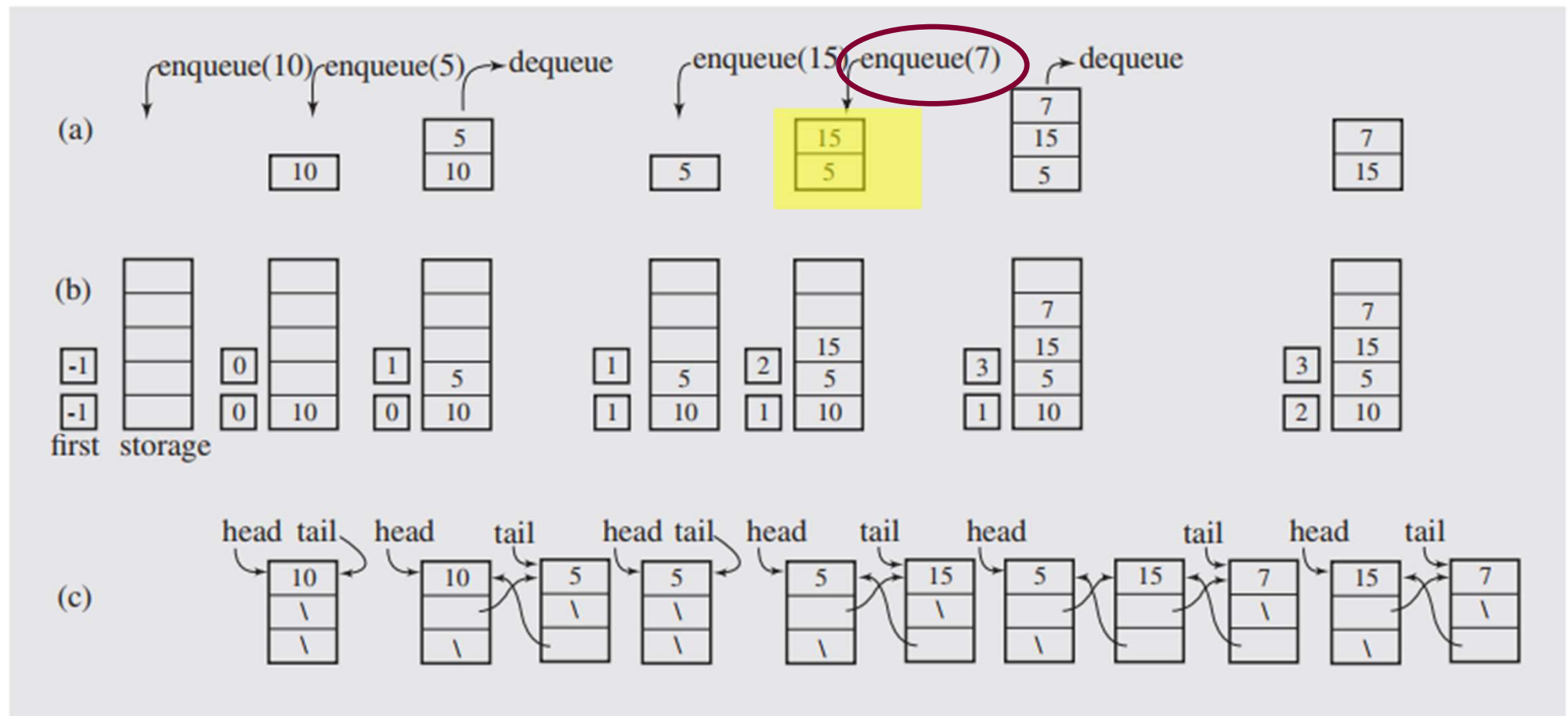


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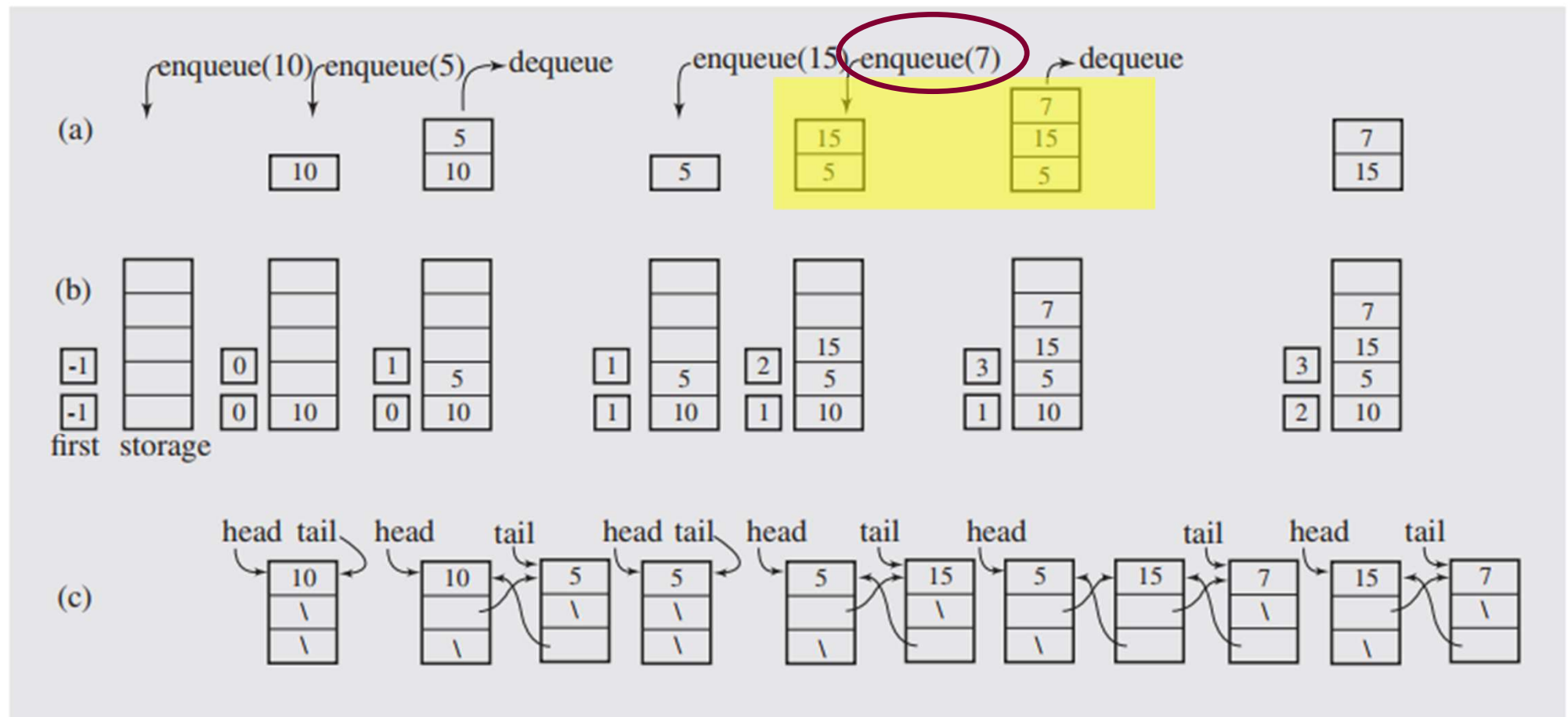


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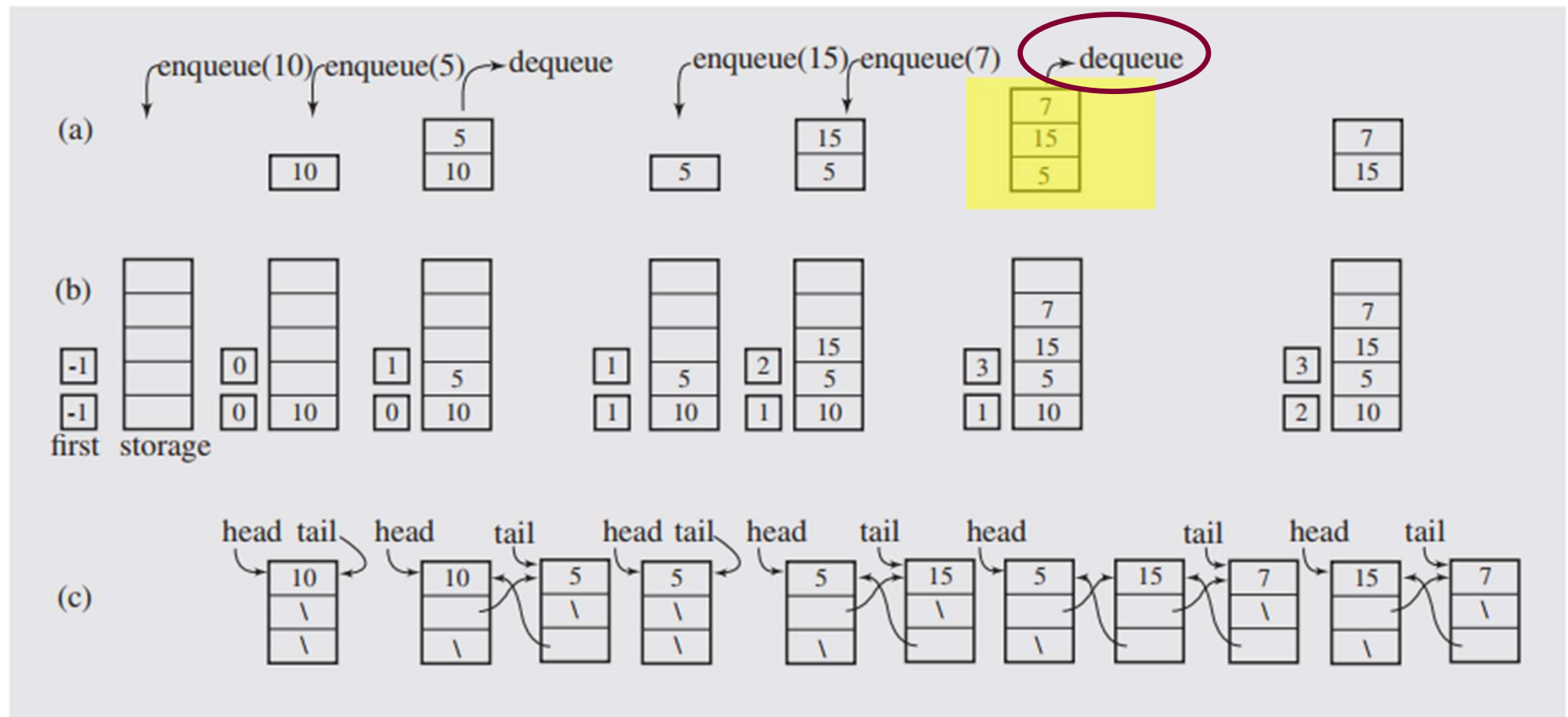


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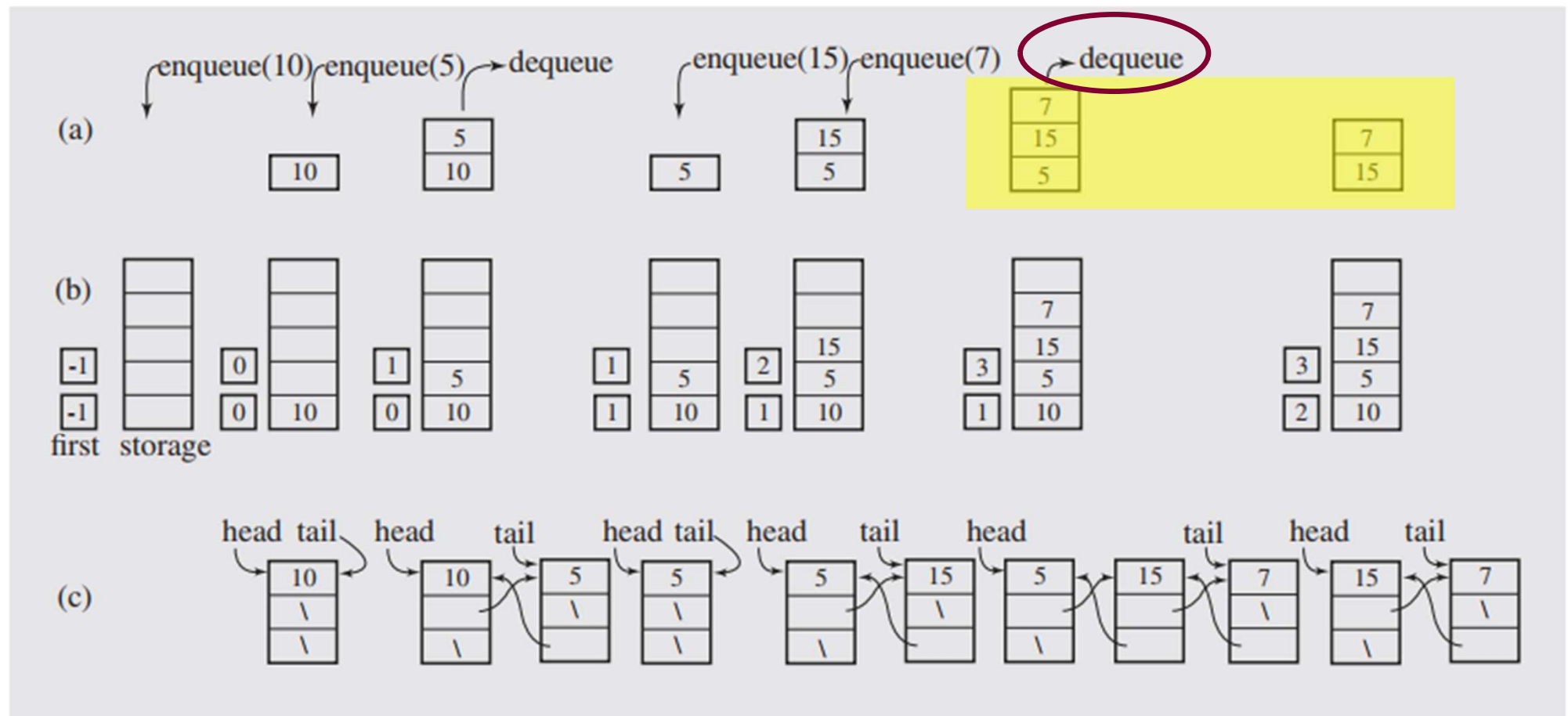


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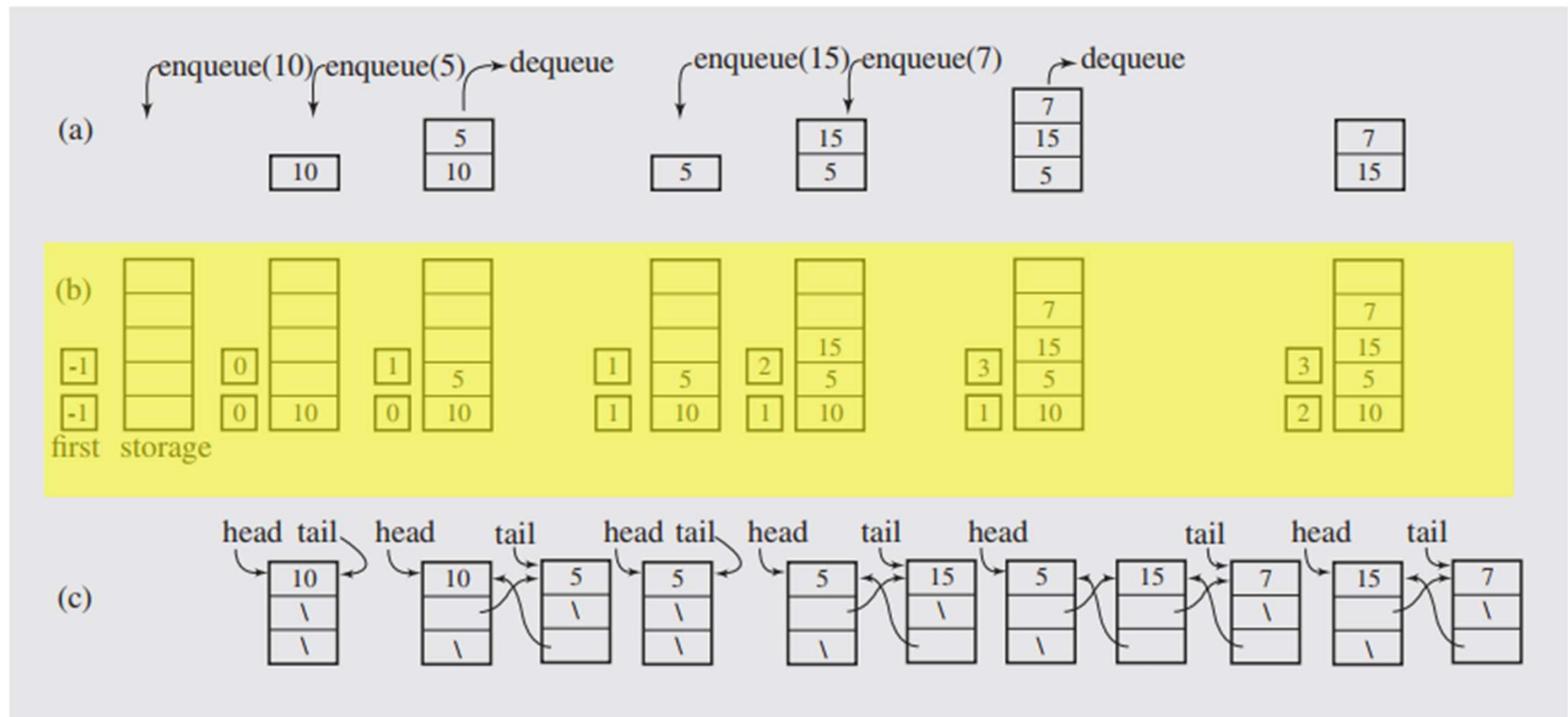


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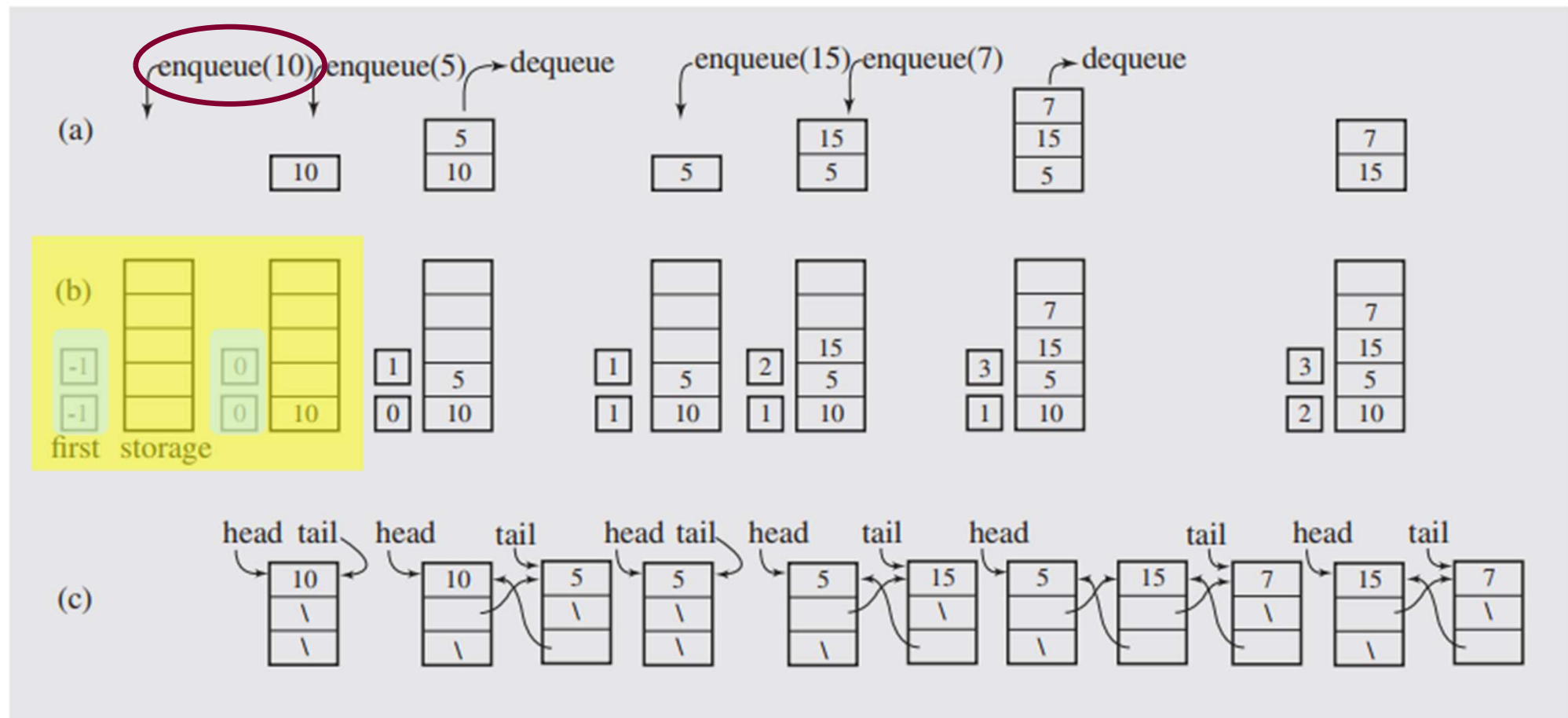


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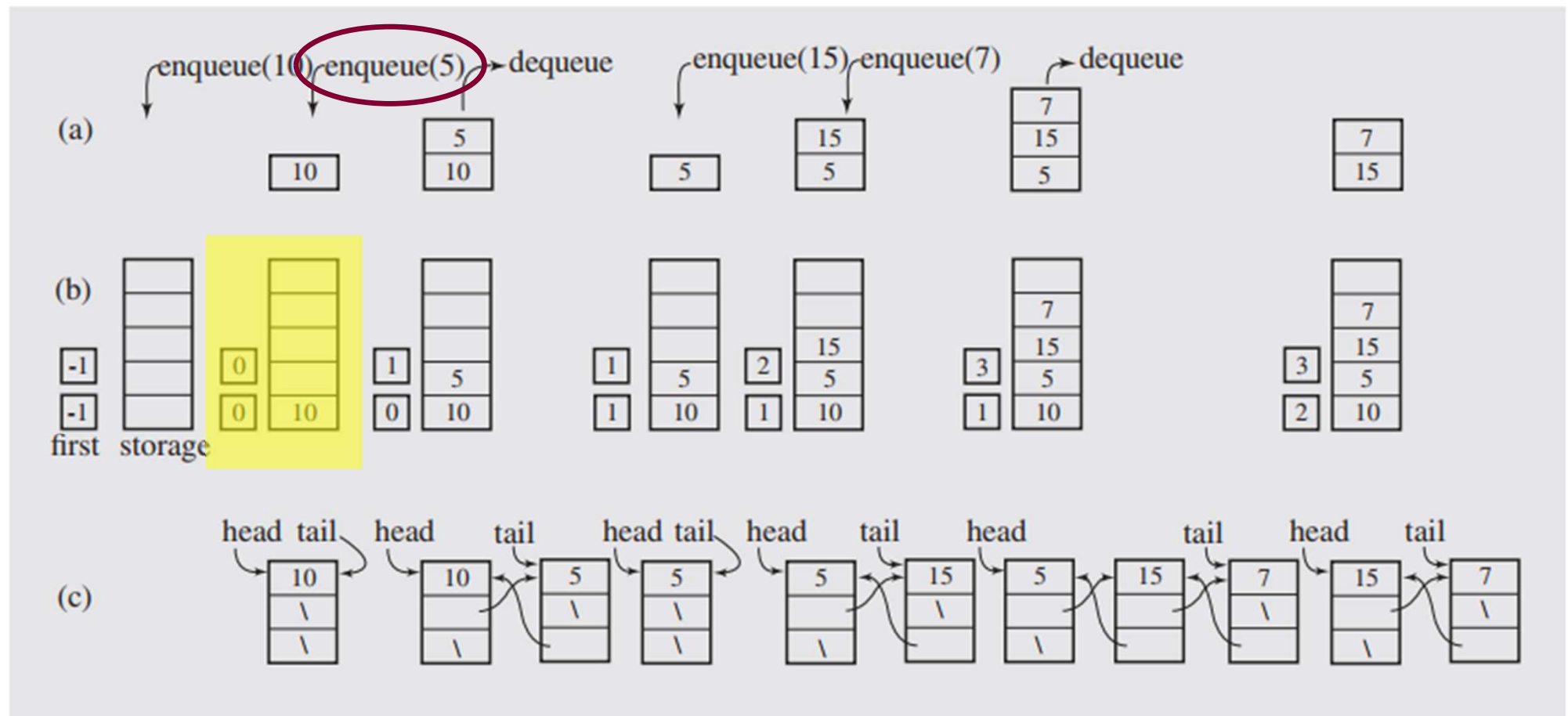


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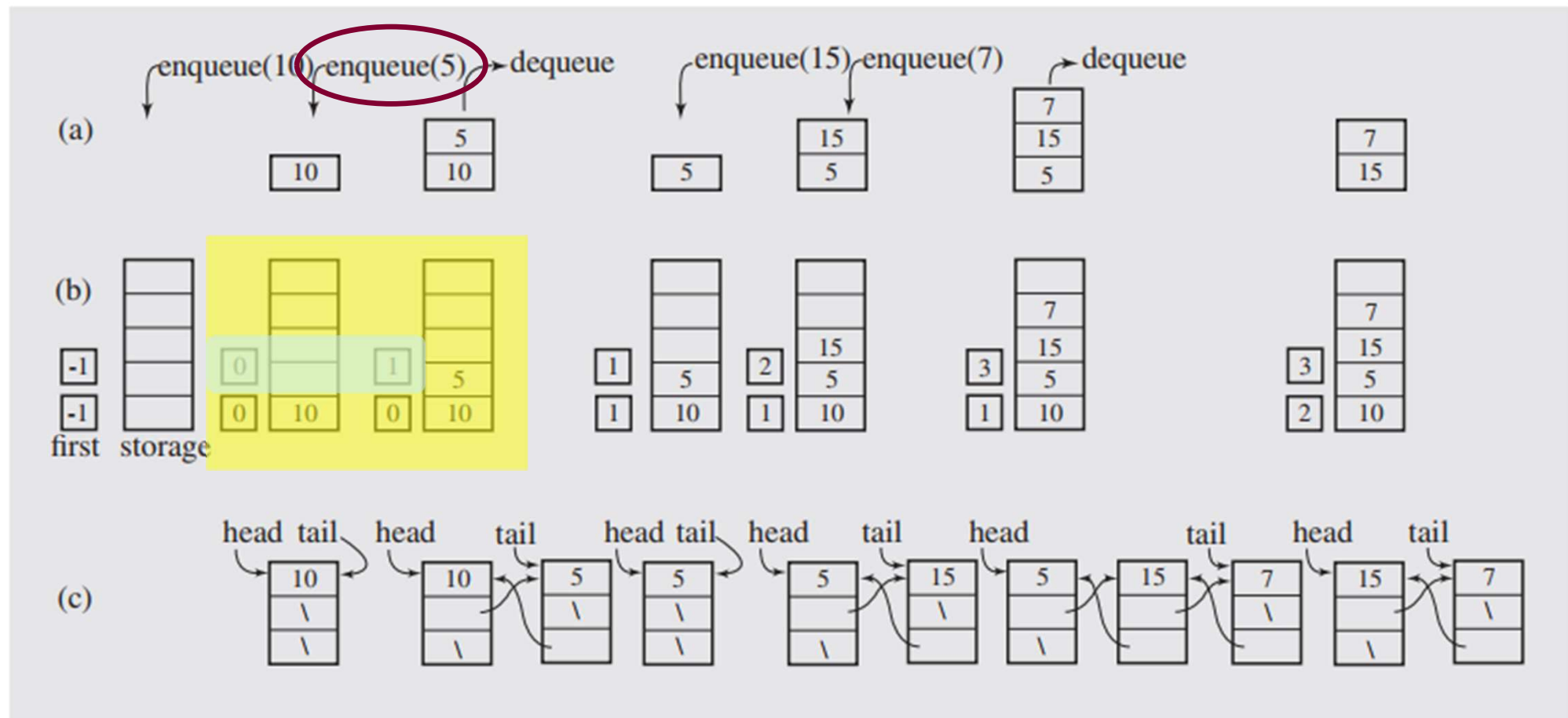


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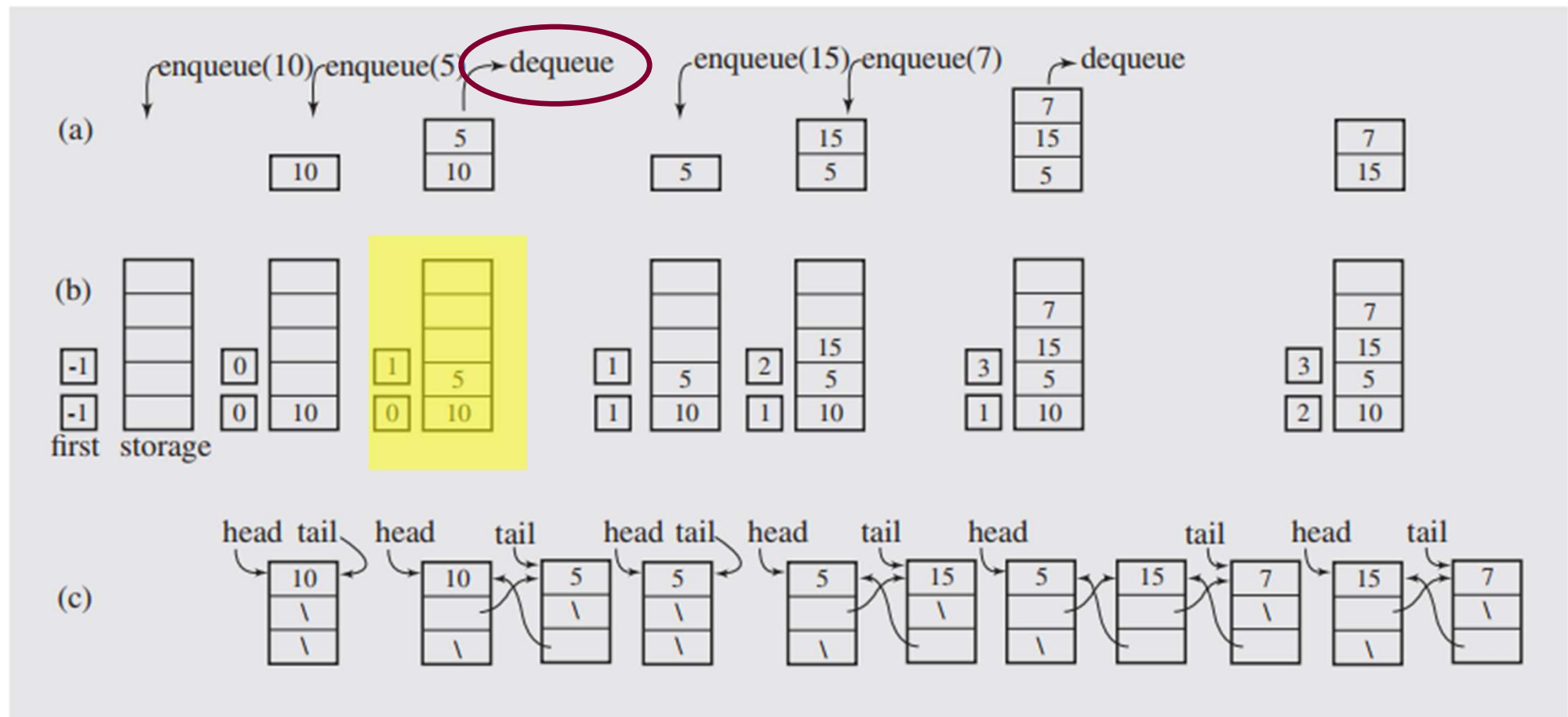


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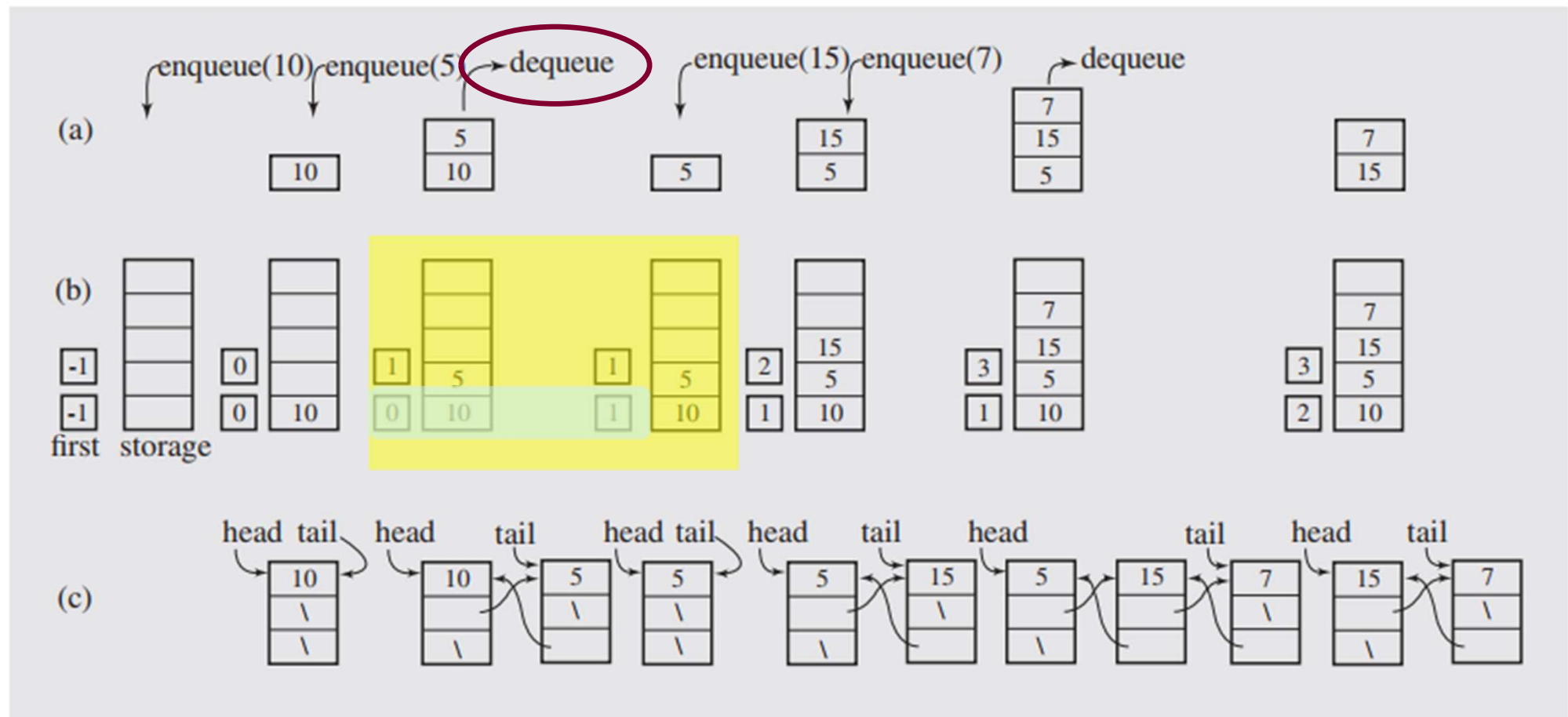


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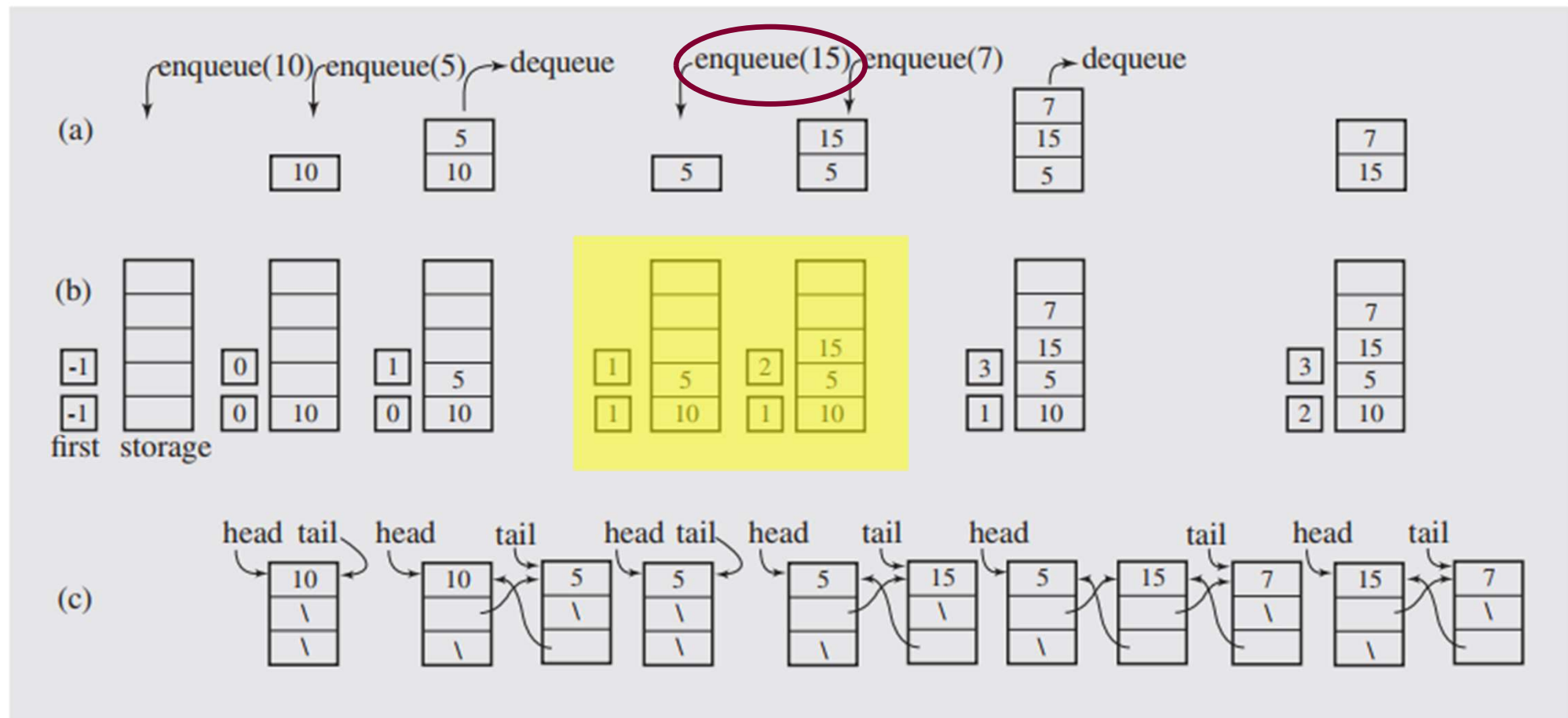


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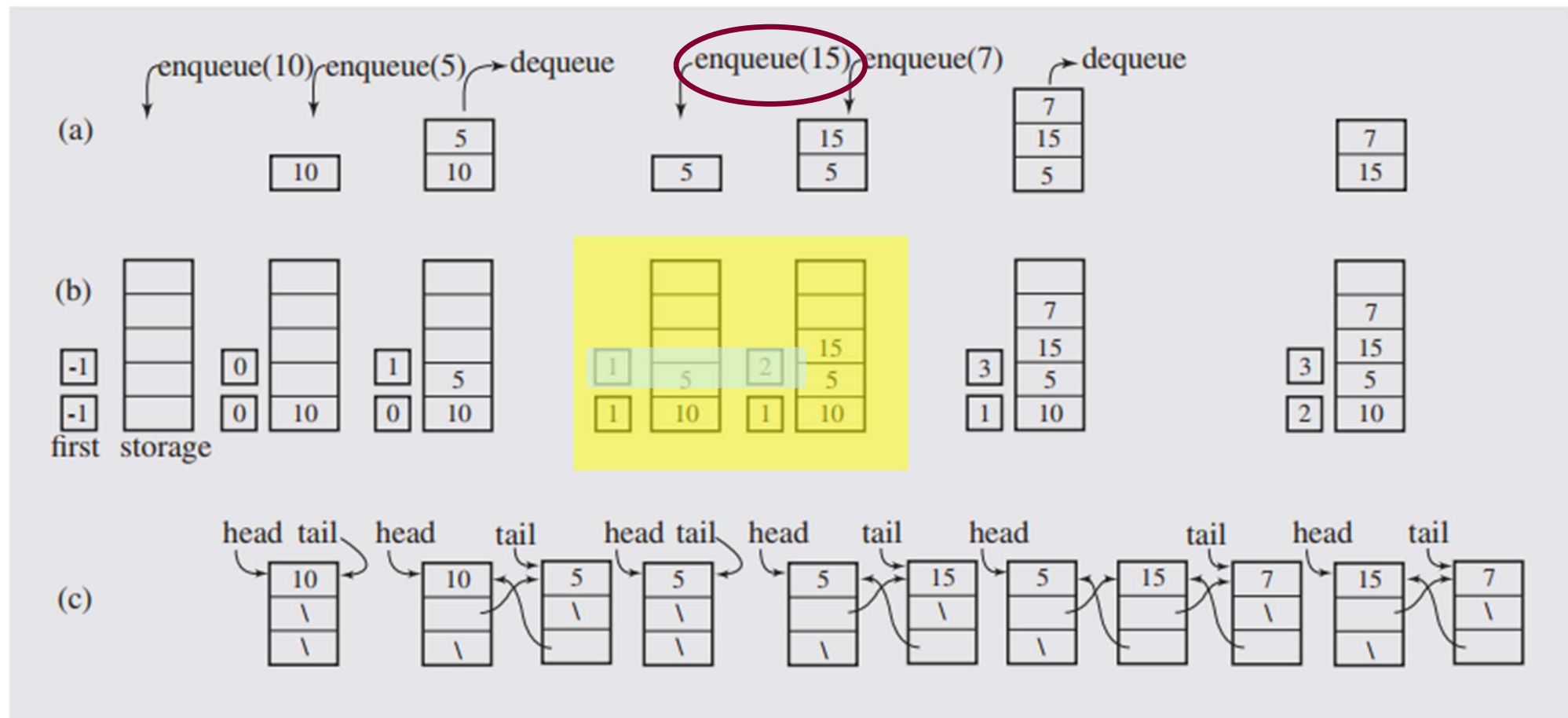


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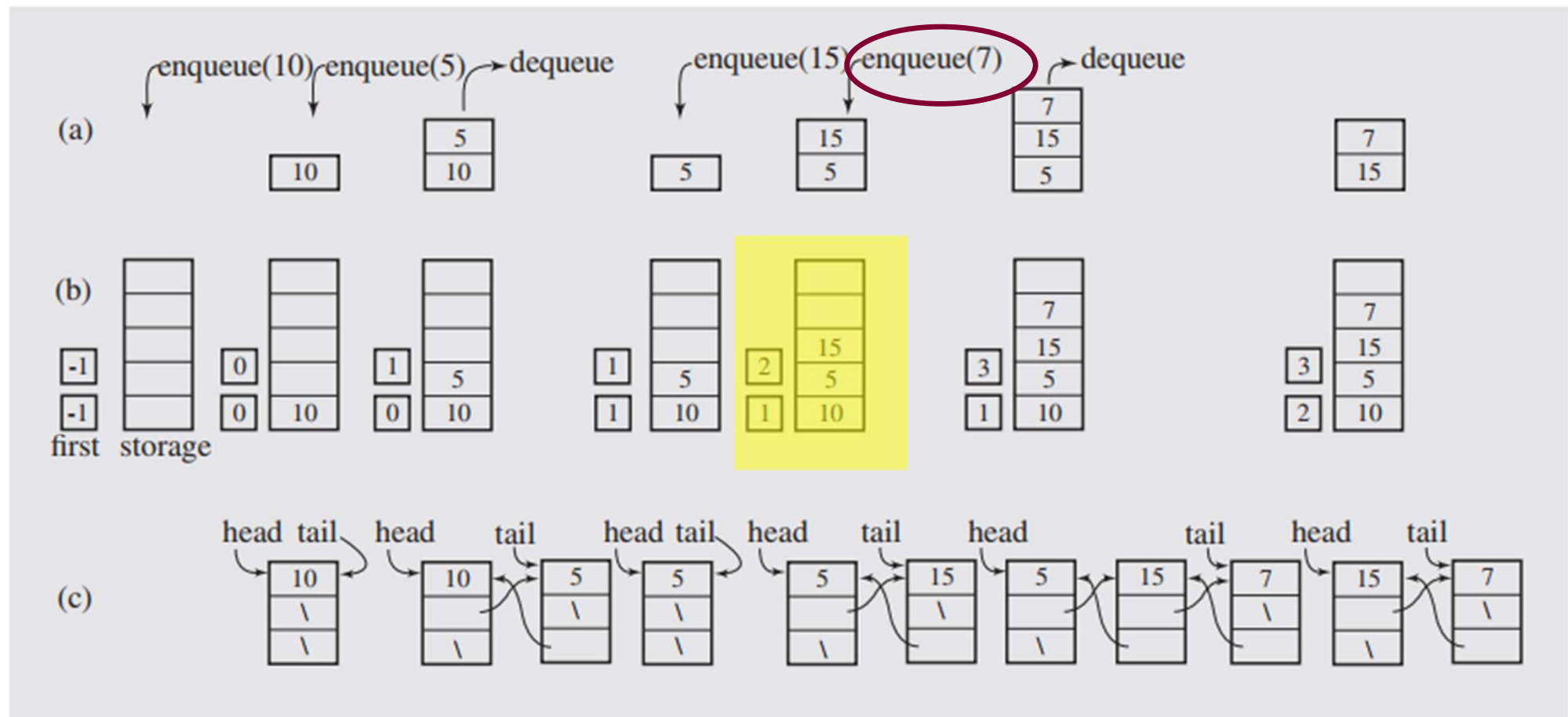


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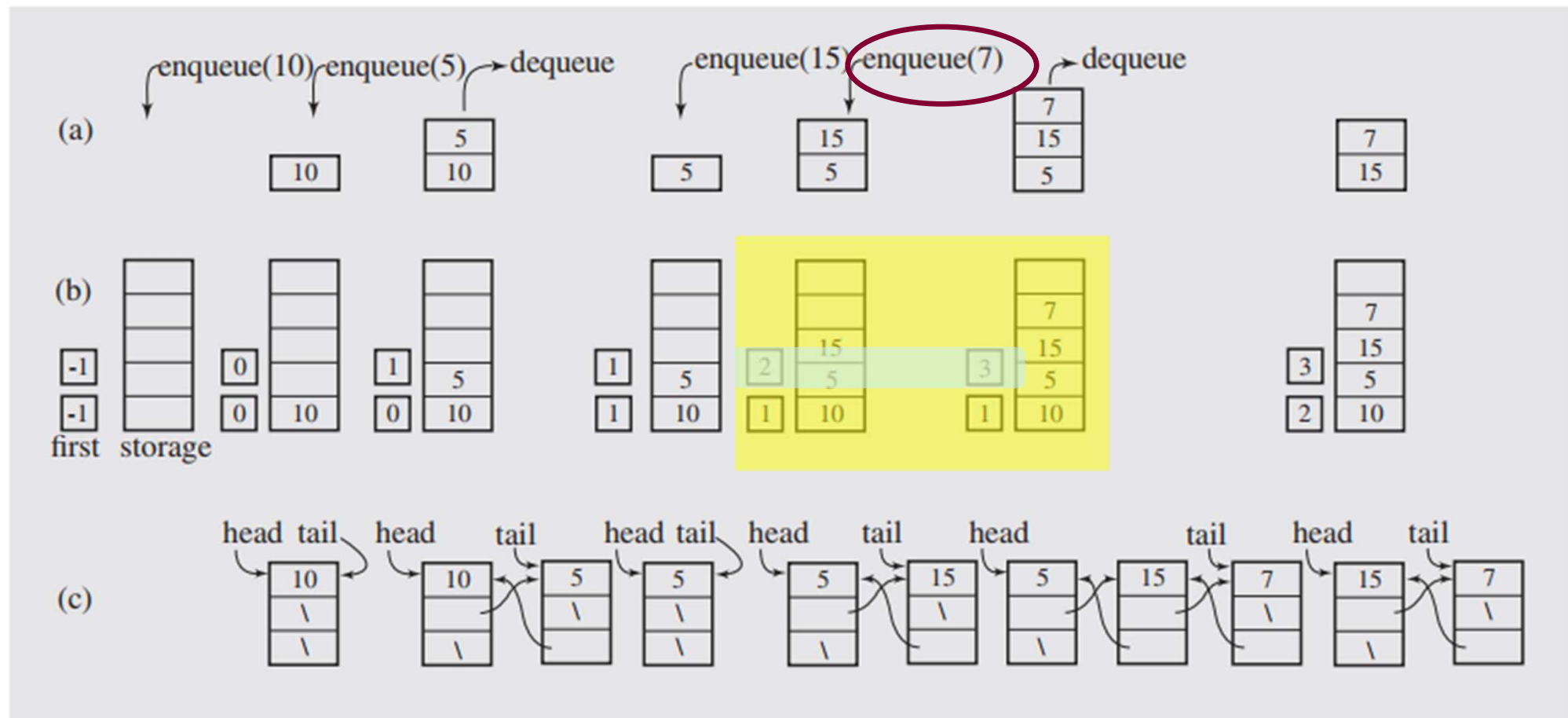


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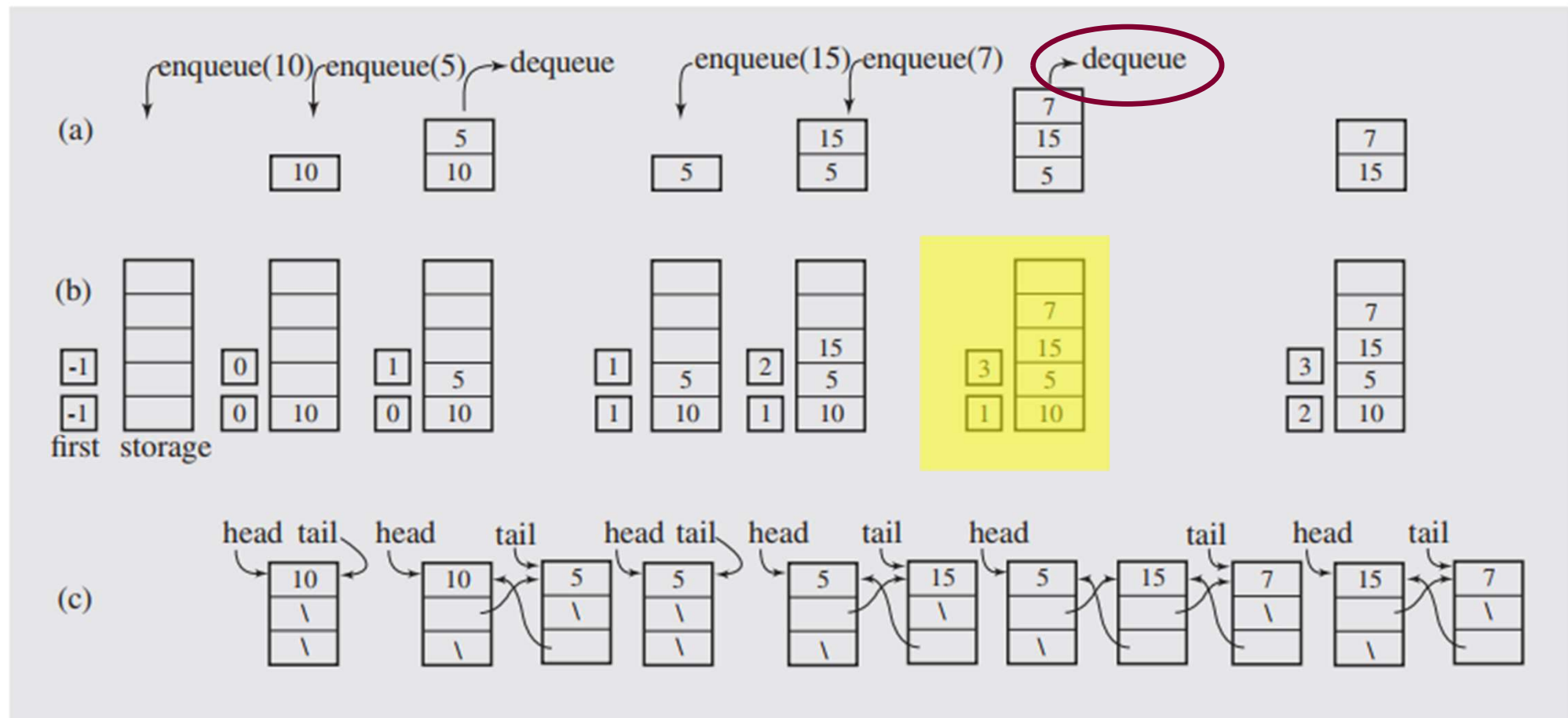
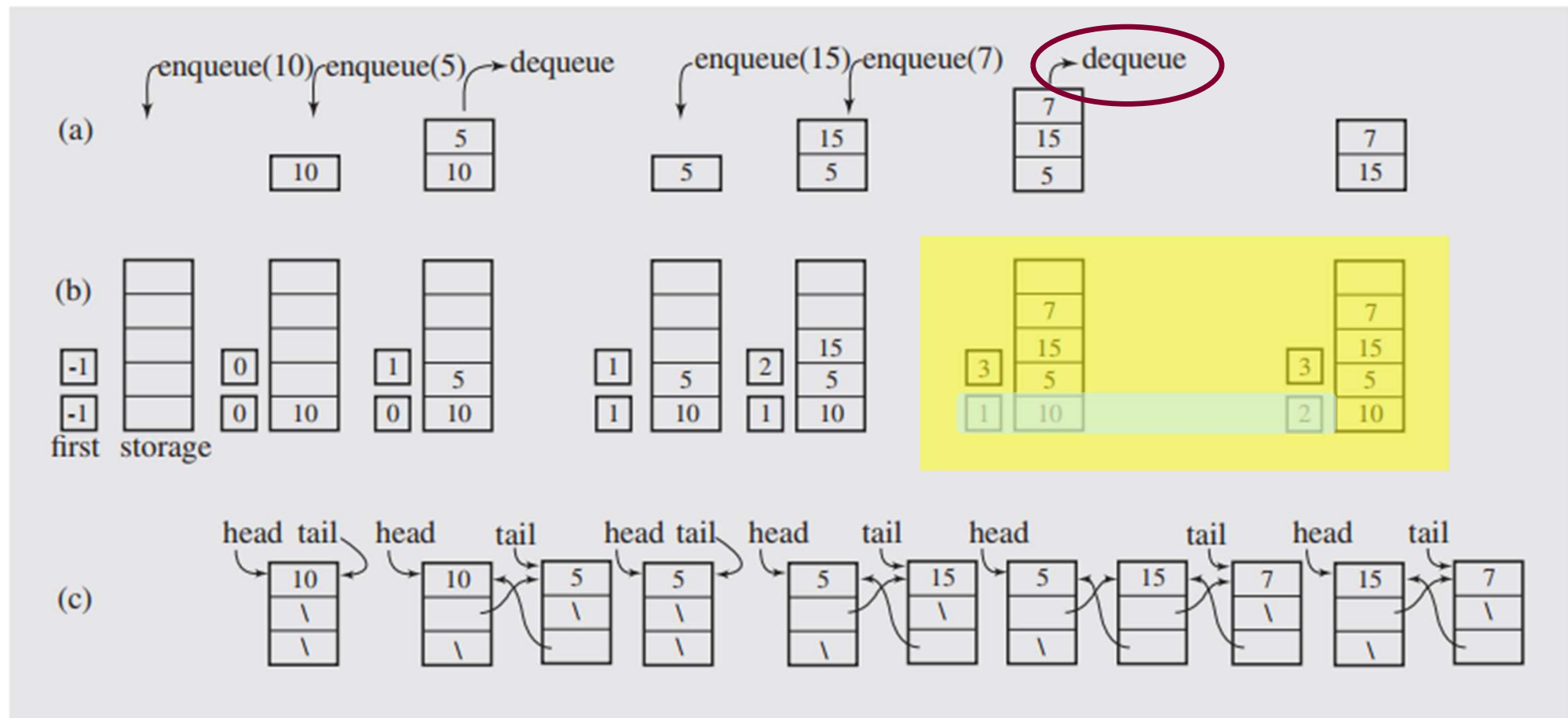
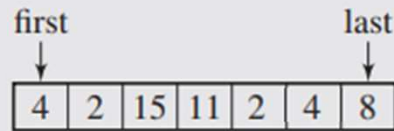
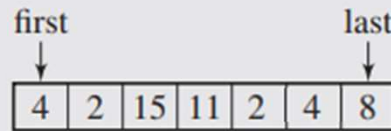


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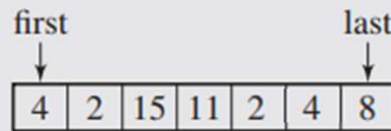


(a)



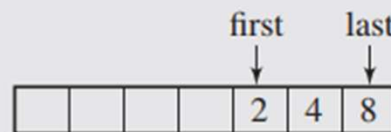
(a)

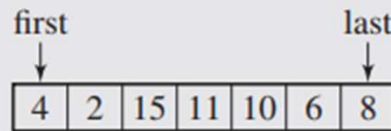
↓ dequeue 3 times



(a)

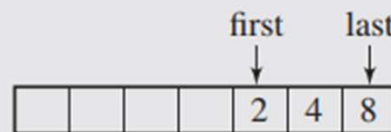
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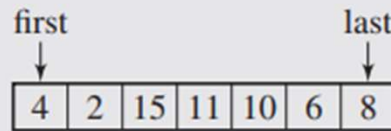


(a)

↓ dequeue 3 times

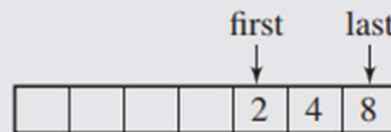


↓ enqueue(6)

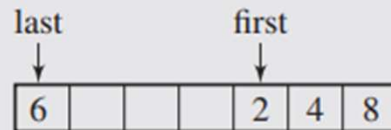


(a)

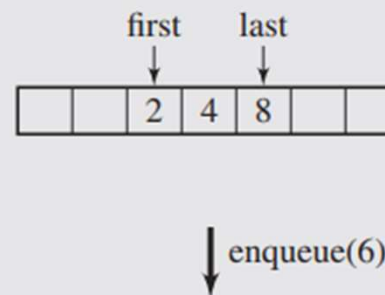
↓ dequeue 3 times

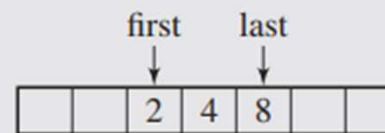


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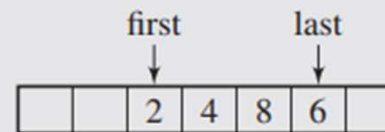


(d)

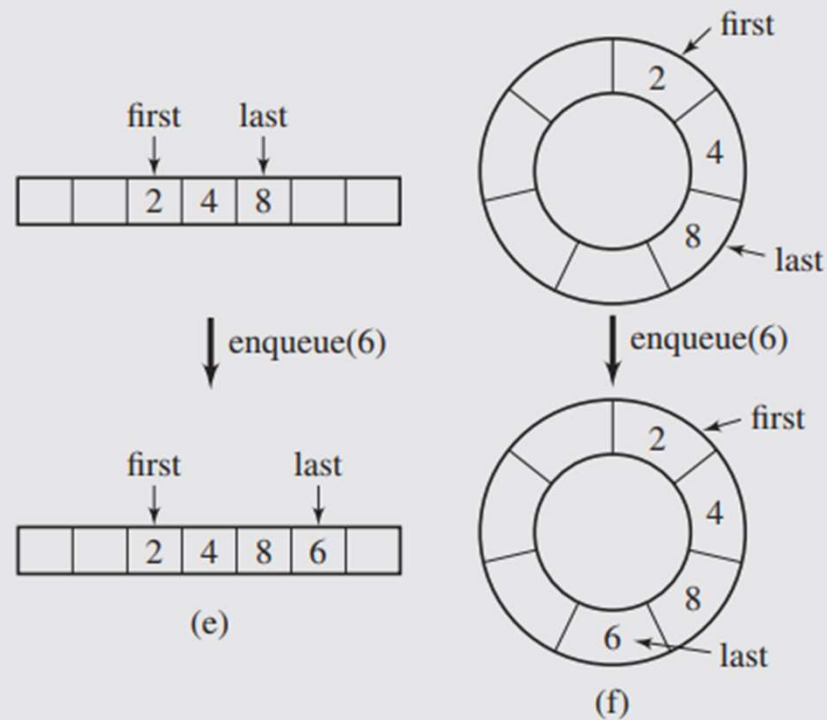


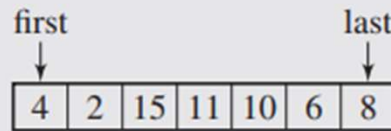


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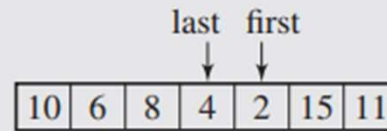


(e)



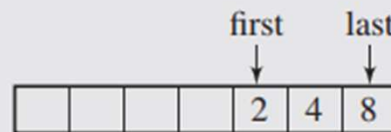


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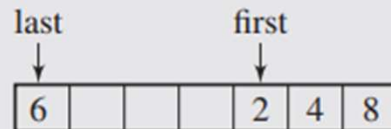


(b)

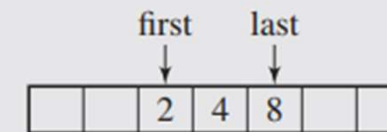
↓ dequeue 3 times



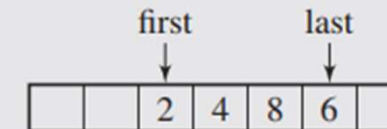
↓ enqueue(6)



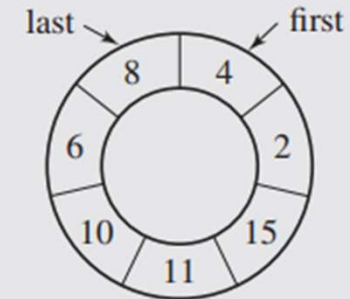
(d)



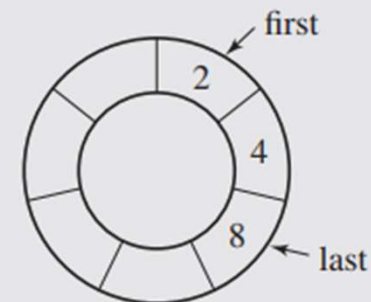
↓ enqueue(6)



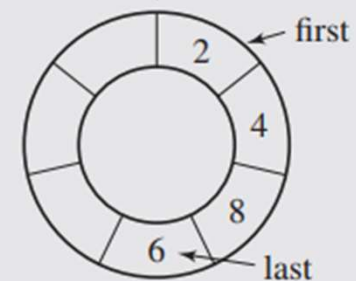
(e)



(c)



↓ enqueue(6)



(f)

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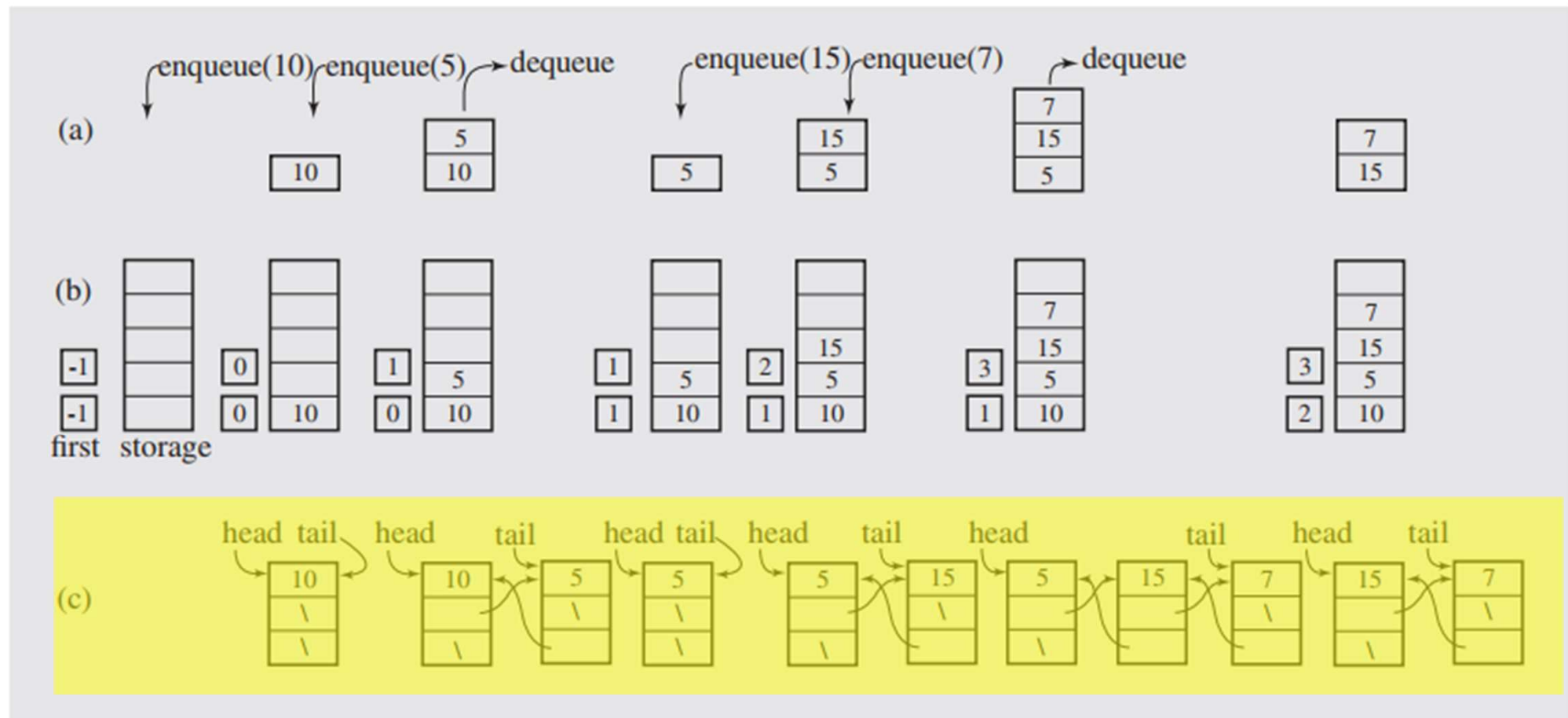


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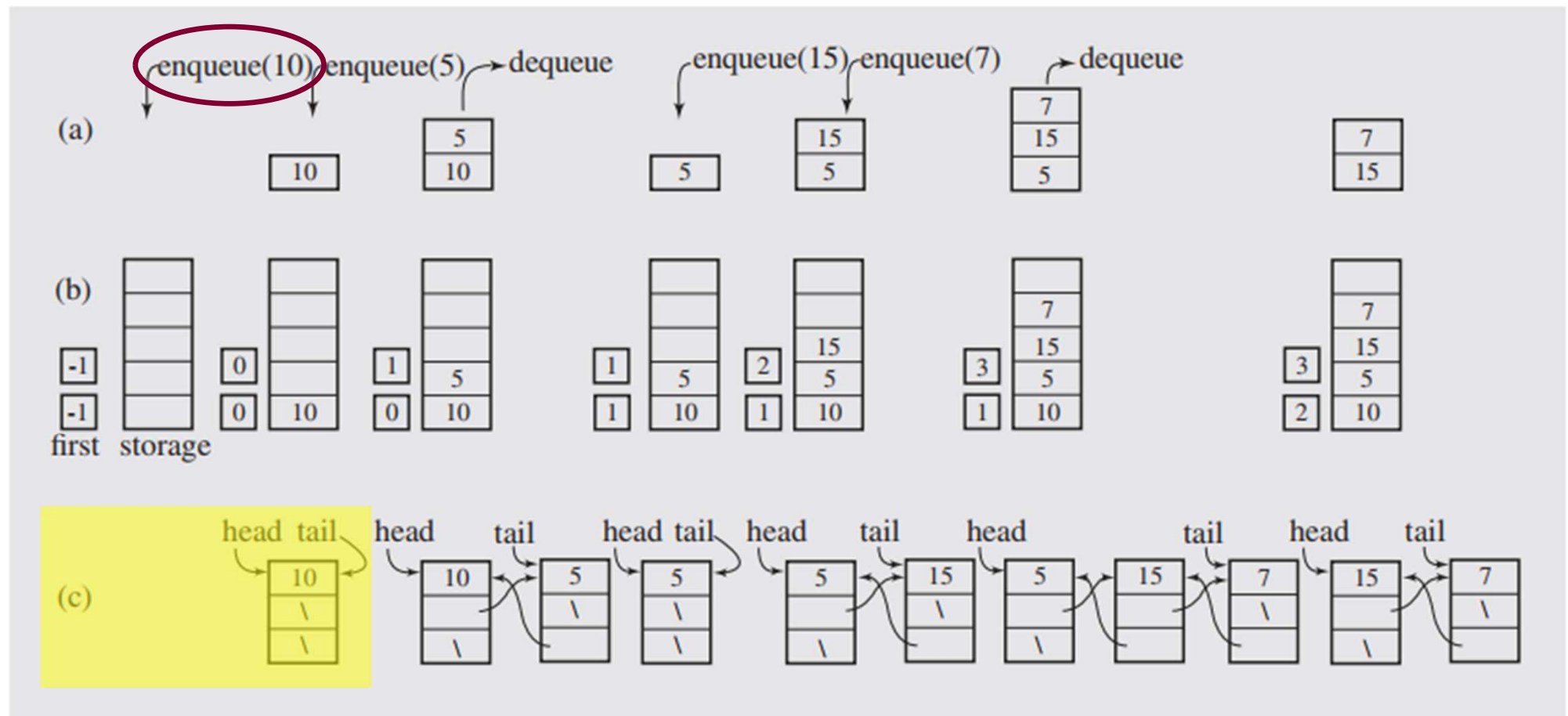


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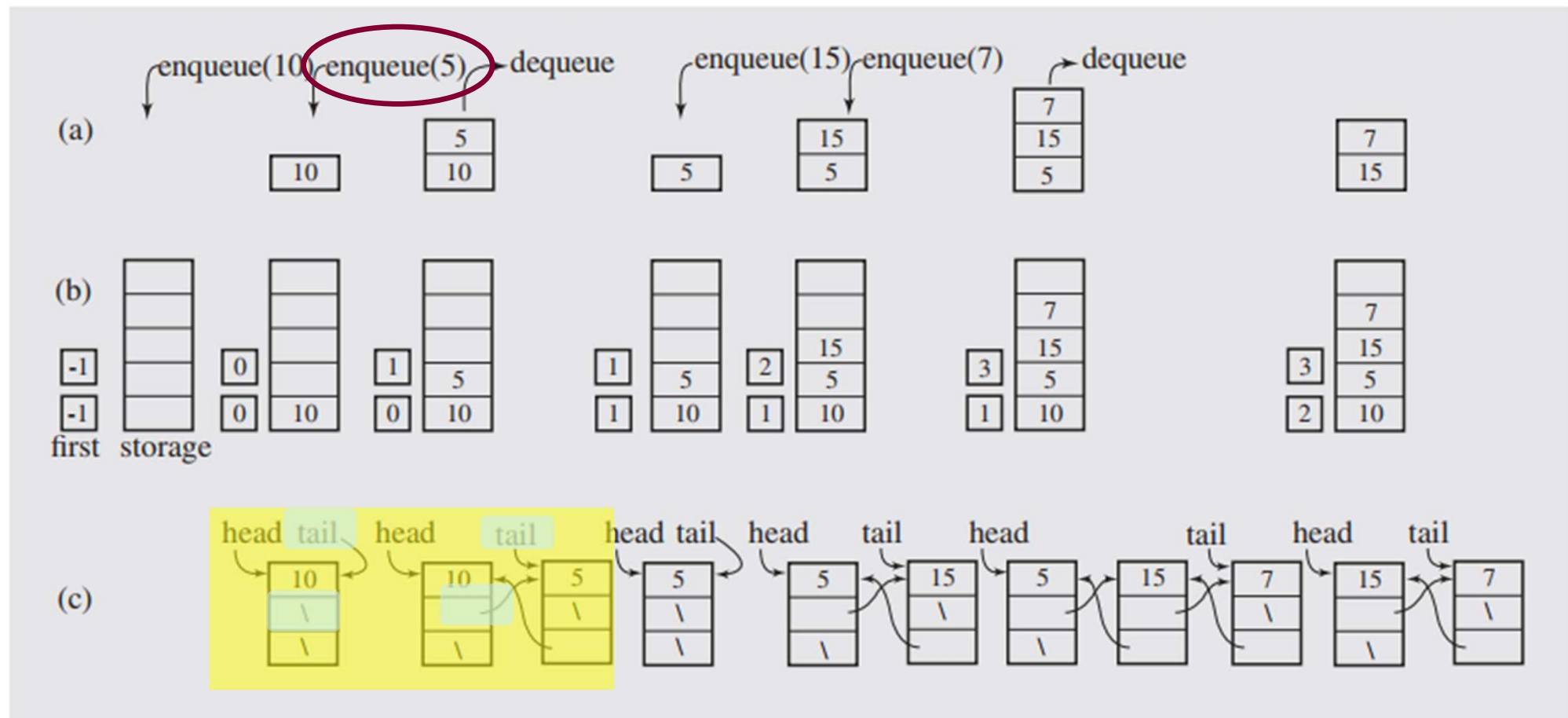


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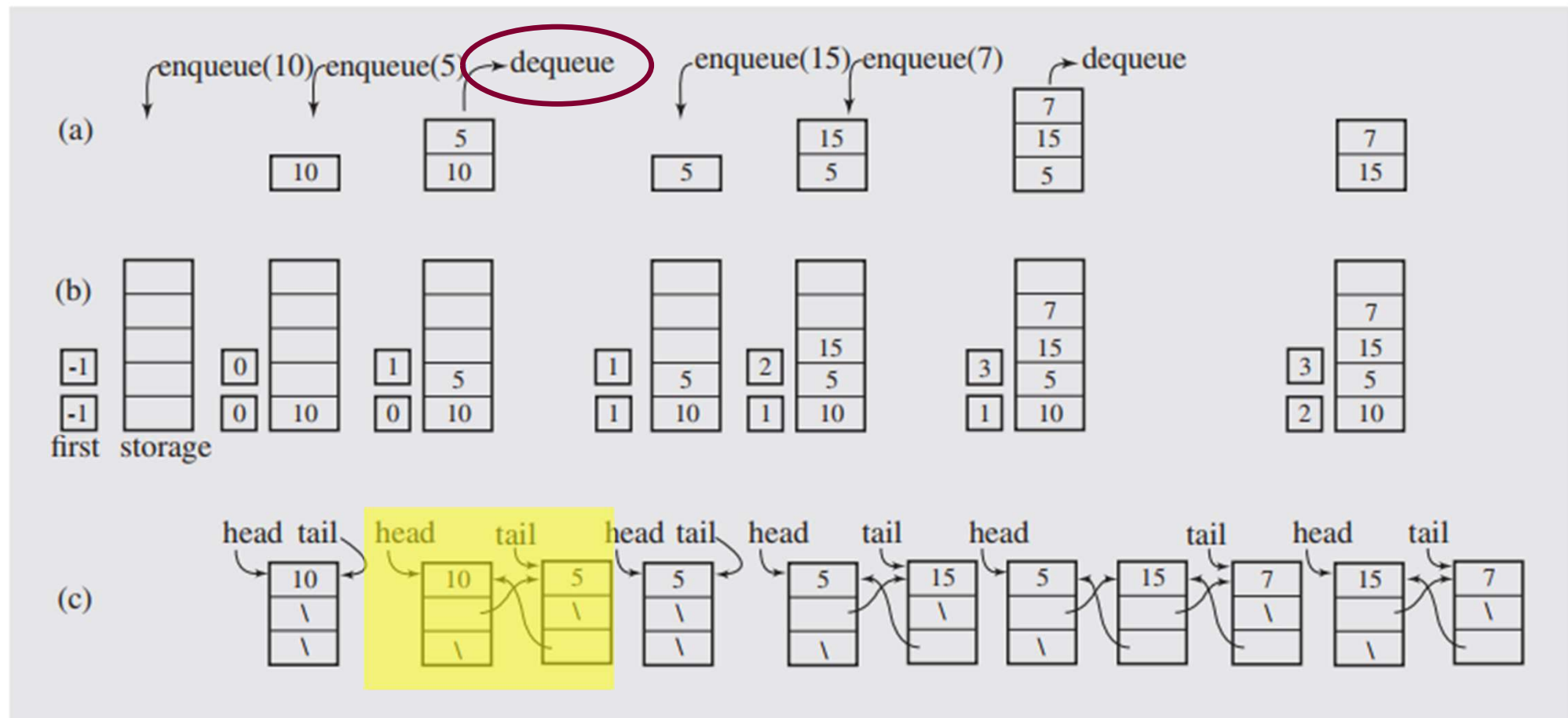


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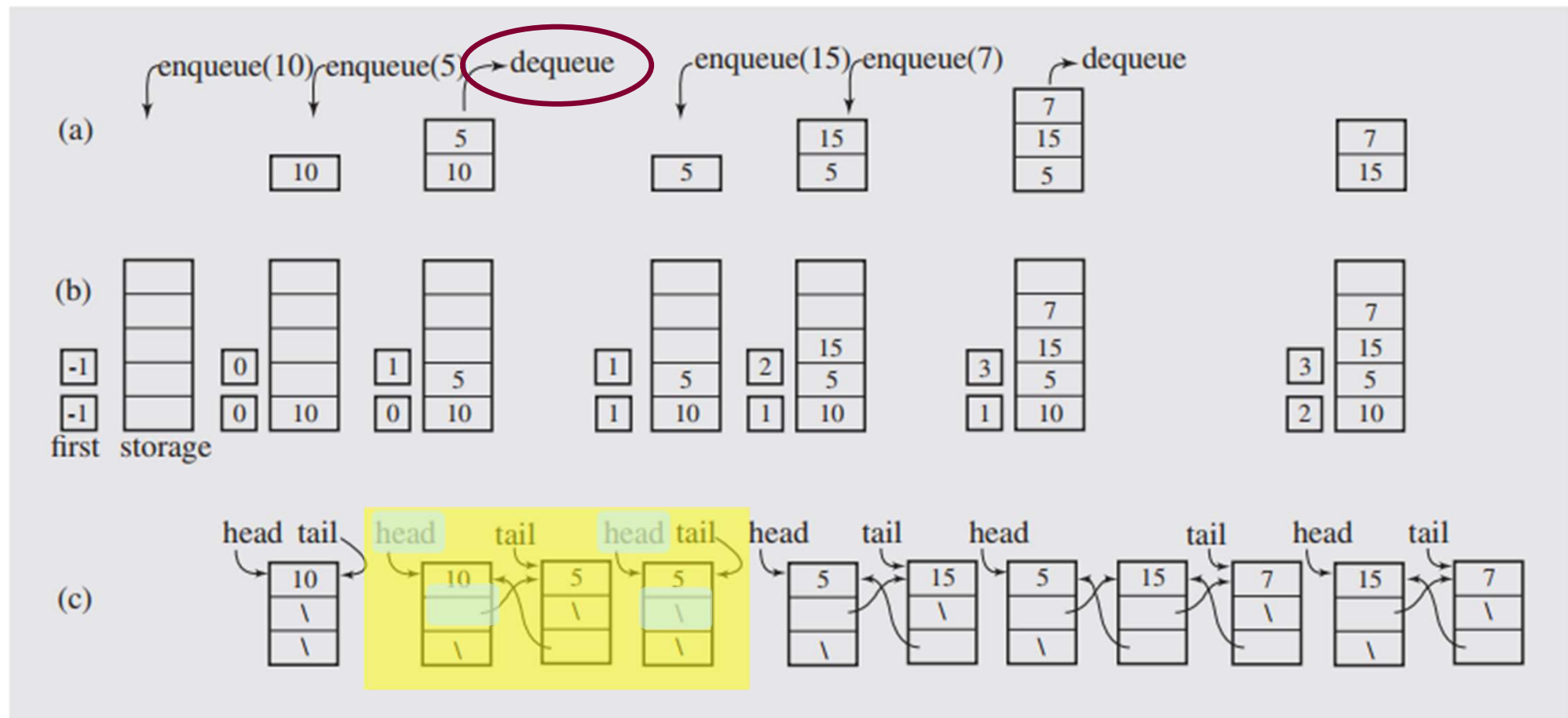


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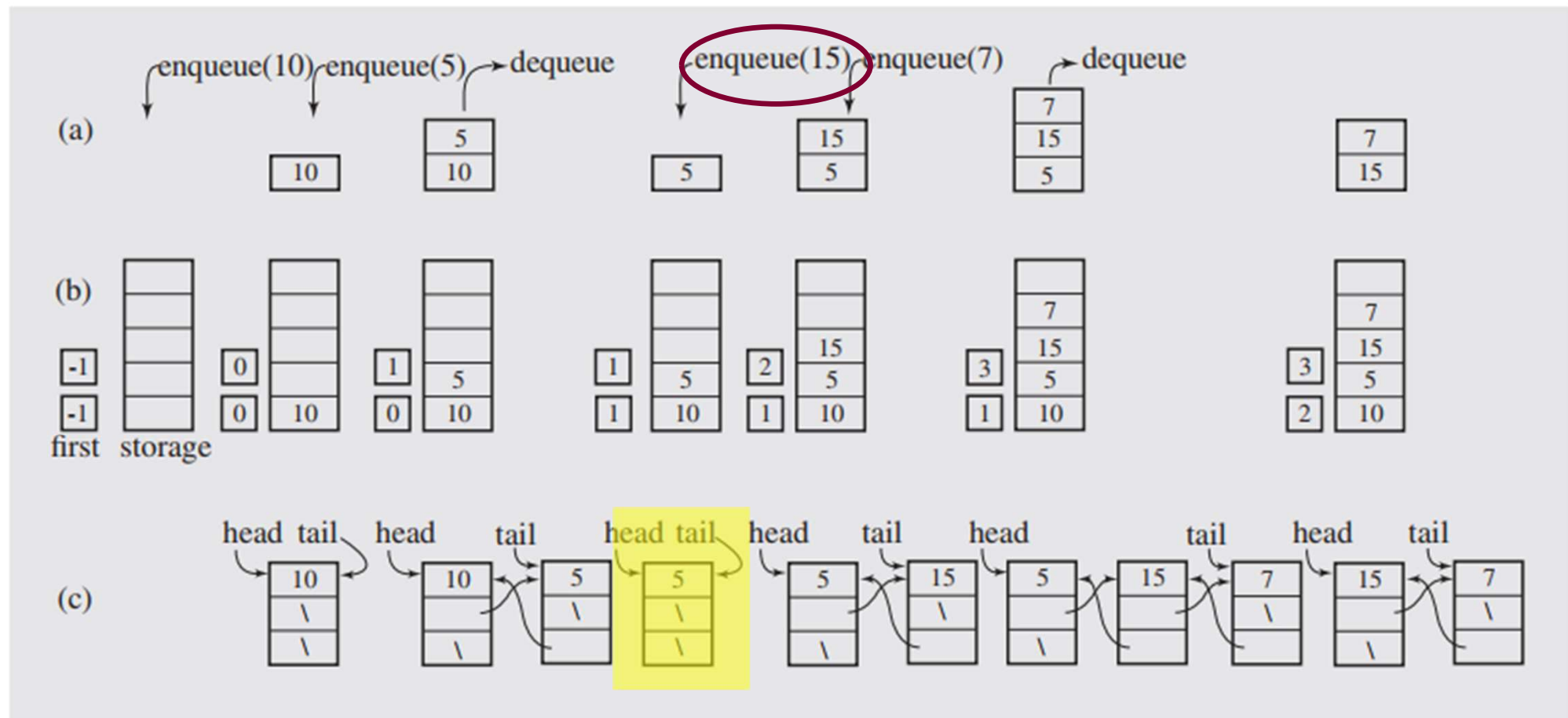


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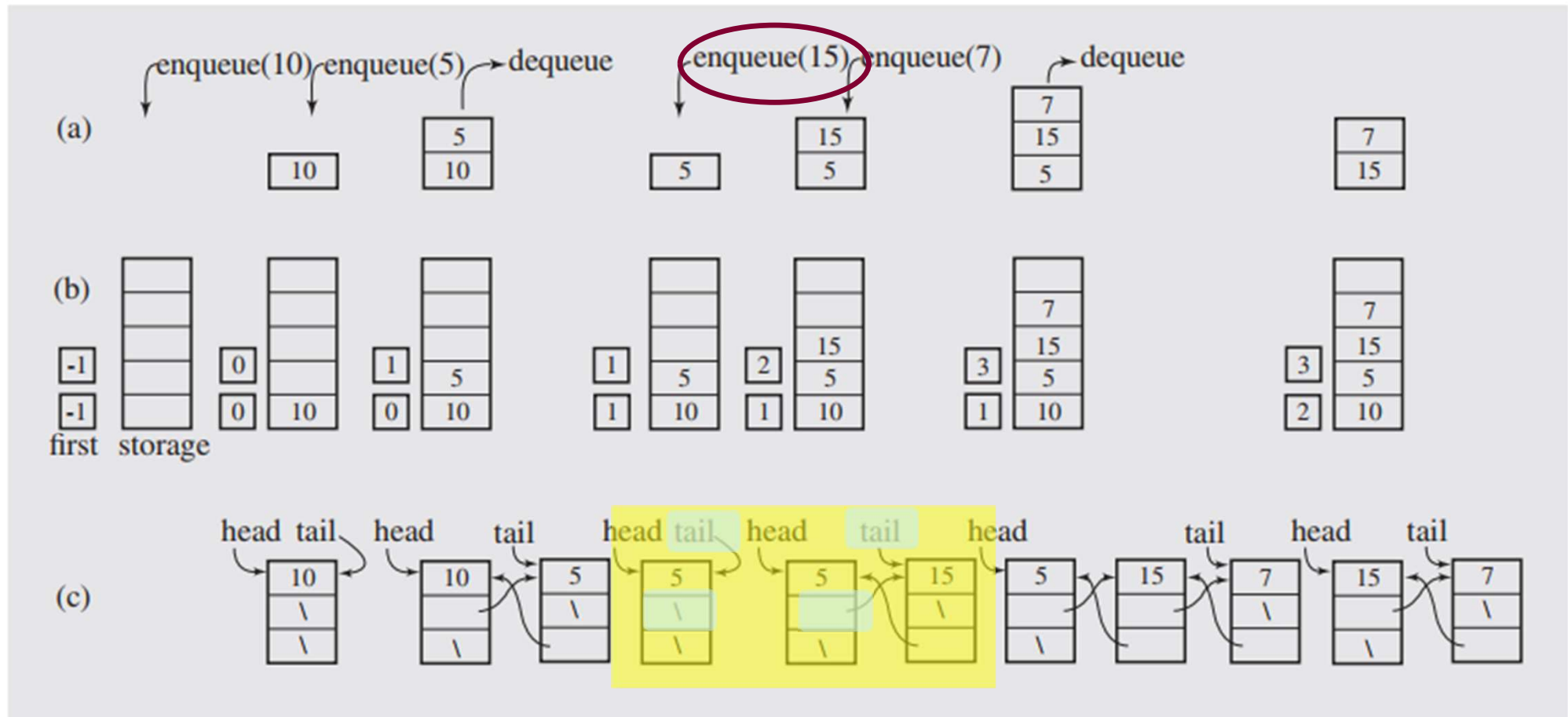


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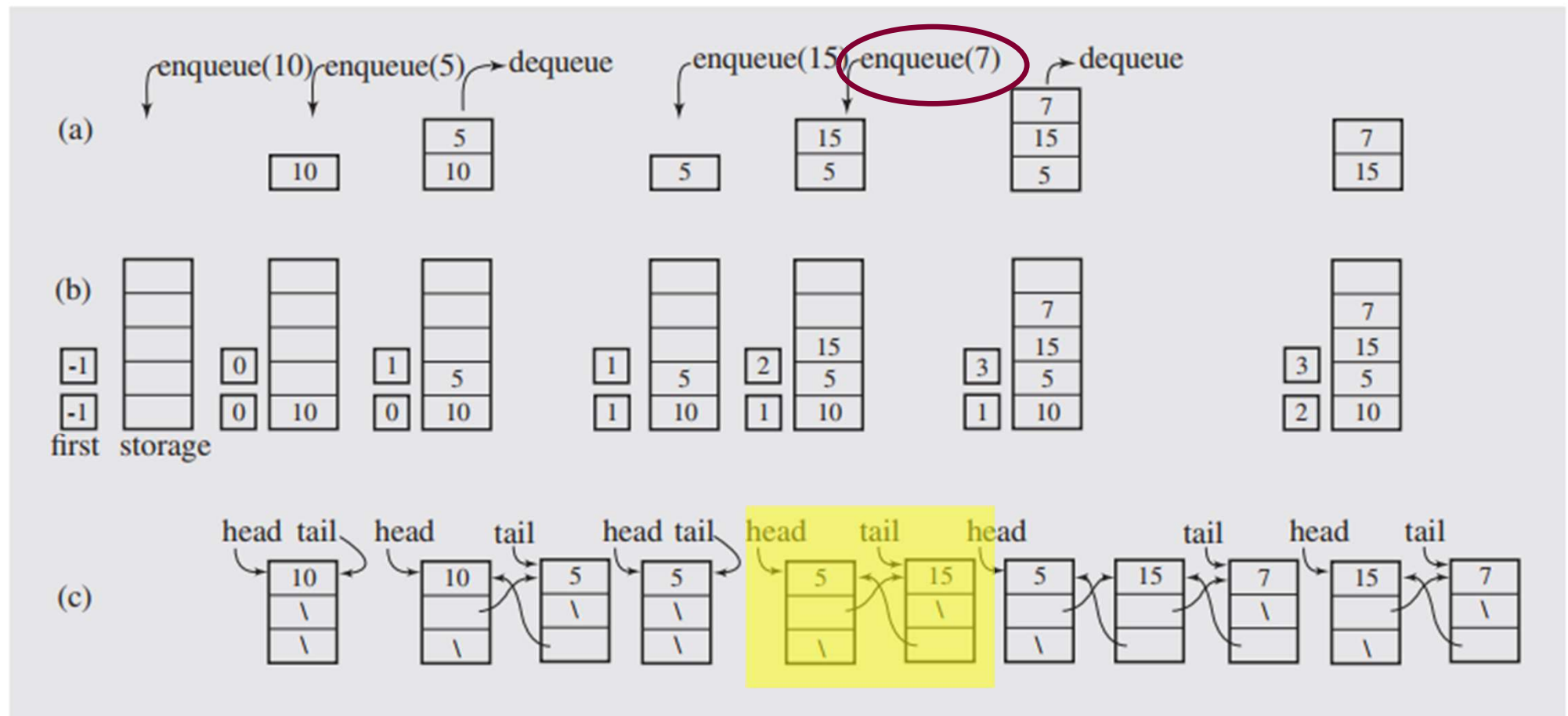


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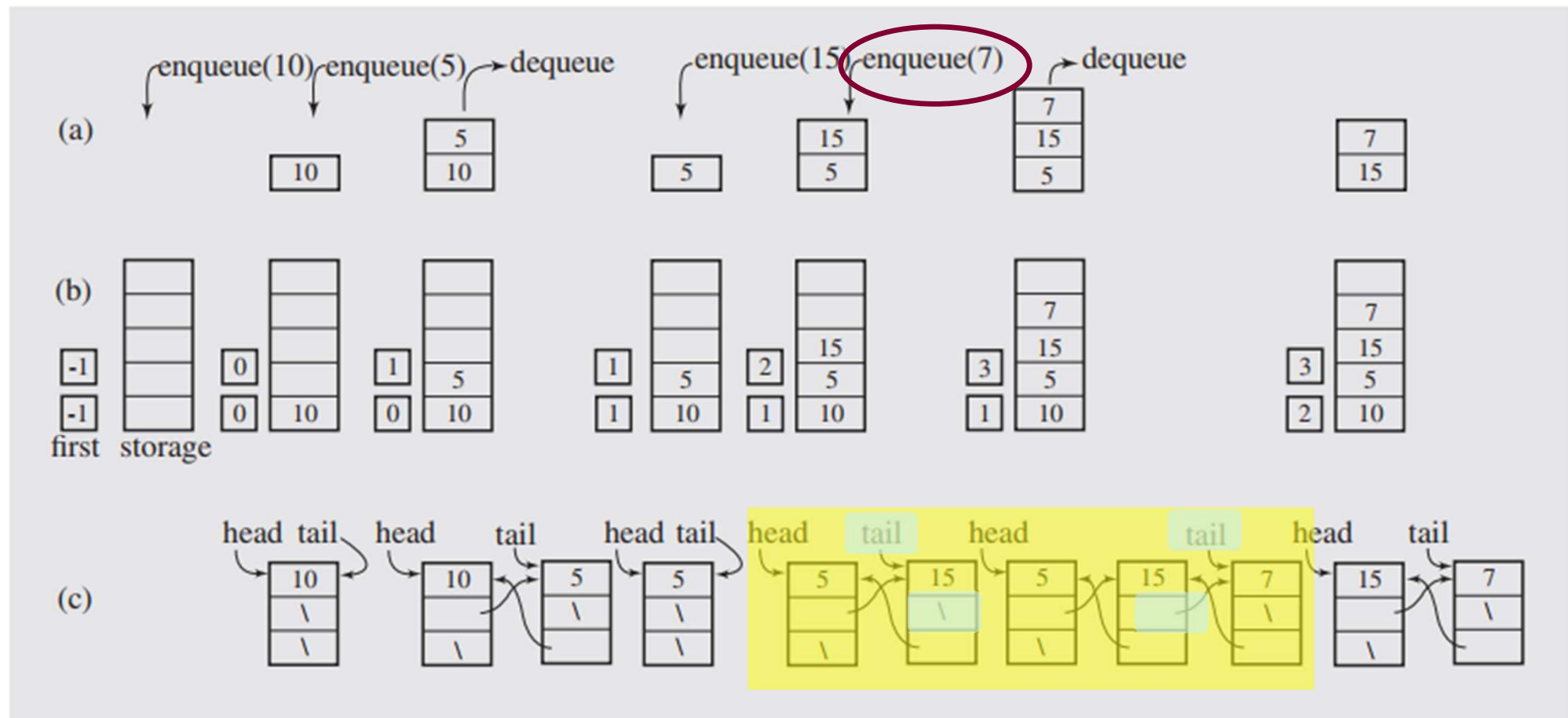


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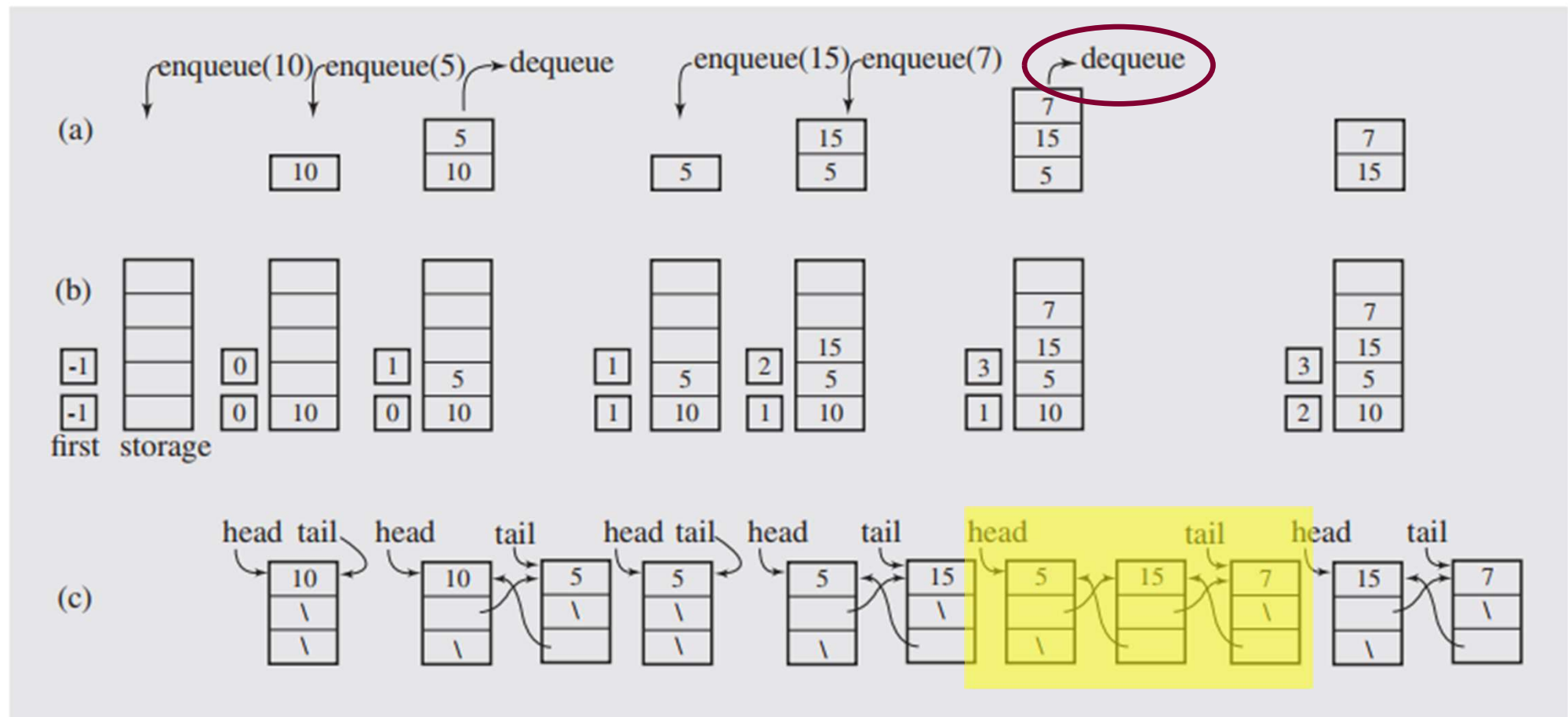
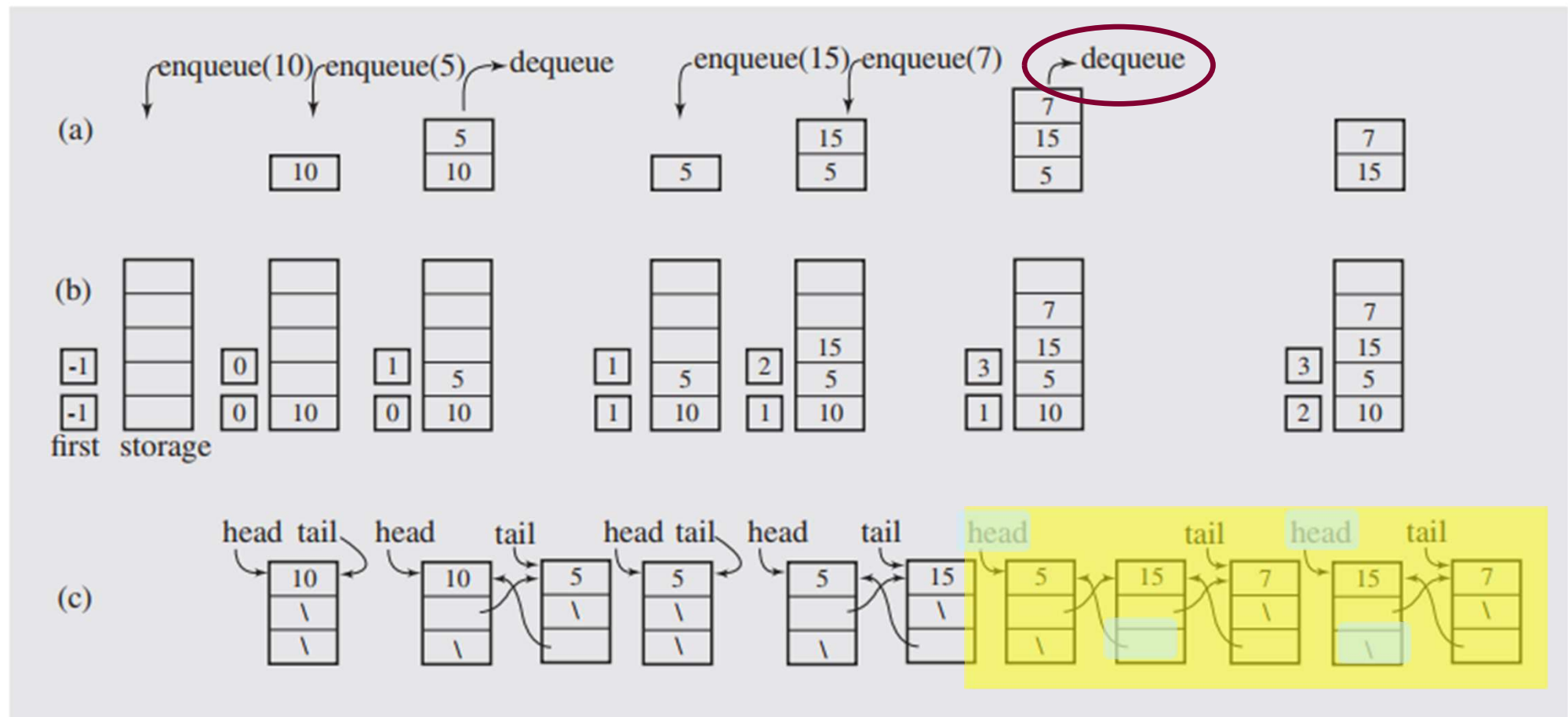


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Queue Applications

▶ Printer's jobs

- When jobs are submitted to a printer, they are arranged in order of arrival. Thus, essentially, jobs sent to a printer are placed on a queue.

▶ Real-life line

- For instance, lines at ticket counters are queues, because service is first-come first-served.

▶ File server

- Users on other machines are given access to files on a first-come first-served basis.



Queue Implementations

- Simple circular array-based implementation
- Linked list implementation

Queue – Linked List Implementation

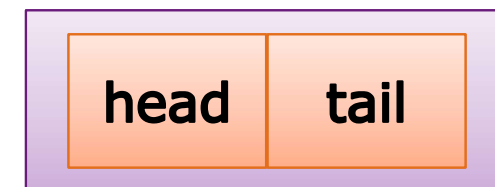
- ▶ Doubly Linked List with only
 - Insert Last → add, enqueue
 - Delete first → del, dequeue
- ▶ L.first replaced by Q.head
- ▶ L.last replaced by Q.tail

ADT Queue Element

```
type Infotype : integer  
type Address : pointer to ElmQueue  
  
type ElmQueue <  
  info : Infotype  
  next : Address  
  prev : Address  
>  
  
type Queue: <  
  head: address  
  tail : address  
>
```



ElmQueue



Queue

Queue Operations (Primitives)

- Put the element `el` at the end of the queue.
- Take the first element from the queue.
- Check to see if the queue is empty.
- Return the first element in the queue without removing it.
- Return the number of element in the queue.

Question?



Referensi

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THANK YOU