# DATA STRUCTURES AND ALGORITHMS

Circular Queue Data Structure

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### Content

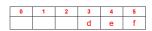
- · Limitation of Linear Queue
- · Introduction to Circular Queue
- · Properties of a Circular Queue
- · Operations of Circular Queue
- Applications of Circular Queue

# Limitation of Linear Queue

The only limitation of a linear queue is that- If the last position of the queue is occupied, it is not possible to enqueue anymore elements even though some positions are vacant.

Operation Enqueue(g)

| _    |       |
|------|-------|
| Rear | front |
| 5    | 3     |



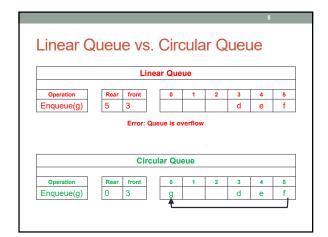
#### Error: Queue is overflow

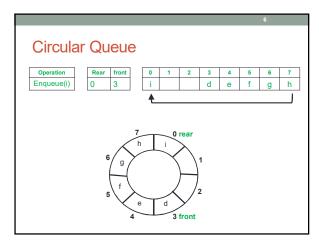
- · Solution: Circular Queue
  - This limitation can be overcome by moving the rear back to index '0', if front is >0

# Circular Queue

- Circular Queue is the advanced form of Queue data structure.
- Like a linear Queue, elements are added from an end i.e. rear, and removed from another end that is known as the front
- It also ensures the first-in-first-out (FIFO) or last-in-last-out (LILO) order of insertion and deletion.
- However, Unlike linear queue, in circular queue rear is reset to index '0', if there are some vacant slots at the beginning.

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# Operations of Queue

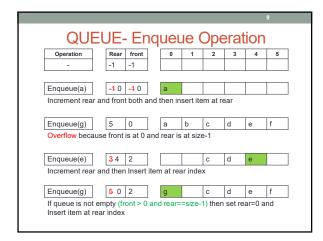
- The common operations of queue are as follow:
  - · enqueue()
- dequeue()
- · isEmpty()
- isFull()
- frontValue()
- · rearValue()

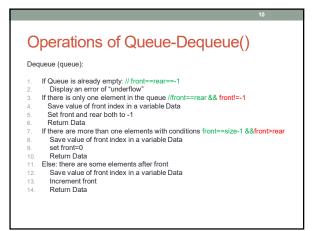
# Operations of Queue-Enqueue(item)

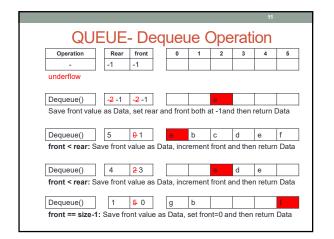
Enqueue (queue, item)

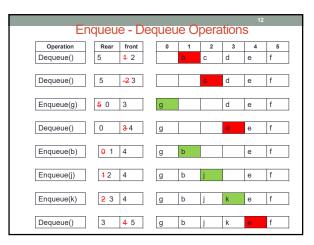
- If queue is already full: //front=0 & rear=size-1 or rear+1=front
- Display an error of "overflow"
- If queue is empty and this is the first item to be inserted in that queue //rear==front==-1
  Increment rear and front both
- Insert item at rear index
- If queue is not empty and there are some vacant slots in the begining: // front > 0 and rear==size-1

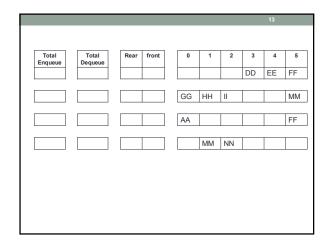
  Set rear=0
- Insert item at rear index
- 9. Else: there are some slots after rear
- 10. Increment rear
- Insert item at rear index

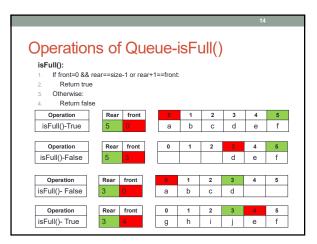


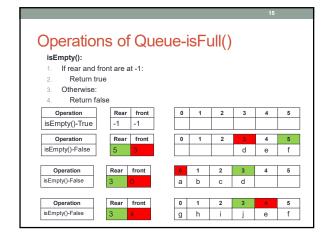


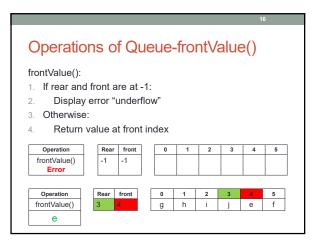


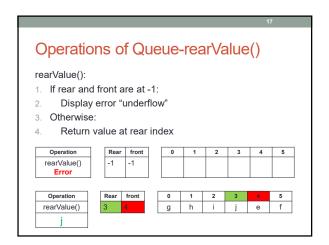












**Applications of Queue** 

 It is used in all those application where FIFO/LILO order is mandatory.

- It is used for scheduling purpose
- It can be used for buffering of data packets, where order of packets must be maintained

Thank You