



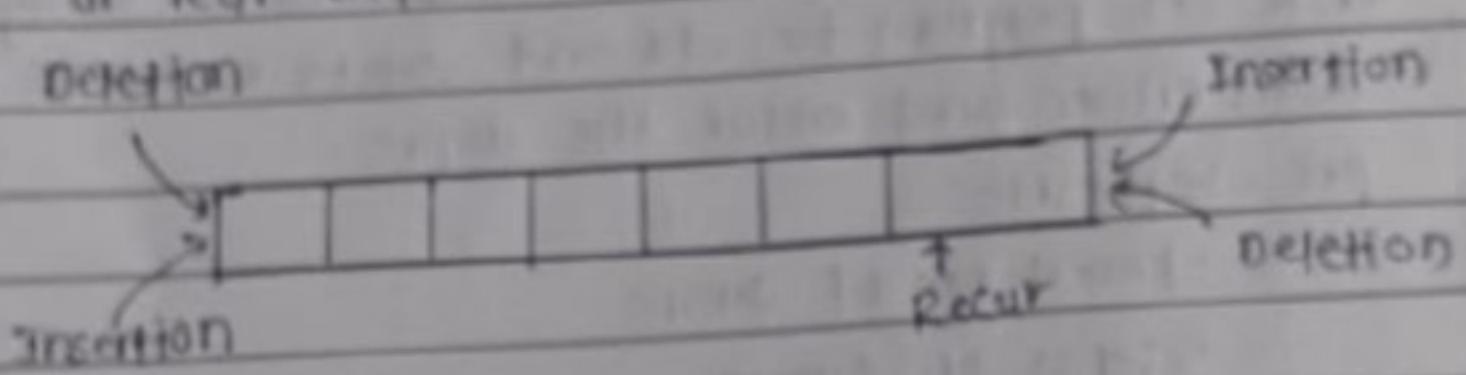
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Theory:

Double ended queue

A double ended queue is an abstract data type similar to an simple queue. It allows you to insert and delete from both sides means elements can be added or deleted from the front or rear end.

Deletion



Algorithm for insertion and at rear end

Step 1: [check for over [Flow]]

If ($\text{rear} = \text{MAX}$)

print ("Queue is overflow!");

return;

Step 2: [Insert element]

else

$\text{rear} = \text{rear} + 1$

$q[\text{rear}] = \text{no}$;

[set rear and front pointer]

If $\text{rear} = 0$

$\text{rear} = 1$;

If $\text{front} = 0$

$\text{front} = 1$;



Algorithm for deletion from front-end

Step 1 [check for front pointer]

If front = 0

print ("Queue is underflow");

return;

Step 2 [perform deletion]

else

no = q[front];

print ("Deleted element is", no);

[set front and rear pointer]

If front = rear

front = 0;

rear = 0;

else

front = front + 1;

Step 3 : return

Implementation of deletion from front end void

delete - item - front ()

{

int num;

if (front == 0)

{

print F (" \n Queue is Underflow \n ");

return;

}



12.3

```
else
{
    num = q[front];
    printf ("\nDeleted item is %d ", num);
    if (front == rear)
    {
        front = 0;
        rear = 0;
    }
}
```

Implementation of Deletion from rear end

```
void delete_item_rear()
{
    int num;
    if (rear == 0)
    {
        printf ("\n cannot delete item at rear end \n");
        return;
    }
    else
    {
        num = q[rear];
        if (front == rear)
```



Steps: return

Implementation of Insertion at rear and

void add - item - rear()

{

int num;

printf ("\\n Enter Item to insert: ");

scanf ("%d", &num);

If (rear == MAX)

{

printf ("\\n Queue is overflow");

return;

}

else

{

rear++

q[rear] = num;

If (rear == 0)

front = 1;

If (front == 0)

front = 1;

}

}

Algorithm for insertion and front end

Step 1 [check for the front position]

If (front <= 1).



12.5

```
print("cannot add item at front end");
return;
```

Step 2: [insert at front]
else

```
Front = front - 1;
```

```
q[front] = no;
```

Step 3: Return

Implementation of Insertion at front end

```
void add_item_front()
```

```
{
```

```
int num;
```

```
printf ("\n Enter item to insert:");
```

```
scanf ("%d", &num);
```

```
IF (front <= 1)
```

```
{
```

```
printf ("\n cannot add item at front end ");
```

```
return;
```

```
}
```

```
else
```

```
{
```

```
front--;
```

```
q[front] = num;
```

```
{
```



12.6

```
Front=0;  
Rear=0;  
}  
else  
{  
    Rear---;  
    print F ("In Deleted Item is %d", num);  
}  
}
```



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12.7

Flowchart :

