

5. Priority Queue

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Queue

Linear data structure that follows First In First Out (FIFO) principle

- 2 ends: rear end, front end
- Open ended at both ends
- Elements inserted at rear end and deleted at front end

Types of queue

- ① Ordinary queue
- ② Priority queue: Each element associated with some priority and served according to that
 - Ascending priority queue: lower value \rightarrow higher priority
 - Descending priority queue: Higher value \rightarrow higher priority
- ③ Circular queue: Last element points to first element
- ④ Double ended queue: Insertion/deletion possible at both ends

Applications of Priority Queue

- Implementation of heap
- Dijkstra's shortest path algorithm
- Prim's algorithm
- Data compression
- OS- load balance algorithm

UNIONS

User defined data structure which can hold members of different datatypes.

Allows data members that are mutually exclusive to share memory
→ cannot exist at the same time; either one or the other

- Efficient way of using the same memory location for different purposes
- Minimum size of union = size of largest component of union
- All fields overlap and they have zero offset.
- Used in embedded devices to conserve memory

union tagname

typedef union tagname

Used in embedded devices to conserve memory

```
union tagname
{
    int a;
    char b[10];
    double c;
} variable_name;
```

minimum memory allocated: 10 bytes

```
typedef union tagname
{
    } TAG;
```

```
#include <stddef.h>
```

```
printf("Offset: %u", offsetof(union tagname, a));
```

```
TAG d1 = {50}; // you can only initialise first data member
```

```
printf("a: %d\n", d1.a);
```

```
strcpy(d1.b, "abcd");
```

```
printf("b: %s\n", d1.b);
```

```
d1.c = 4.56;
```

```
printf("c: %f\n", d1.c);
```

⚡: the attribute accessed by the dot operator determines how the bit pattern of the variable is interpreted

Nested unions

```
typedef struct test
{
```

```
    int i;
```

```
    int j;
```

```
    union nest_test
```

```
    {
```

```
        int k;
```

```
        char s[100];
```

```
    } n;
```

```
}
```

// cannot use typedef if defining inside another struct/union

NOTE: Anonymous union

For test, you can access k with test.n.k.

Now say the union nest_test is anonymous w/ no variable.

You can still access k, with test.k