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Data Structure and Algorithm

The background of the slide is a vibrant blue digital space. A central laptop is open, its screen displaying a complex dashboard with various data visualizations: a line graph at the top, a bar chart on the right, and several circular progress indicators or gauges at the bottom. The gauges show values like 55%, 50, 30, 50, and 2.5. Surrounding the laptop are several glowing blue squares, each with a white circular outline and a grid of small red dots, resembling microchips or data nodes. These squares are connected by thin, glowing lines. The entire scene is overlaid with a pattern of binary code (0s and 1s) in a lighter blue shade. A bright white diagonal line cuts across the lower half of the image, adding a sense of motion and depth.



DATA STRUCTURES ALGORITHMS
QUEUE

Queue Data Structure

Let's understand what a queue is. Also, you will find implementation of queue in C, C++, Java and Python.

A queue is a useful data structure in programming. It is similar to the ticket queue outside a cinema hall, where the first person entering the queue is the first person who gets the ticket.

Queue follows the **First In First Out (FIFO)** rule - the item that goes in first is the item that comes out first.



In the above image, since 1 was kept in the queue before 2, it is the first to be removed from the queue as well. It follows the **FIFO** rule.

In programming terms, putting items in the queue is called **enqueue**, and removing items from the queue is called **dequeue**.

We can implement the queue in any programming language like C, C++, Java, Python or C#, but the specification is pretty much the same.

Basic Operations of Queue

A queue is an object (an abstract data structure - ADT) that allows the following operations:

Enqueue:

- Add an element to the end of the queue

Dequeue:

- Remove an element from the front of the queue

IsEmpty:

- Check if the queue is empty

IsFull:

- Check if the queue is full

Peek:

- Get the value of the front of the queue without removing it

Working of Queue

Queue operations work as follows:

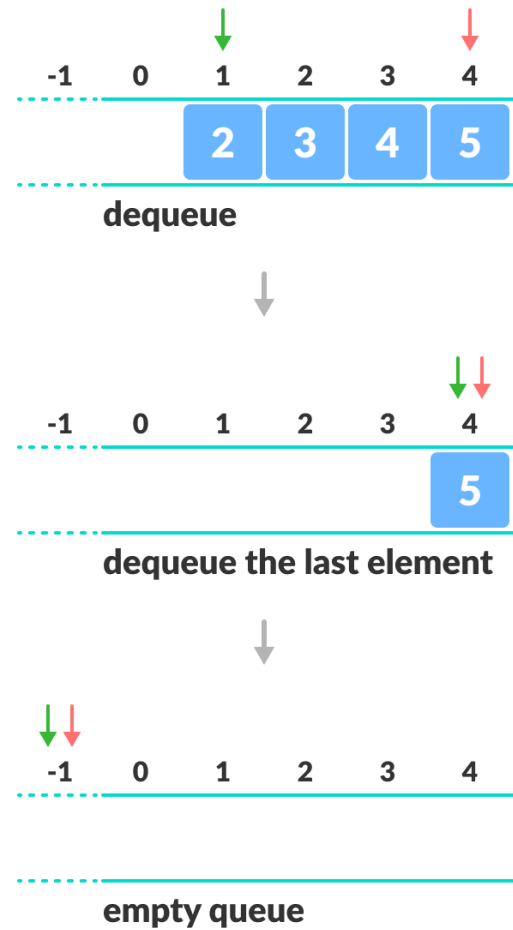
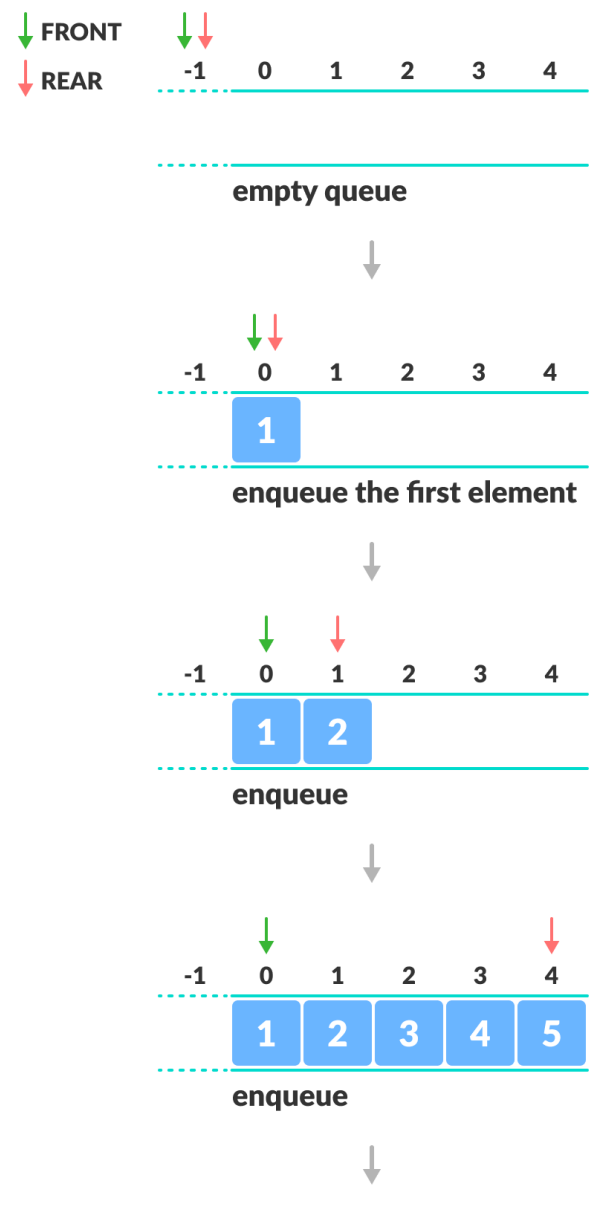
- two pointers `FRONT` and `REAR`
- `FRONT` track the first element of the queue
- `REAR` track the last element of the queue
- initially, set value of `FRONT` and `REAR` to -1

Enqueue Operation

- check if the queue is full
- for the first element, set the value of `FRONT` to 0
- increase the `REAR` index by 1
- add the new element in the position pointed to by `REAR`

Dequeue Operation

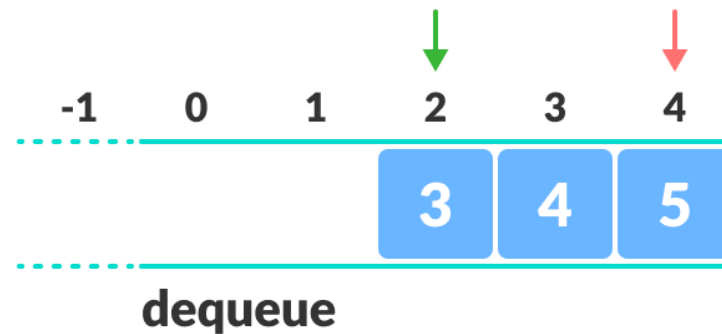
- check if the queue is empty
- return the value pointed by `FRONT`
- increase the `FRONT` index by 1
- for the last element, reset the values of `FRONT` and `REAR` to -1



Queue Implementation

Limitations of Queue

As you can see in the image below, after a bit of enqueueing and dequeuing, the size of the queue has been reduced.



And we can only add indexes 0 and 1 only when the queue is reset (when all the elements have been dequeued).

After **REAR** reaches the last index, if we can store extra elements in the empty spaces (0 and 1), we can make use of the empty spaces. This is implemented by a modified queue called the [circular queue](#).

Complexity Analysis

The complexity of enqueue and dequeue operations in a queue using an array is $O(1)$. If you use `pop(N)` in python code, then the complexity might be $O(n)$ depending on the position of the item to be popped.

Applications of Queue

- CPU scheduling, Disk Scheduling
- When data is transferred asynchronously between two processes. The queue is used for synchronization. For example: IO Buffers, pipes, file IO, etc
- Handling of interrupts in real-time systems.
- Call Center phone systems use Queues to hold people calling them in order.

Types of Queues

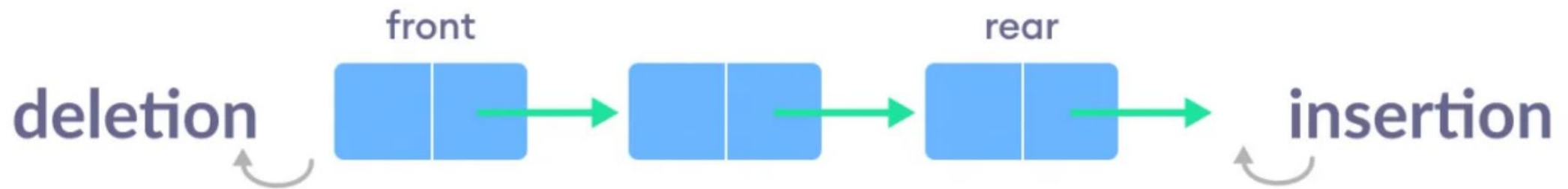
A [queue](#) is a useful data structure in programming. It is similar to the ticket queue outside a cinema hall, where the first person entering the queue is the first person who gets the ticket.

There are four different types of queues:

- Simple Queue
- Circular Queue
- Priority Queue
- Double Ended Queue

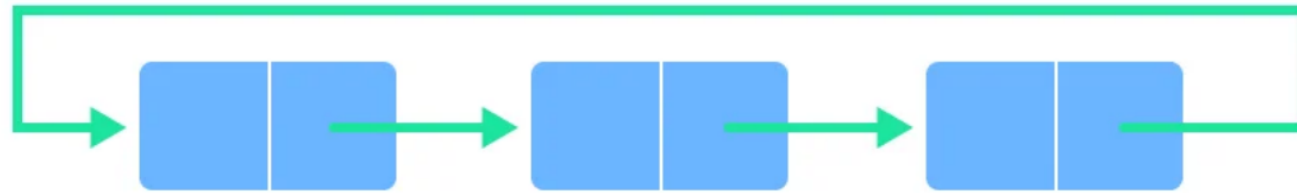
Simple Queue

In a simple queue, insertion takes place at the rear and removal occurs at the front. It strictly follows the FIFO (First in First out) rule.



Circular Queue

In a circular queue, the last element points to the first element making a circular link.



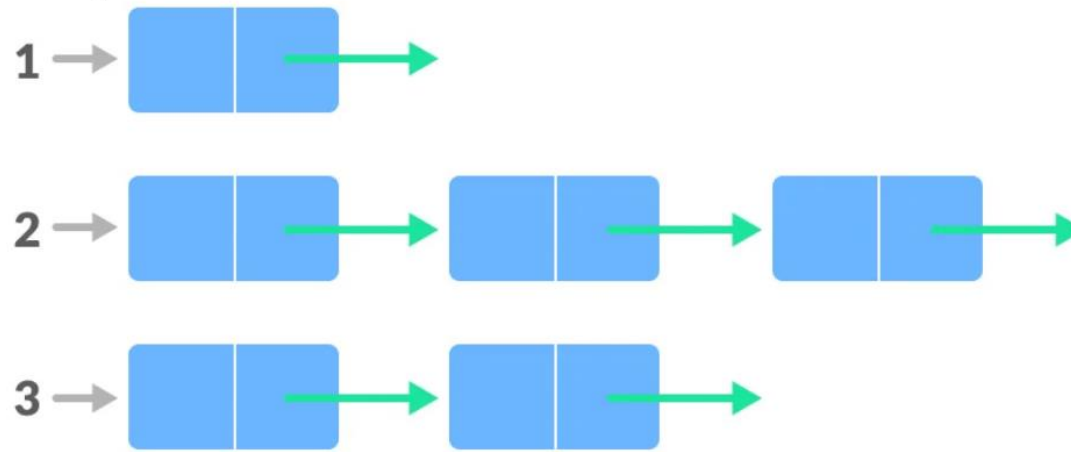
Circular Queue Representation

The main advantage of a circular queue over a simple queue is better memory utilization. If the last position is full and the first position is empty, we can insert an element in the first position. This action is not possible in a simple queue.

Priority Queue

A priority queue is a special type of queue in which each element is associated with a priority and is served according to its priority. If elements with the same priority occur, they are served according to their order in the queue.

Priority

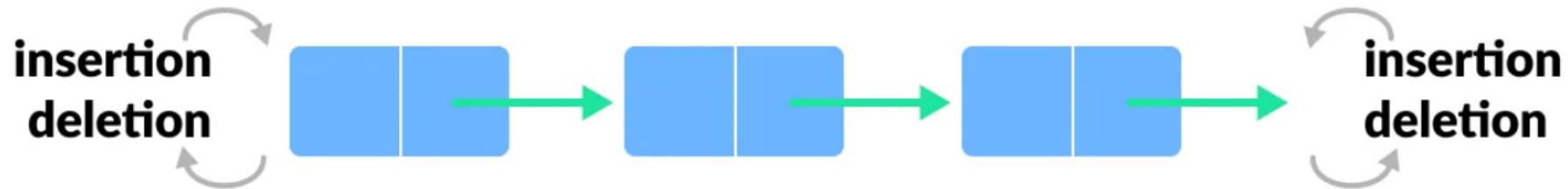


Priority Queue Representation

Insertion occurs based on the arrival of the values and removal occurs based on priority.

Deque (Double Ended Queue)

In a double ended queue, insertion and removal of elements can be performed from either from the front or rear. Thus, it does not follow the FIFO (First In First Out) rule.



Deque Representation

