

# Problem 1, 2, 3

```
class Queue:
    def __init__(self):
        self.queue = []

    def enqueue(self, item):
        self.queue.append(item)
        print(f"Added to Queue: {item}")

    def dequeue(self):
        if not self.is_empty():
            item = self.queue.pop(0)
            print(f"Removed from Queue: {item}")
            return item
        else:
            print("The Queue is empty, nothing to remove.")

    def display(self):
        print("Current Queue State:", self.queue)

    def is_empty(self):
        return len(self.queue) == 0

    def size(self):
        return len(self.queue)
```

# Problem 4, 5, 6

```
class CircularQueue:
    def __init__(self, capacity):
        self.capacity = capacity
        self.queue = [None] * capacity
        self.front = -1
        self.rear = -1

    def is_empty(self):
        return self.front == -1

    def is_full(self):
        return (self.rear + 1) % self.capacity == self.front

    def enqueue(self, element):
        if self.is_full():
            print("Cannot add to Circular Queue. It's full!")
            return
```

```

if self.is_empty():
    self.front = 0
self.rear = (self.rear + 1) % self.capacity
self.queue[self.rear] = element
print(f"Inserted into Circular Queue: {element}")

```

```

def dequeue(self):
    if self.is_empty():
        print("Cannot remove from Circular Queue. It's empty!")
        return None
    element = self.queue[self.front]
    if self.front == self.rear:
        self.front = -1
        self.rear = -1
    else:
        self.front = (self.front + 1) % self.capacity
    print(f"Removed from Circular Queue: {element}")
    return element

```

```

def display(self):
    if self.is_empty():
        print("Circular Queue is currently empty.")
    else:
        print("Elements in Circular Queue:", end=" ")
        if self.rear >= self.front:
            print(self.queue[self.front:self.rear + 1])
        else:
            print(self.queue[self.front:self.capacity] + self.queue[0:self.rear + 1])

```

# Problem 7, 8, 9

```

class PriorityQueue:

```

```

    def __init__(self):
        self.queue = []

```

```

    def enqueue(self, item, priority):
        self.queue.append((priority, item))
        self.queue.sort(key=lambda x: x[0])
        print(f"Added to Priority Queue: {item} (Priority: {priority})")

```

```

    def dequeue(self):
        if not self.is_empty():
            priority, item = self.queue.pop(0)
            print(f"Removed from Priority Queue: {item} (Priority: {priority})")
            return item

```

```
else:
    print("Priority Queue is empty. Nothing to remove.")
```

```
def display(self):
    if self.is_empty():
        print("Priority Queue is currently empty.")
    else:
        print("Priority Queue Items:", [(priority, item) for priority, item in self.queue])
```

```
def is_empty(self):
    return len(self.queue) == 0
```

#### # 1. Basic Queue Operations

```
print("\n1. Basic Queue Operations:")
queue1 = Queue()
queue1.enqueue(10)
queue1.enqueue(20)
queue1.enqueue(30)
queue1.display()
queue1.dequeue()
queue1.display()
```

#### # 2. Queue Is Empty

```
print("\n2. Queue Is Empty:")
print("Is Queue Empty?", queue1.is_empty())
queue1.dequeue()
queue1.dequeue()
print("Is Queue Empty?", queue1.is_empty())
```

#### # 3. Queue Size

```
print("\n3. Queue Size:")
print("Queue Size:", queue1.size())
queue1.enqueue(40)
print("Queue Size:", queue1.size())
```

#### # 4. Circular Queue Basics

```
print("\n4. Circular Queue Basics:")
queue2 = CircularQueue(3)
queue2.enqueue(10)
queue2.enqueue(20)
queue2.enqueue(30)
queue2.display()
```

```
queue2.dequeue()
queue2.display()
```

```
# 5. Circular Queue Is Full
print("\n5. Circular Queue Is Full:")
print("Is Circular Queue Full?", queue2.is_full())
queue2.enqueue(40)
print("Is Circular Queue Full?", queue2.is_full())
```

```
# 6. Circular Queue Wraparound
print("\n6. Circular Queue Wraparound:")
queue2.dequeue()
queue2.enqueue(50)
queue2.display()
```

```
# 7. Priority Queue Basics
print("\n7. Priority Queue Basics:")
queue3 = PriorityQueue()
queue3.enqueue("Task1", 2)
queue3.enqueue("Task2", 1)
queue3.enqueue("Task3", 3)
queue3.display()
queue3.dequeue()
queue3.display()
```

```
# 8. Priority Queue Sorting
print("\n8. Priority Queue Sorting:")
queue3.enqueue("TaskA", 5)
queue3.enqueue("TaskB", 2)
queue3.enqueue("TaskC", 3)
queue3.display()
```

```
# 9. Priority Queue Edge Cases
print("\n9. Priority Queue Edge Cases:")
queue3.enqueue("TaskD", 3)
queue3.enqueue("TaskE", 1)
queue3.display()
queue3.dequeue()
queue3.display()
```

```
# Problem 10
```

```

print("\nChoose the Queue Type:")
print("1. Standard Queue")
print("2. Circular Queue")
print("3. Priority Queue")

choice = int(input("Enter your selection (1/2/3): "))
if choice == 1:
    queue = Queue()
    print("\nStandard Queue selected.")
elif choice == 2:
    capacity = int(input("Enter the size of the Circular Queue: "))
    queue = CircularQueue(capacity)
    print("\nCircular Queue selected.")
elif choice == 3:
    queue = PriorityQueue()
    print("\nPriority Queue selected.")
else:
    print("Invalid choice. Exiting program.")

while True:
    print("\nAvailable Operations:")
    print("1. Add (Enqueue)")
    print("2. Remove (Dequeue)")
    print("3. View Queue (Display)")
    print("4. Exit Program")
    option = int(input("Enter your choice: "))
    if option == 1:
        if isinstance(queue, PriorityQueue):
            item = input("Enter the item: ")
            priority = int(input("Assign a priority (integer): "))
            queue.enqueue(item, priority)
        else:
            item = input("Enter the item: ")
            queue.enqueue(item)
    elif option == 2:
        queue.dequeue()
    elif option == 3:
        queue.display()
    elif option == 4:
        print("Goodbye!")
        break
    else:
        print("Invalid option, please try again.")

```

