# QUEUE VISUALIZATION WITH LINKED LIST IMPLEMENTATION

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# ABSTRACT

This project visualizes a queue implemented with a linked list using the FIFO (First In, First Out) principle. Queues are linear structures where elements are added at the end and removed from the front. Linked lists offer efficient memory management and flexible insertions and deletions. The project graphically demonstrates queue operations and highlights the advantages of linked-list implementations.

#### THE TERM OF QUEUE



REAL-WORLD EXAMPLE
A SUPERMARKET CHECKOUT LINE IS A CLASSIC FIFO
QUEUE: CUSTOMERS JOIN AT THE BACK, AND THE
CASHIER SERVES WHOEVER'S BEEN WAITING THE
LONGEST AT THE FRONT. THIS ENSURES EVERYONE IS
TREATED FAIRLY AND IN THE EXACT ORDER THEY
ARRIVED.

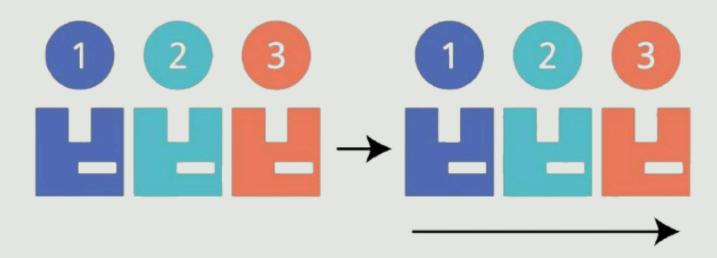
#### WHY FIFO WAS INTEGRATED INTO COMPUTERS:

COMPUTERS OFTEN RECEIVE STREAMS OF TASKS
OR DATA THAT MUST BE HANDLED IN ARRIVAL
ORDER TO AVOID LOSS, STARVATION, OR
OUT-OF-ORDER PROCESSING. THE FIFO
ABSTRACTION MIRRORS REAL-WORLD LINES,
PROVIDING A SIMPLE YET POWERFUL WAY TO
BUFFER AND SCHEDULE WORK.



# CONTENT

- Simple Queue (FIFO)
- Double-Ended Queue (Deque)
- Circular Queue
- Priority Queue
- Multi-Level Feedback Queue
- Lock-Free Queue



FIFO (First-in, First-out)



# SIMPLE QUEUE (FIFO)

- First-In, First-Out
- Like a line in a supermarket
- All of the queues has same class methods (exept dubble ended queue

```
// Extra deque methods (optional)
public void addFirst(E e) { list.addFirst(e); }
public void addLast(E e) { list.addLast(e); }
```

### DETAILED EXPLANATION

#### Simple FIFO Queue

Behavior: First-in, first-out

Usage: Think of it like people standing

in line. First person in is the first out.

Example Use: Print jobs, task

scheduling

#### Double-Ended Queue

Behavior: Add or remove from both ends

Usage: More flexible than FIFO. Can act

like a stack or a queue.

Example Use: Undo/redo stacks, sliding

window algorithms



# DETAILED EXPLANATION

#### Circular Queue

Behavior: FIFO, but when you reach the

end, you loop to the beginning

Usage: Fixed size, good for saving

space

Example Use: Network buffers, CPU

time slicing

#### **Priority Queue**

Behavior: The element with highest priority comes out first, not the one that

entered first

Usage: Needs a comparator to define

priority

Example Use: Emergency rooms,

Dijkstra's algorithm, job execution

priority



# DETAILED EXPLANATION

#### Multi-Level Feedback Queue

Behavior: Multiple queues for different priorities. Tasks move between queues based on their behavior

Usage: Used in Operating Systems to schedule processes fairly

Example Use: A process that runs too long gets "demoted" to a lower priority queue

#### Lock-Free Queue

Behavior: Like a normal queue but designed for multi-threaded environments

Usage: Safe and fast access by multiple threads without using locks (uses atomic operations)

Example Use: Concurrent programming, real-time systems, event queues



# COMPARISON TABLE

Queue Type	Order	Ends Used	Fixed Size	Priority	Threadsafe	Used In
Simple FIFO Queue	FIFO	FIFOOne End Add, One End Remove	No	No	No	General task queues
Deque (Double Ended)	FIFO or LIFO	Add/Remove from Both Ends	No	No	No	Undo/redo, palindrome check
Circular Queue	FIFO or LIFO	Circular Buffer	Yes	No	No	Memory buffers, OS schedulers
Priority Queue	Priority	One End Add, Head is Highest Priority	No	Yes	No	Pathfinding, job schedulers
Multi-Level Feedback Queue	Priority + Aging	Multiple Queues	No	Yes	No	CPU scheduling (OS)
Lock-Free Queue	FIFO	One End Add, One End Remove	No	No	Yes	High-performance apps

# CONCLUSION

- Queues are fundamental building blocks in computer science.
- Each type solves a specific kind of problem — from basic task ordering to complex OS scheduling.

- Knowing the right queue to use makes your system more efficient, scalable, and reliable.
- Whether you're building a simple app or a high-performance system —
- there's always a queue involved behind the scenes.



# Thank You

For your attention