

# KATHMANDU UNIVERSITY

DHULIKHEL, KAVRE



A

Lab Report On  
Object Oriented Programming of C++  
Lab Work No: 6

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Q) We need to implement FIFO called Queue with four functions:

insert (adding element), remove (removing first inserted), front (peeking the first element), rear (peeking last element)

Create an interface class IQueue with the functionalities. Create a class ArrayQueue that inherits IQueue and stores data elements in array.

Ans:

(\*) Source Code:

```
#include <iostream>
```

```
using namespace std;
```

```
class IQueue
```

```
{  
public:
```

```
virtual ~IQueue() {}
```

```
virtual bool insert (int element) = 0;
```

```
virtual bool remove (int element) = 0;
```

```
virtual bool front (int element) = 0;
```

```
virtual bool rear (int element) = 0; };
```

```
class ArrayQueue: public IQueue
```

```
{  
private:
```

```
int topindex;
```

```
int size;
```

```
int *data;
```

public:

ArrayQueue (int size): topindex(-1), size(size),  
data(new int[size]) {}

bool insert (int element)

{ if (topindex < size-1)

{ topindex++;  
data[topindex] = element;  
return true;

}

else

{ throw runtime\_error ("The queue is full, please  
remove before any insertion");

bool remove (int &element)

{ ~~if~~ if (topindex >= 0)

{ int i;

for (i=0; i < topindex; i++)

{ int temp;  
temp = data[i+1];  
data[i] = data[i+1];

}

topindex--;

return true;

}

else {

throw runtime\_error ("No element in queue");  
return false;

}

(2)

bool front (int &element)

{ if (topindex >= 0)

{ element = data[0];  
return true;

else

throw runtime\_error ("No element in queue!");

return false;

}

bool rear (int &element)

{ if (topindex >= 0)

{ element = data[topindex];  
return true;

else {

throw runtime\_error ("No element in queue");  
return false;

}

int main()

{

IQueue \*I = new ArrayQueue (10);

I->insert(5); I->insert(6); int element;

I->rear(element);

cout << "Last element is " << element << endl;

I->front(element);

cout << "Front element is " << element << endl;

}

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