

Queue → Applications of Queue ⇒

- 1) Booking of Tickets in Station.
- 2) Airplane scheduling and Train Scheduling
- 3) Getting milk from shop
- 4) Getting Line at Toll tax
- 5) Execution of program
- 6) Music Playlist
- 7) ~~Input~~ Input output Buffer in C++
- 8) Event queues in Java script
- 9) Allotment of Admission Nos
- 10) Streaming & Downloading
- 11) Video playing
- 12) TV Shows.
- 13) Receiving/answering calls in call centre
- 14) I/P - O/P buffer
- 15) Youtube video
- 16) BFS in a graph
- 17) Level order traversal in a tree
- 18) Transitive closure of a graph

Queue → It is an ordered collection of items in which items may be inserted at the rear end of the queue and removed from another end called front end of queue.

Queue

Algorithm Initialize (Queue Q)

BEGIN:

Q.Front = 0

time - Q(1)

Q.REAR = -1

space - Q(1)

END;

Algorithm Empty (Queue Q)

BEGIN:

IF Q.REAR - Q.Front + 1 == 0 THEN

RETURN TRUE

ELSE

RETURN FALSE

END;

Algorithm EnQueue (Queue Q, x)

BEGIN:

IF Q.REAR == size - 1 THEN

WRITE ("Queue Overflow")

EXIT(1)

s - Q(1) No space available

ELSE

Q.REAR = Q.REAR + 1

Q.Item[Q.REAR] = x

← Q(1)

END;

Algorithm DeQueue (Queue Q)

BEGIN:

IF Empty(Q) THEN

WRITE ("Queue Underflow")

s - Q(1)

EXIT(1)

ELSE

x = Q.Item[Q.Front]

Q.Front = Q.Front + 1

RETURN Y

END;;

ALGORITHM Traversal (Queue Q)

BEGIN:

X ← 1 ← FRONT

WHILE (FRONT ≤ REAR)

~~DO~~

~~DO~~ WRITE Q(FRONT)

FRONT → i++

END;

ALGORITHM Traversal (Queue Q)

BEGIN:

i ← FRONT

WHILE (i ≤ REAR)

WRITE Q(i)

i++

FOR i = FRONT TO REAR

WRITE Q(i)

END;

Given an empty Queue of size 8. Show the result of following operations on Queue

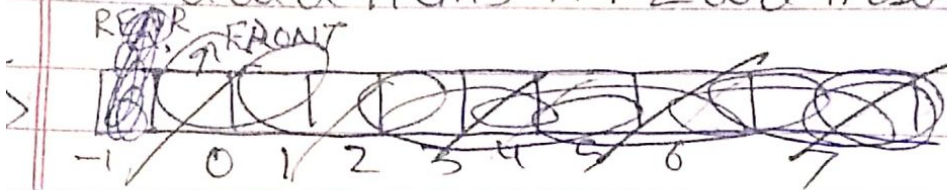
3 items A, B, C are inserted

1 item is deleted.

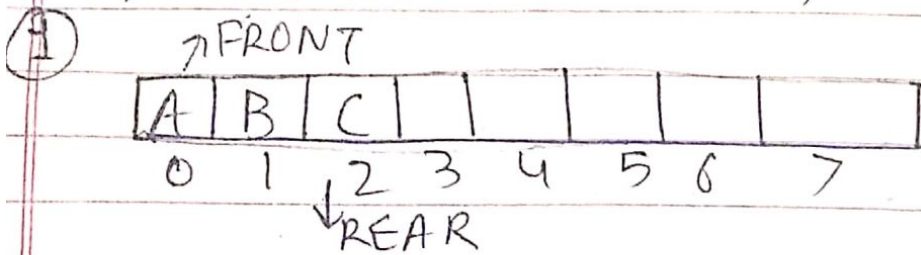
3 data items D, E, F are inserted

2 items are deleted

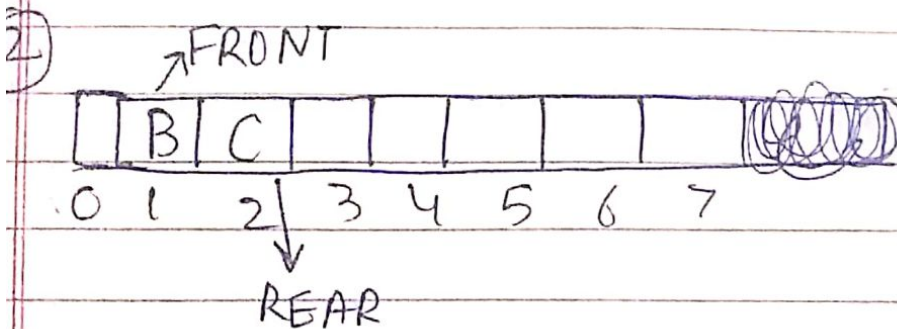
3 data items X, Y, Z are inserted



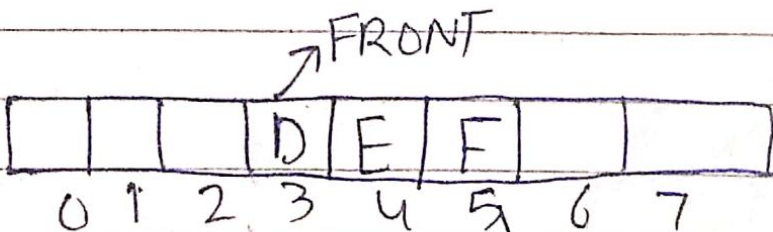
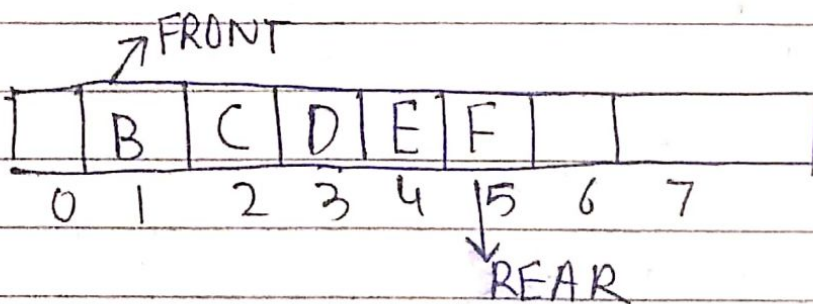
FRONT = 0
REAR = -1



Demerit of Queue

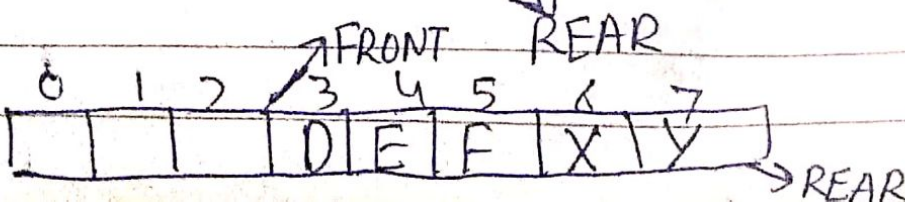


X = A



X = B

X = C

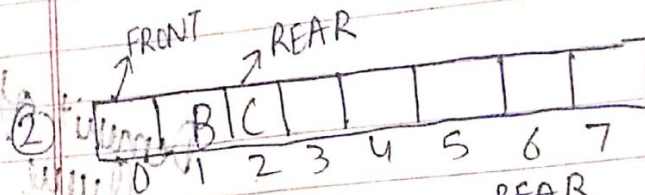
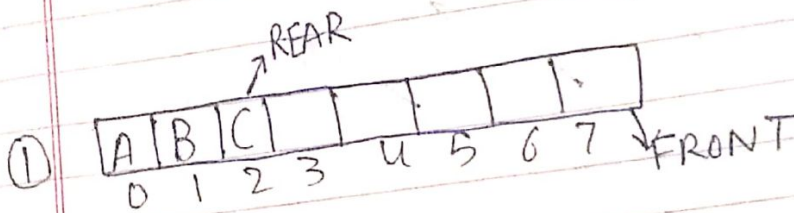


WHILE insertion of Z overflow occurs

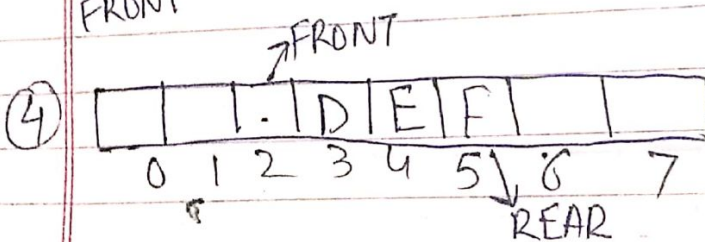
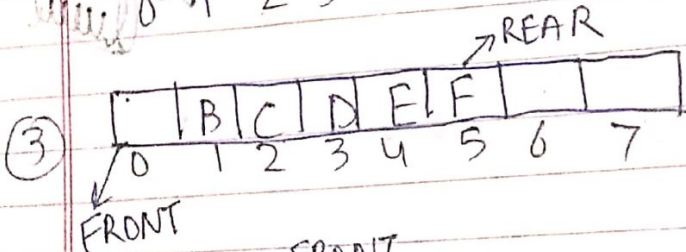
If rear position has reached to last position of the array and insertion is attempted even if we have empty cell towards beginning of array the attempted ~~at~~ insertion will lead to overflow condition.

Circular Queue \Rightarrow

FRONT = 7
REAR = 7

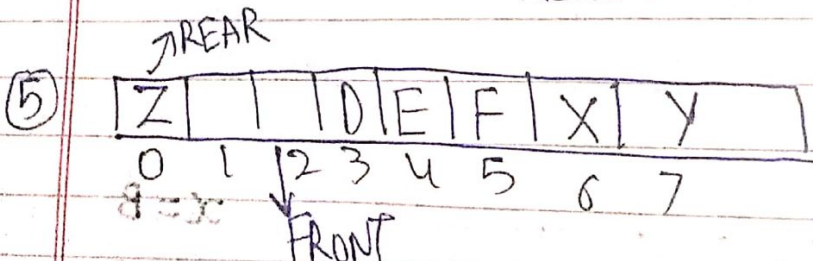


$x = A$



$x = B$

$x = C$



$(7+1) \% 8 = 0$

REAR = 0

FRONT = 2

ALGORITHM Initialize (Queue Q)

BEGIN:

Q.REAR = SIZE - 1

Q.FRONT = SIZE - 1

$T(O, 1)$

$S(O, 1)$

END;

ALGORITHM Empty (Queue Q)

BEGIN

IF Q.REAR == Q.FRONT THEN
RETURN TRUE

ELSE

RETURN FALSE

$T(O, 1)$

$S(O, 1)$

END;

ALGORITHM DeQueue (Queue Q)

BEGIN:

IF Empty (Q) THEN

WRITE ("Queue Underflows")

EXIT(1)

$T(O, 1)$

$S(O, 1)$

ELSE

Q.FRONT = (Q.FRONT + 1) % SIZE

X = (Q.~~FRONT~~ Item[Q.FRONT])

RETURN X

END;

ALGORITHM ENQUEUE (CQueue(Q), x)

BEGIN:

IF $(CQ.REAR + 1) \% SIZE == CQ.FRONT$

WRITE ("Queue Overflow")

EXIT(1)

$CQ.REAR = (CQ.REAR + 1) \% SIZE$

$CQ.Item[CQ.REAR] = x$

END;

ALGORITHM Dequeue (CQueue(Q))

BEGIN

~~$i = CQ.FRONT + 1$~~
 ~~$i = CQ.FRONT + 1$~~ , ~~$(i \% SIZE) \leq CQ.REAR$~~

~~FOR $i = CQ.FRONT$ TO $CQ.REAR$ DO~~

~~WRITE ($CQ.Item[i]$)~~

ALGORITHM Traversal (CQueue(Q))

BEGIN:

$i = (Q.FRONT + 1) \% SIZE$

WHILE $i \% SIZE \neq Q.REAR$ DO

WRITE ($Q.ITEM[i]$)

$i++$

WRITE ($CQ.Item[i]^{SIZE}$)

10	20	30	500	60	70	80	90	100	110	120
0	1	2	3	4	5	6	7	8	9	10

at 500 at index 3

10	20	30	500	50	60	70	80	90	100	110	120
0	1	2	3	4	5	6	7	8	9	10	11

at index 5

10	20	30	500	50	70	80	90	100	110	120
0	1	2	3	4	5	6	7	8	9	10

Priority Queue

ALGORITHM Array Insertion($A[]$, N , i , x)

BEGIN;

FOR $j = N-1$ TO i STEP -1 DO
 $A[j+1] = A[j]$

$A[i] = x$
 $N = N+1$

END;

ALGORITHM Array Deletion($A[]$, N , i)

BEGIN;

$x = A[i]$

FOR $j = i+1$ TO $N-1$ DO

$A[j-1] = A[j]$

$N = N-1$

RETURN x

END;