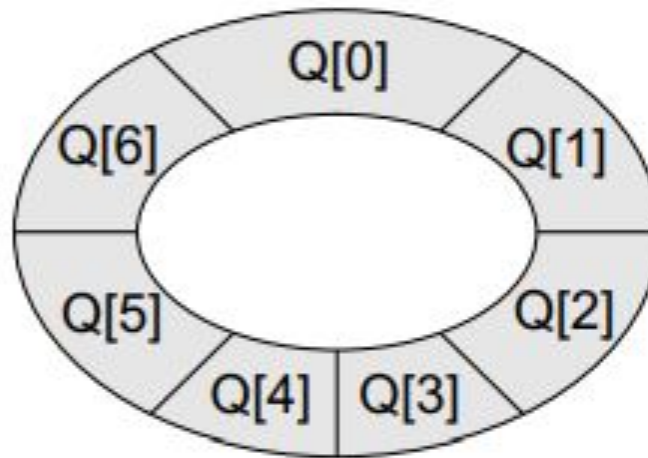


# Circular Queues

# Circular Queue

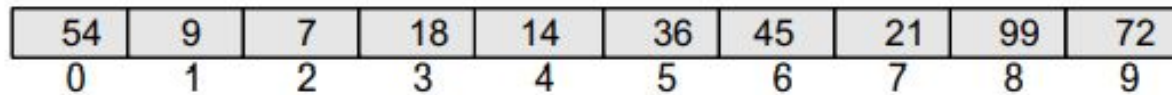
Circular Queue is a **linear data structure** in which the operations are performed based on FIFO (First In First Out) principle and the last position is connected back to the first position to make a circle.



**Figure 8.15** Circular queue

# Circular Queue

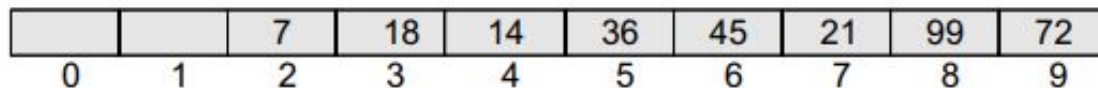
Drawbacks of normal queue:



54	9	7	18	14	36	45	21	99	72
0	1	2	3	4	5	6	7	8	9

**Figure 8.13** Linear queue

Herc, FRONT = 0 and REAR = 9.



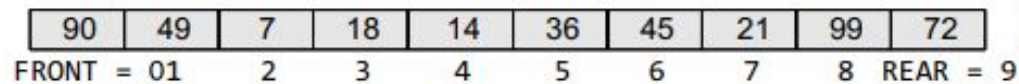
		7	18	14	36	45	21	99	72
0	1	2	3	4	5	6	7	8	9

**Figure 8.14** Queue after two successive deletions

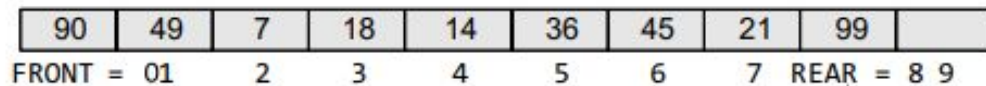
# Circular Queue Implementation

To insert an element we now have to check for the following three conditions:

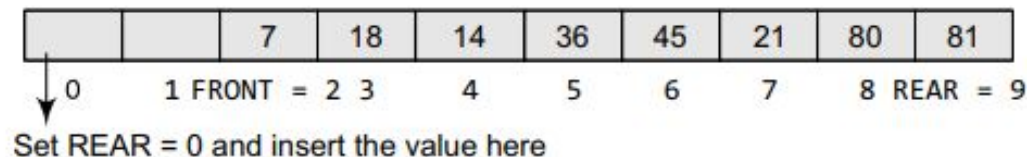
- If  $\text{front} = 0$  and  $\text{rear} = \text{MAX} - 1$ , then the circular queue is full. Look at the queue given in Fig. 1 which illustrates this point.
- If  $\text{rear} \neq \text{MAX} - 1$ , then rear will be incremented and the value will be inserted as illustrated in Fig. 2
- If  $\text{front} \neq 0$  and  $\text{rear} = \text{MAX} - 1$ , then it means that the queue is not full. So, set  $\text{rear} = 0$  and insert the new element there, as shown in Fig. 3



**Figure 1** Full queue



**Figure 2** Queue with vacant locations



# Circular Queue Implementation

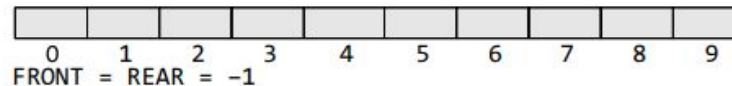
```
Step 1: IF FRONT = 0 and Rear = MAX - 1
        Write "OVERFLOW"
        Goto step 4
    [End OF IF]
Step 2: IF FRONT = -1 and REAR = -1
        SET FRONT = REAR = 0
    ELSE IF REAR = MAX - 1 and FRONT != 0
        SET REAR = 0
    ELSE
        SET REAR = REAR + 1
    [END OF IF]
Step 3: SET QUEUE[REAR] = VAL
Step 4: EXIT
```

Algorithm to insert an element in a circular queue

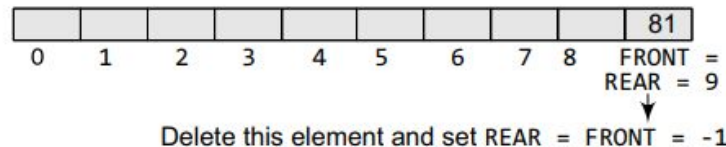
# Circular Queue Implementation

To delete an element, again we check for three conditions.

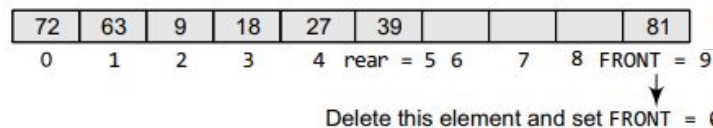
- Look at Fig. 1. If  $\text{front} = -1$ , then there are no elements in the queue. So, an underflow condition will be reported.
- If the queue is not empty and  $\text{front} = \text{rear}$ , then after deleting the element at the front the queue becomes empty and so front and rear are set to  $-1$ . This is illustrated in Fig. 2.
- If the queue is not empty and  $\text{front} = \text{MAX}-1$ , then after deleting the element at the front, front is set to 0. This is shown in Fig. 3



**Figure 1** Empty queue



**Figure 2** Queue with a single element



**Figure 3** Queue where  $\text{FRONT} = \text{MAX}-1$  before deletion

# Circular Queue Implementation

```
Step 1: IF FRONT = -1
        Write "UNDERFLOW"
        Goto Step 4
    [END of IF]
Step 2: SET VAL = QUEUE[FRONT]
Step 3: IF FRONT = REAR
        SET FRONT = REAR = -1
    ELSE
        IF FRONT = MAX - 1
            SET FRONT = 0
        ELSE
            SET FRONT = FRONT + 1
        [END of IF]
    [END OF IF]
Step 4: EXIT
```

**Figure 8.23** Algorithm to delete an element from a circular queue

# applications of circular queue

## traffic light

- Traffic light functioning is the best example for **circular queues**.  
The colors in the traffic light follow a circular pattern.