

## Worksheet 18: Linked List Queue, pointer to Tail

Group 11:

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**In Preparation:** Read Chapters 6 and 7 to learn more about the Stack and Queue data types. If you have not done so already, you should do Worksheet 17 to learn about the basic features of a linked list.

One problem with the linked list *stack* is that it only permits rapid access to the front of the collection. This was no problem for the stack operations described in Worksheet 17, but would present a difficulty if we tried to implement a *queue*, where elements were inserted at one end and removed from the other.

A solution to this problem is to maintain two references into the collection of links. As before, the data field `firstLink` refers to the first link in the sequence. But now a second data field named `lastLink` will refer to the final link in the sequence:



To reduce the size of the image the fields in the links have been omitted, replaced with the graphic arrow. Both the `firstLink` and `lastLink` fields can be **null** if a list is empty. Removing a data field from the front is the same as before, with the additional requirement that when the last value is removed and the list becomes empty the variable **lastLink** must also be set to null.

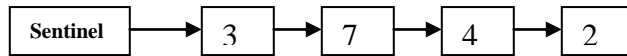


Because we have a link to the back, it is easy to add a new value to the end of the list.

Worksheet 18: Linked list Queue Name:



We will add another variation to our container. A *sentinel* is a special link, one that does not contain a value. The sentinel is used to mark either the beginning or end of a chain of links. In our case we will use a sentinel at the front. This is sometimes termed a list header. The presence of the sentinel makes it easier to address special cases. For example, the list of links is never actually empty, even when it is logically empty, since there is always at least one link. A new value is inserted after the end.

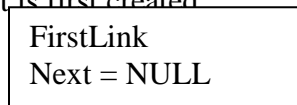


Values are removed from the front, as with the stack. But because of the sentinel, the element removed will be the element right after the sentinel. Make sure that when you remove a value from the collection you free the memory for the associated link.

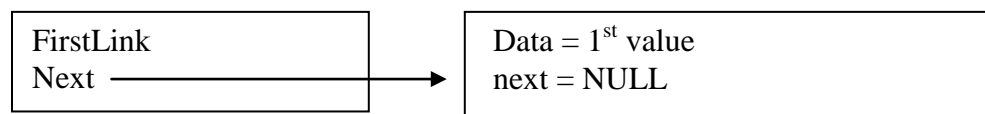
You should complete the following skeleton code for the ListQueue. The structures have been written for you, as well as the initialization routine. The function isEmpty must determine whether or not the collection has any elements. What property characterizes an empty queue?

## On Your Own

1. Draw a picture showing the values of the various data fields in an instance of ListQueue when it is first created



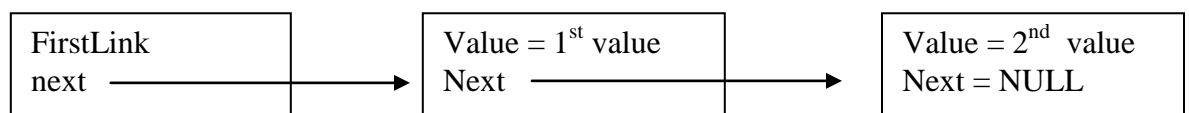
2. Draw a picture showing what it looks like after one element has been inserted.



3. Based on the previous two drawings, can you determine what feature you can use to tell if a list is empty?

**You can use an assert function call to see if the head or first link is equal to NULL.**

4. Draw a picture showing what it looks like after two elements have been inserted.



5. What is the algorithmic complexity of each of the queue operations?  
 **$O(1)$  changing the pointer and values**
6. How difficult would it be to write the method `addFront(newValue)` that inserts a new element into the front of the collection? A container that supports adding values at either end, but removal from only one side, is sometimes termed a *scroll*.  
**Not hard considering you always know the first pointer. You would malloc the space and assert to check then add the node and change links. First/head would point to the new node, new node would point to the old second node.**
7. Explain why removing the value from the back would be difficult for this container. What would be the algorithmic complexity of the `removeLast` operation?  
**It would be hard because you need to traverse the entire list to reach the back. That would make this inefficient and  $O(n)$ .**

## Worksheet 18: Linked list Queue Name:

```
struct link {
    TYPE value;
    struct link * next;
};

struct listQueue {
    struct link *firstLink;
    struct link *lastLink;
};

void listQueueInit (struct listQueue *q) {
    struct link *lnk = (struct link *) malloc(sizeof(struct link));
    assert(lnk != 0); /* lnk is the sentinel */
    lnk->next = 0;
    q->firstLink = q->lastLink = lnk;
}

void listQueueAddBack (struct listQueue *q, TYPE e) {

    struct Link * lnk = (struct link *) malloc(sizeof(struct link)); //
    requesting memory for node
    assert (lnk != 0) // checking to see if the malloc worked

    lnk->next = 0; // setting to NULL or 0 for last link
    lnk->values = e; // giving it a value

    q->lastLink->next = lnk; // setting the current last link to point to
    the this new node
    q->lastLink = lnk; // last link now becomes the new node
}

TYPE listQueueFront (struct listQueue *q) {
    struct link *lnk = (struct link *) malloc(sizeof(struct link));
    assert (lnk != 0) // checking to see if the malloc worked

    lnk->values = 0; // giving it a value of zero since nothing was passed
    here
    lnk->next = q->firstLink->next; // setting link to the node just past
    the sentinel

    q->firstLink->next = lnk; // setting sentinel to link to the new node
}

void listQueueRemoveFront (struct listQueue *q) {

    q->firstLink->next = q->firstLink->next->next; // not sure if this will
    work. It points the sentinel node to the third node.
    // this should cut out the second node (first with a value)

}

int listQueueIsEmpty (struct listQueue *q) {
    assert(q->firstLink->next != 0); // checks if the first link points to
    a node
}
```

