## Data Structures & Algorithms (Course & Lab) – Fall 2015

(BS-SE-F14 Morning & Afternoon)

## PRACTICE Assignment # 2

Submission Deadline: None!!

## **Instructions**

- Although this is just a practice assignment, but still you need to work on it individually.
   Absolutely NO collaboration or discussion is allowed.
- You are not required to submit this assignment, but I will assume in quizzes and exams that you have completed this assignment.

In Queue data structure elements are inserted at the back and removed from the front end of the queue. A **Double Ended Queue** (Deque) is a queue in which you can insert and remove elements **both at the** *front* **and at the** *back* **of the queue**. In this assignment, you are required to implement a class **Deque** (which will be used to store integers). The **Deque** class should have the following public member functions:

- **Deque (int n)** Constructor to create a Deque which can contain up to **n** elements.
- **~Deque** () Destructor to destroy the Deque.
- **bool isEmpty** () returns true if the Deque is empty, and false otherwise.
- **bool isFull ()** returns true if the Deque is full, and false otherwise.
- **void display** () to display the Deque from front to back.
- bool insertAtFront (int val) to insert val at the front of the queue.
- bool insertAtBack (int val) to insert val at the back of the queue.
- **bool removeFromFront (int& val)** to remove an integer from the front of the queue and store it in the variable **val**.
- **bool removeFromBack (int& val)** to remove an integer from the back of the queue and store it in the variable **val**.

The last four functions should have the **bool** return type. These functions should return true if the desired operation was performed successfully. Otherwise these functions should return false.

## Note that:

- The time complexity of last 4 member functions should be constant i.e. O(1).
- Your Deque class should refuse the insertion of a new element ONLY when there are
  no empty slots left in the Deque. So, make sure that all the boundary cases are
  properly handled.

You are also required to write a menu-driven program which allows the user to use all of the aforementioned functionalities of the **Deque** class. A sample menu is shown below:

- 1. Create an empty Deque of a specified size
- 2. Insert value at Front
- 3. Insert value at Back
- 4. Remove a value from Front
- 5. Remove a value from Back
- 6. Display the Deque
- 7. Exit

**Note:** Follow these *good programming practices* when writing your code:

- There should be no memory leaks, dangling pointers, or any other type of runtime error in your program.
- Comment your code intelligently.
- Use meaningful variable and function names.
- Indent your code properly.
- Do not use any global or static variables.

**◎ GOOD LUCK! ◎**