

# 計算機韌體實驗 (P18) 團體佇列/Queue

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## 佇列: queue

- `queue<type>` 是一種先進先出 (First-In First-Out, FIFO) 的容器
  - `queue` is define in `<queue>`
- 主要運算
  - 由後端(back)推入(push)
  - 由前端(front)彈出(pop)

## 解題要訣

- 使用map記錄每個隊員所屬的團隊

```
26         map<int, int> team; //block scope
```

- 每個團隊有一個佇列queue管理隊員

```
36         queue<int> elementQueue[1000]; //elementQueue[i]: queue of elements of team i
```

- 團隊整體亦有一個佇列queue管理團隊

```
35         queue<int> teamQueue;
```

## 記錄所有隊員的團隊編號

```
27     for(i=0; i<t; i++){  
28         scanf("%d", &n); //n: the number of elements of team i  
29         while(n--){  
30             scanf("%d", &x); //x: element  
31             team[x] = i;  
32         }  
33     }
```

# ENQUEUE x

- 編號為x的人進入長隊

```
52         }else if(cmd[0] == 'E'){//ENQUEUE
53             scanf("%d", &x);
54             t0 = team[x];
55             if(elementQueue[t0].empty()){ Member Function
56                 teamQueue.push(t0); Member Function
57             }
58             elementQueue[t0].push(x);
59         }
```

# DEQUEUE

- 移除長隊的佇列首

```
45         }else if(cmd[0] == 'D'){//DEQUEUE
46             t0 = teamQueue.front(); Member Function
47             cout << elementQueue[t0].front() << endl;
48             elementQueue[t0].pop(); Member Function
49             if(elementQueue[t0].empty()){
50                 teamQueue.pop();
51             }
```

## *Member Functions* (1/2)

- `bool queue::empty();`
  - Test whether the queue is empty
- `void queue::push(const value_type &val);`
  - Insert a copy of val at the end of the queue (after its current last element)\

## *Member Functions* (2/2)

- `value_type queue::front(void);`
  - Return a reference to the front (oldest) element in the queue
- `void queue::pop(void)`
  - Remove the element on the front of the queue, effectively reducing its size by one