#### C, C++, DSA in depth

#### Queue



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# Agenda

- (i) what is ducue ?
- (2) Operations on Queue
- 3) Ways to implement Queue

## What is Queue?

- 3 Avrencis a linear dota structure,
- · Working principle of queue is First in



. In queue one end is for insertion and another end is for deletion



- Theorium is done on one end known as year or back
- · Deletion is done on another end known of

Front

### Real world examples

Ticket pp PP PP



### Operations on Queue

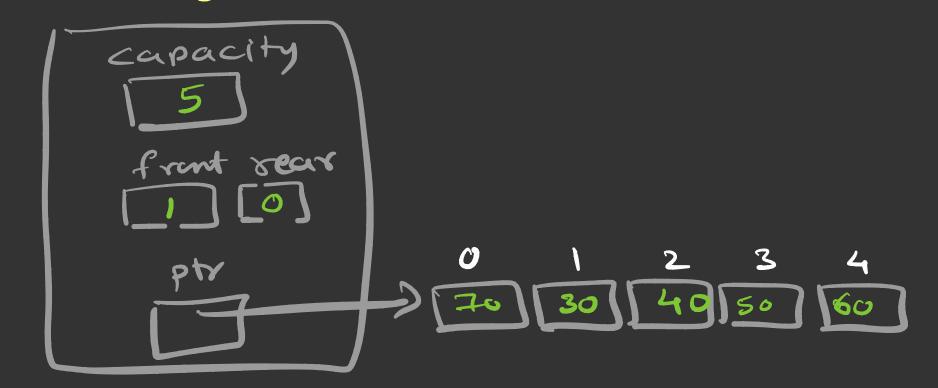
Rear

### Operations

- 1 Insertion enqueue
  - 1) Deletier dequeur
- 3 get Front
  - 1 get Back

# Ways to implement Queue

- 1) Using Arrays
- 2) using Dynamic Arrays
  - 3) wring Linked List



Implementing Queue using Arrays

$$\frac{\eta_{1}}{d_{1}} \frac{\eta_{2}}{d_{2}} \frac{\eta_{1} \times d_{2}}{d_{1} \times d_{2}} \frac{\eta_{1} \times d_{1}}{d_{2} \times d_{1}} \frac{1}{2} + \frac{3}{4}$$

$$L = Lcm(d_{1}, d_{2})$$

$$\eta_{1} \times \frac{L}{d_{1}} + \frac{L}{d_{2}} \times \eta_{1}$$

$$\frac{1}{3}$$

$$\frac{3}{4}$$

$$\frac{3}{4}$$

$$\frac{3}{4}$$

$$\frac{3}{4}$$