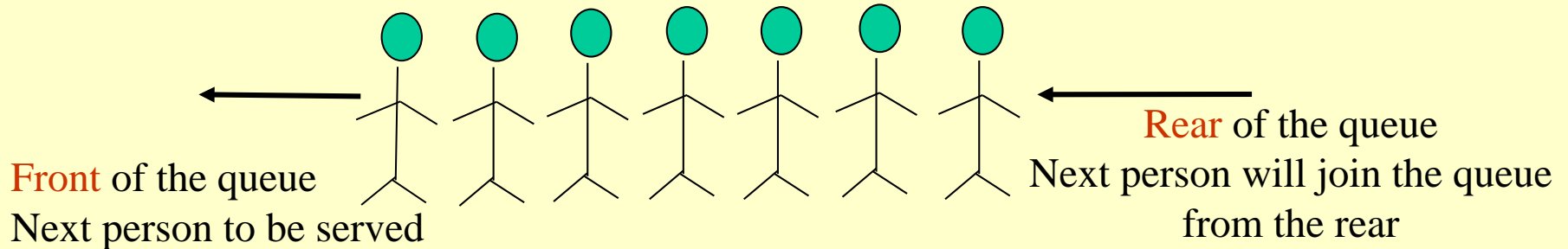


# Queues - Chapter 3

- A **queue** is a data structure in which all additions are made at one end called the rear of the queue and all deletions are made from the other end called the front of the queue
- Alternatively, in a queue the element deleted is the one that stayed in the queue the longest. This is also called first-in-first-out (FIFO)
- Classical example of queues is a queue of people waiting to pay bills.

# Queue Concept and Example

Queue of people waiting to pay bills



- A queue has a **Front** and a **Rear**
- The insert operation is often called **Enqueue**
- The delete operation is often called **Dequeue**

# Queue ADT

- A **queue** is a data structure in which all additions are made at one end called the **rear** of the queue and all deletions are made from the other end called the **front** of the queue
- Common queue operations:
  - **Enqueue(item)** - Add the item to the end of the Q
  - **Dequeue()** - Remove & return the item at the front
  - **isEmpty()** - Return true if the Q is empty
  - **isFull()** - Return true if the Q is full

# How do we implement queue ADT?

- 2 ways to implement a queue
  - Using an array
  - Using a linked list

# Array Implementation of Queues: Operations

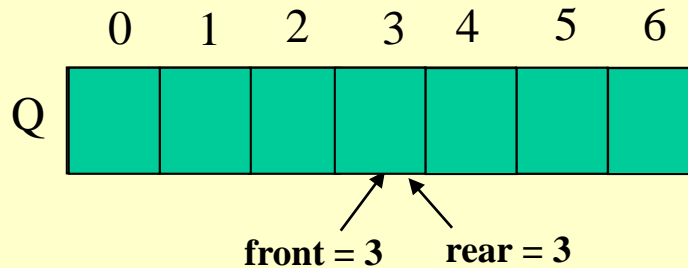
- Use an array `int Q[N]`
- `front` points to the front element of the queue, i.e., holds the index of the array Q that contains the front of the queue
- `rear` points to next slot after the last element in the queue
- `noItems` contains the current number of items in the queue.
- An `empty queue` is one where `noItems = 0`
- A `full queue` is one where `noItems = N`

# Array Implementation of Queues

- We can implement a queue of at most "N" elements with an array `int Q[N]` and 3 variables: `int front`, `int rear`, `int noItems` as follows

**An Empty Queue**

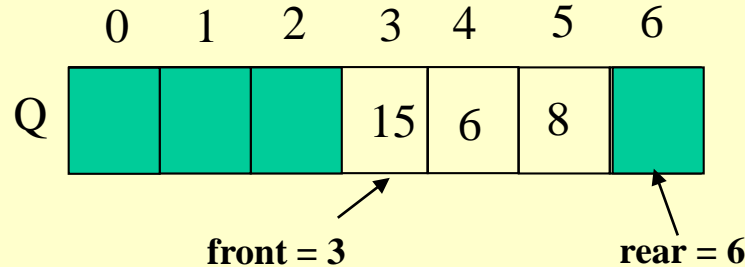
`noItems = 0`



- Front and rear are equal to each other and `noItems = 0` in an empty Queue

**A partially-full Queue**

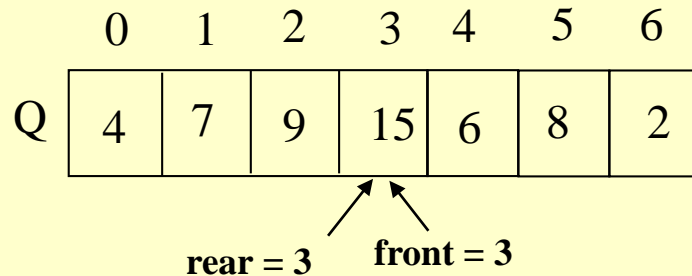
`noItems = 3`



- Front points to the first element in the Queue
- Rear points to the next slot after the last element in the Queue

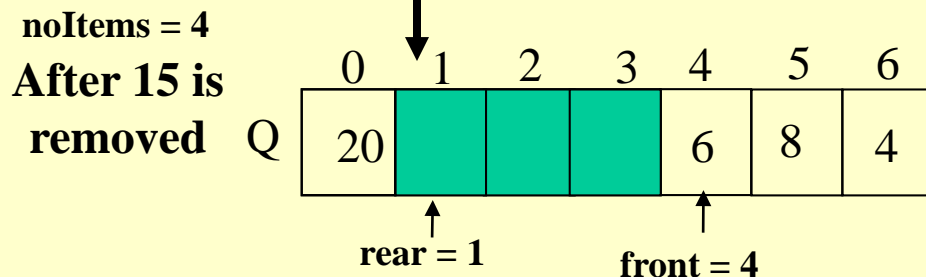
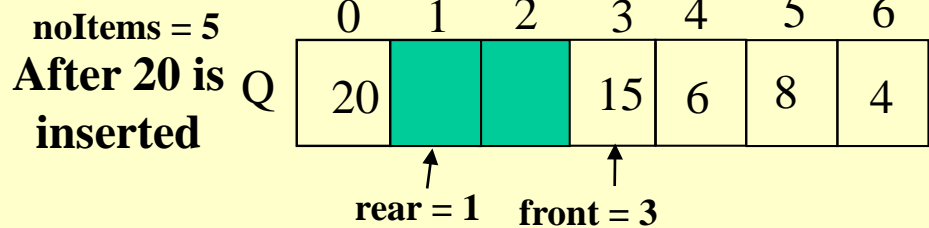
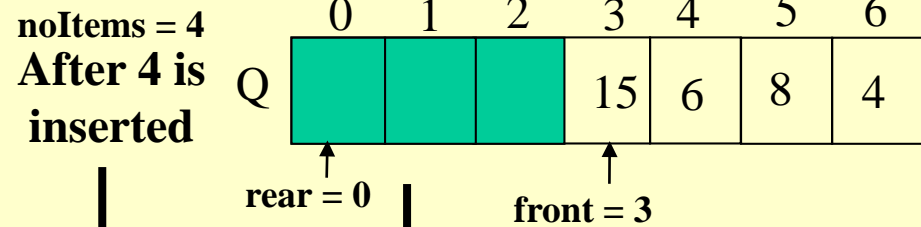
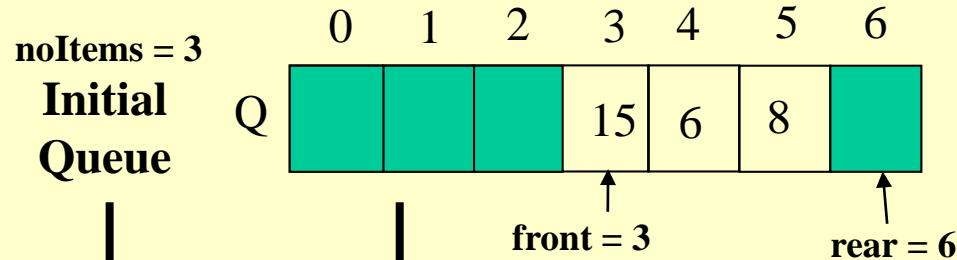
**A Full Queue**

`noItems = 7`

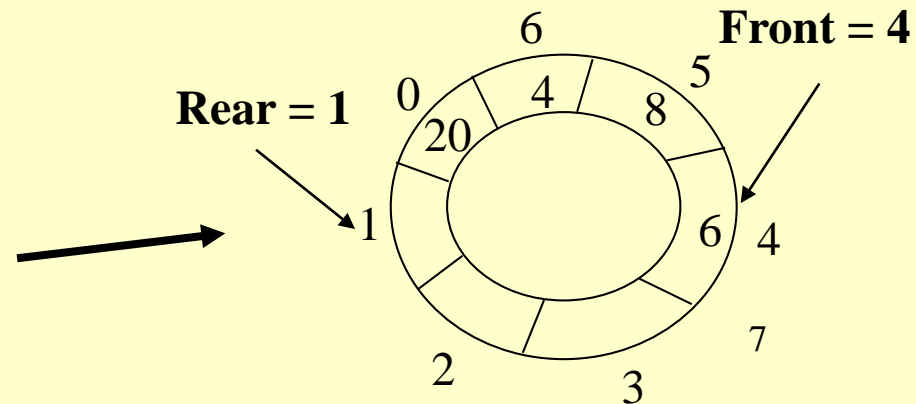


- Front and rear are equal to each other and `noItems = N=7` in a full Queue

# Array Implementation of Queues



Conceptual view  
of the final queue:  
**circular array**



# Queue Using Arrays: Declarations & Operations

```
class Queue {  
private:  
    static int N = 100; // size of the queue  
    int Q[];           // Array holding the queue elements (ints)  
    int front;          // front of the queue  
    int rear;           // rear of the queue  
    int noItems;        // # of items in the queue  
  
public:  
    Queue();  
    bool isEmpty();  
    bool isFull();  
    int Enqueue(int item);  
    int Dequeue();  
};
```



# Queue Operations: Constructor, isEmpty, isFull

```
// Constructor
Queue(){
    Q = new int[N];
    front = rear = noOfItems = 0;
} //end-Queue

// Returns true if the Q is empty
bool isEmpty(){
    return noOfItems == 0;
} //end-isEmpty

// Returns true if the Q is full
bool isFull(){
    return noOfItems == N;
} //end-isFull
```

# Queue Operations: Enqueue

```
// Inserts a new item into the queue
// Returns 0 on success, -1 on failure
int Enqueue(int newItem){
    if (isFull()){
        println("Queue is full");
        return -1;
    } //end-if

    Q[rear] = newItem;    // Put the new item at the end
    rear++; if (rear == N) rear = 0; // Now move rear
    noItems++; // One more item in the queue

    return 0;
} //end-EnQueue
```

# Queue Operations: Dequeue

```
// Removes and returns the item at the front of the queue
// If the queue is empty, returns -1 (an error)
int Dequeue(){
    int idx = -1;

    if (isEmpty()){
        println("Queue is empty");
        return -1;
    } //end-if

    idx = front;    // This is where the first item is.
    front++; if (front == N) front = 0;    // Move front
    noItems--;    // One less item in the Queue

    return Q[idx];    // Return the item
} //end-Dequeue
```

# Queue Usage Example

```
main(){
    Queue q = new Queue();

    if (q.isEmpty()) println("Queue is empty");    // Q empty now

    q.Enqueue(49);
    q.Enqueue(23);

    println("Front of the Q is: " + q.Dequeue()); // prints 49
    q.Enqueue(44);
    q.Enqueue(22);

    println("Front of the Q is: " + q.Dequeue()); // prints 23
    println("Front of the Q is: " + q.Dequeue()); // prints 44
    println("Front of the Q is: " + q.Dequeue()); // prints 22.
    println("Front of the Q is: " + q.Dequeue()); // prints -1

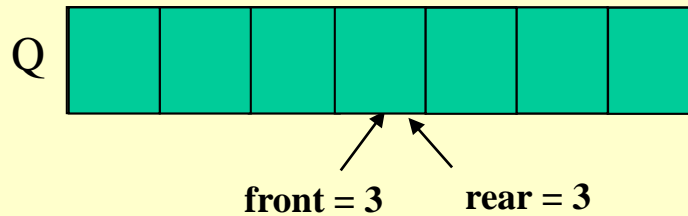
    if (q.isEmpty()) println("Queue is empty");    // Q empty now

} //end-main
```

# Array Implementation of Queues: Last Word

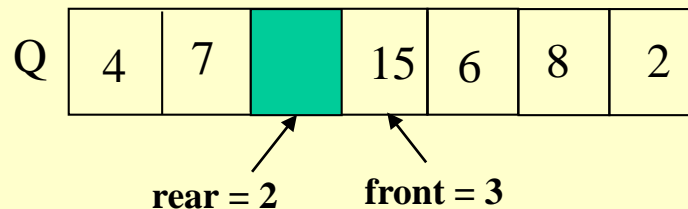
- We can implement a queue of at most "**N-1**" elements with an array `int Q[N]` and 2 variables: `int front`, `int rear`
- Think about how you would define
  - An empty queue
  - A full queue

An Empty Queue



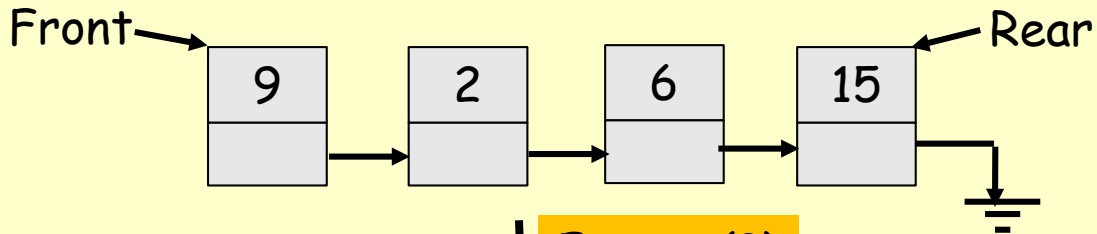
- Front and rear are equal to each other in an empty queue

A Full Queue



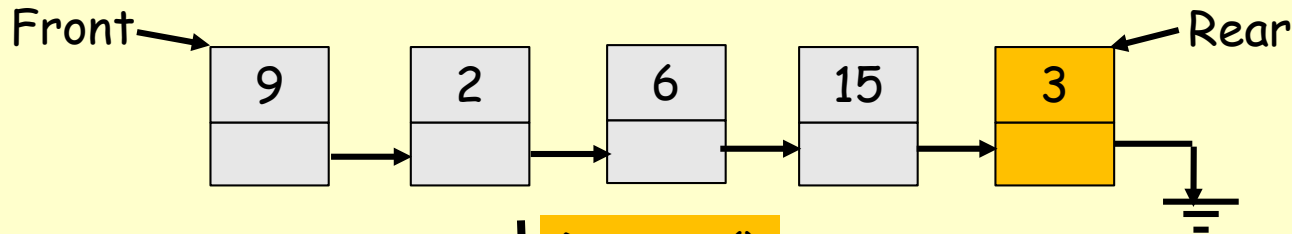
- There is **one empty space** between rear and front in a full queue

# Linked-List implementation of Queues



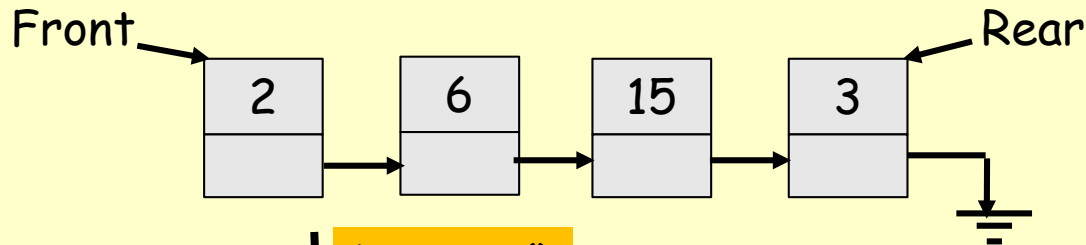
Initial  
Queue

↓ Enqueue(3)



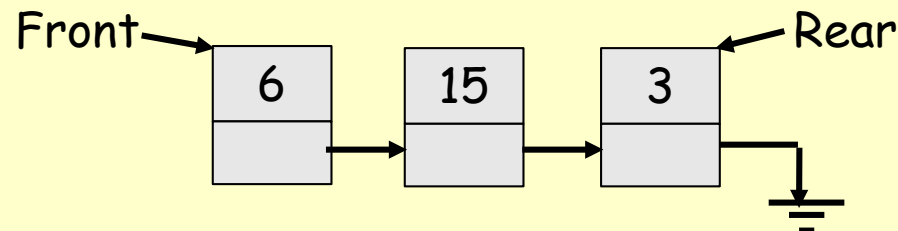
After 3 is  
enqueued

↓ Dequeue()



After 9 is  
dequeued

↓ Dequeue()



After 2 is  
dequeued

# Queue using Linked List: Declarations & Operations

```
class QueueNode {
    int item;
    QueueNode next;
    QueueNode(int e){item=e; next=null;}
}

class Queue{
private:
    QueueNode front; // Ptr to the front of the Q
    QueueNode rear;  // Ptr to the rear of the Q

public:
    Queue();
    bool isEmpty();
    void Enqueue(int item);
    int Dequeue();
};
```

# Queue Operations: Constructor, isEmpty

```
// Constructor
Queue(){
    front = rear = null;
} //end-Queue

// Returns true if the Q is empty
bool isEmpty(){
    return front == null;
} //end-isEmpty
```



# Queue Operations: Enqueue

```
// Inserts a new item into the queue
void Enqueue(int newItem){
    // Allocate a QueueNode for the item
    QueueNode node = new QueueNode(newItem);

    if (front == NULL){
        front = rear = node;
    } else {
        rear.next = node;
        rear = node;
    } //end-else
} //end-Enqueue
```

# Queue Operations: Dequeue

```
// Removes and returns the item at the front of the queue
// If the queue is empty, returns -1 (an error)
int Dequeue(){
    if (isEmpty()){
        println("Queue is empty");
        return -1;
    } //end-if

    QueueNode tmp = front; // Keep a ptr to the front node
    front = front.next;    // Remove the front node
    if (front == null) rear = NULL; // Empty Q?

    // Return the item
    return tmp.item;
} //end-Dequeue
```

# Queue Usage Example

```
main(){
    Queue q = new Queue();

    if (q.isEmpty()) println("Queue is empty");    // Q empty now

    q.Enqueue(49);
    q.Enqueue(23);

    println("Front of the Q is: " + q.Dequeue()); // prints 49
    q.Enqueue(44);
    q.Enqueue(22);

    println("Front of the Q is: " + q.Dequeue()); // prints 23
    println("Front of the Q is: " + q.Dequeue()); // prints 44
    println("Front of the Q is: " + q.Dequeue()); // prints 22.
    println("Front of the Q is: " + q.Dequeue()); // prints -1

    if (q.isEmpty()) println("Queue is empty");    // Q empty now

} //end-main
```

# Applications of Queues

- **File servers:** Users needing access to their files on a shared file server machine are given access on a FIFO basis
- **Printer Queue:** Jobs submitted to a printer are printed in order of arrival
- Phone calls made to **customer service hotlines** are usually placed in a queue
- Expected wait-time of real-life queues such as customers on phone lines may be too hard to solve analytically use queue for **simulating real-life queues**