Queue-ADT

➔ Queue is a linear data structure in which the insertion and deletion operations are performed at two different ends.

➔ In a queue data structure, adding and removing elements are performed at two different positions. The insertion is performed at one end and deletion is performed at another end.

Basic Operations of Queue

➜ enqueue() – Insert an element at the end of the queue.
➜ dequeue() – Remove and return the first element of the queue, if the queue is not empty.
➜ peek() – Return the element of the queue without removing it, if the queue is not empty.
➜ size() – Return the number of elements in the queue.
➜ isEmpty() – Return true if the queue is empty, otherwise return false.
➜ isFull() – Return true if the queue is full, otherwise return false.