OBJECT ORIENTED PROGRAMMING LAB

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Date: 07-06-2022

Experiment No.: 22

Aim

Program to demonstrate the creation of queue object using the Priority Queue class.

Program

```
import java.util.*;
public class Queue
{
        public static void main(String[] args)
        {
                PriorityQueue<Integer> queue=new PriorityQueue<Integer>();
      Scanner sc=new Scanner(System.in);
      System.out.println("Enter the number of elements: ");
          int num=sc.nextInt();
         System.out.print("Enter the elements: ");
          for(int i=1;i<=num;i++)
          {
               int n=sc.nextInt();
               queue.add(n);
          }
          System.out.println("head:"+queue.element());
               System.out.println("head:"+queue.peek());
               System.out.println("Iterating the queue elements: ");
               Iterator itr=queue.iterator();
```

```
            while(itr.hasNext())
            {
                System.out.println(itr.next());
            }
            queue.remove();
            queue.poll();
            System.out.println("After removal: ");
            Iterator<Integer> itr2=queue.iterator();
            while(itr2.hasNext())
            {
                System.out.println(itr2.next());
            }
        }
}
```

Output Screenshot

```
D:\VYSHNAVI>javac Queue.java

D:\VYSHNAVI>java Queue
Enter the number of elements:
4
Enter the elements: 2
3
4
5
head:2
head:2
Iterating the queue elements:
2
3
4
5
After removal:
4
5
```