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## **Priority queues using Stacks**

```
#include<iostream>
using namespace std;
class Stacks
int *arr;
int capacity;
int pos;
public:
Stacks()
capacity = 10;
arr = new int[capacity];
pos = -1;
for (int i = 0; i < capacity; i++)
arr[i] = 0;
Stacks(int c)
capacity = c;
arr = new int[capacity];
pos = -1;
```

```
for (int i = 0; i < capacity; i++)
{
arr[i] = 0;
}
bool isEmpty()
{
if (pos<0)
return true;
}
return false;
void push(int data)
if (pos >= capacity - 1)
cout << "Stack Full" << endl;</pre>
else
{
pos++;
arr[pos] = data;
}
int pop()
int x = 0, y = 0;
if (pos <= -1)
```

```
return -1;
}
else
{
x = arr[pos];
arr[pos] = 0;
pos--;
return x;
}
void display()
{
for (int i = 0; i < capacity; i++)
cout << endl << arr[i];</pre>
}
~Stacks();
};
class PQueue
private:
Stacks* s;
Stacks* pro;
int capacity;
int priority;
int rare, front;
```

```
public:
PQueue()
capacity = 10;
rare = 0;
front = 0;
}
PQueue(int c)
capacity = c;
s = new Stacks(c);
pro = new Stacks(c);
rare = 0;
front = 0;
bool isFull()
if (rare == capacity)
return true;
return false;
}
bool isEmpty()
if (front == capacity)
return true;
return false;
void Enqueue(int a, int p)
{
```

```
if (!isFull())
if (rare == 0)
s->push(a);
pro->push(p);
}
else
{
Stacks* ss = new Stacks(capacity);
Stacks* proo = new Stacks(capacity);
int x = pro->pop();
proo->push(x);
ss->push(s->pop());
if (x>=p)
pro->push(proo->pop());
s->push(ss->pop());
s->push(a);
pro->push(p);
}
else
while (!(x \ge p))
{
x = pro->pop();
if (x == -1)
break;
```

```
}
if (x \ge p)
pro->push(x);
break;
}
proo->push(x);
ss->push(s->pop());
}
pro->push(p);
s->push(a);
int y = proo->pop();
pro->push(y);
s->push(ss->pop());
while (!(y<0))
y = proo->pop();
if (y == -1)
{
break;
}
pro->push(y);
s->push(ss->pop());
}
}
rare++;
}
else
```

```
{
cout << "The queue is already full." << endl;</pre>
}
}
int Dequeue()
{
int x;
if (!isEmpty())
{
if (front == 0)
{
front++;
x = s - pop();
}
else
{
x = s - pop();
front++;
}
return x;
}
else
{
cout << "The queue is empty." << endl;</pre>
}
void display()
{
```

```
int x;
for (int i = 0; i < capacity; i++)
{
x = Dequeue();
cout << "Data: " << x <<" Priority: " << pro->pop() << endl;
rare--;
}
}
};
int main()
{
int x;
int y;
int q;
cout << "Please enter the capacity of the queue: ";</pre>
cin >> q;
PQueue* q1= new PQueue(q);
for (int i = 0; i < q; i++)
{
cout << "Please enter" << i+1 << " value in queue: ";</pre>
cin >> x;
cout << "Please enter it's priority: ";</pre>
cin >> y;
q1->Enqueue(x,y);
```

```
}
q1->display();
}
```

## **Program Execution**

```
Microsoft Visual Studio Debug Console
Please enter the capacity of the queue: 5
Please enter 1 value in queue: 2
Please enter it's priority: 1
Please enter 2 value in queue: 5
Please enter it's priority: 0
Please enter 3 value in queue: 6
Please enter it's priority: 5
Please enter 4 value in queue: 7
Please enter it's priority: 3
Please enter 5 value in queue: 8
Please enter it's priority: 9
Data: 5 Priority: 0
Data: 2 Priority: 1
Data: 7 Priority: 3
Data: 6 Priority: 5
Data: 8 Priority: 9
F:\University\DSA\Queues\Priority Queues usi
ith code 0.
Press any key to close this window . . .
```