

# CSE 3010 – Data Structures & Algorithms

## **Lecture #22**

## What will be covered today

- Mid-semester examination pattern
- Implementation of queue data structure
  - Using singly linked list

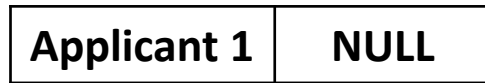
## Mid-semester examination pattern

Date of Examination	27 <sup>th</sup> January 2020
Time	9:00 am
Duration	2 hours
Format	Open book
Type	Problem solving
Through	LMS
Syllabus	Until <b>Queue data structure</b>

## Implementation of Queue using singly linked list – When an item is added to the queue

front and rear pointers of a queue are null when a queue is created

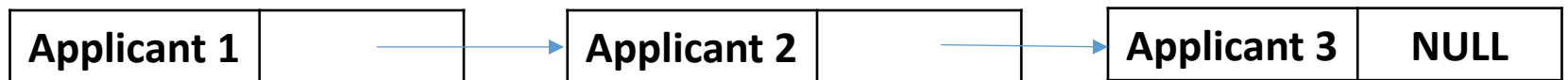
```
front = rear = NULL
```



front rear

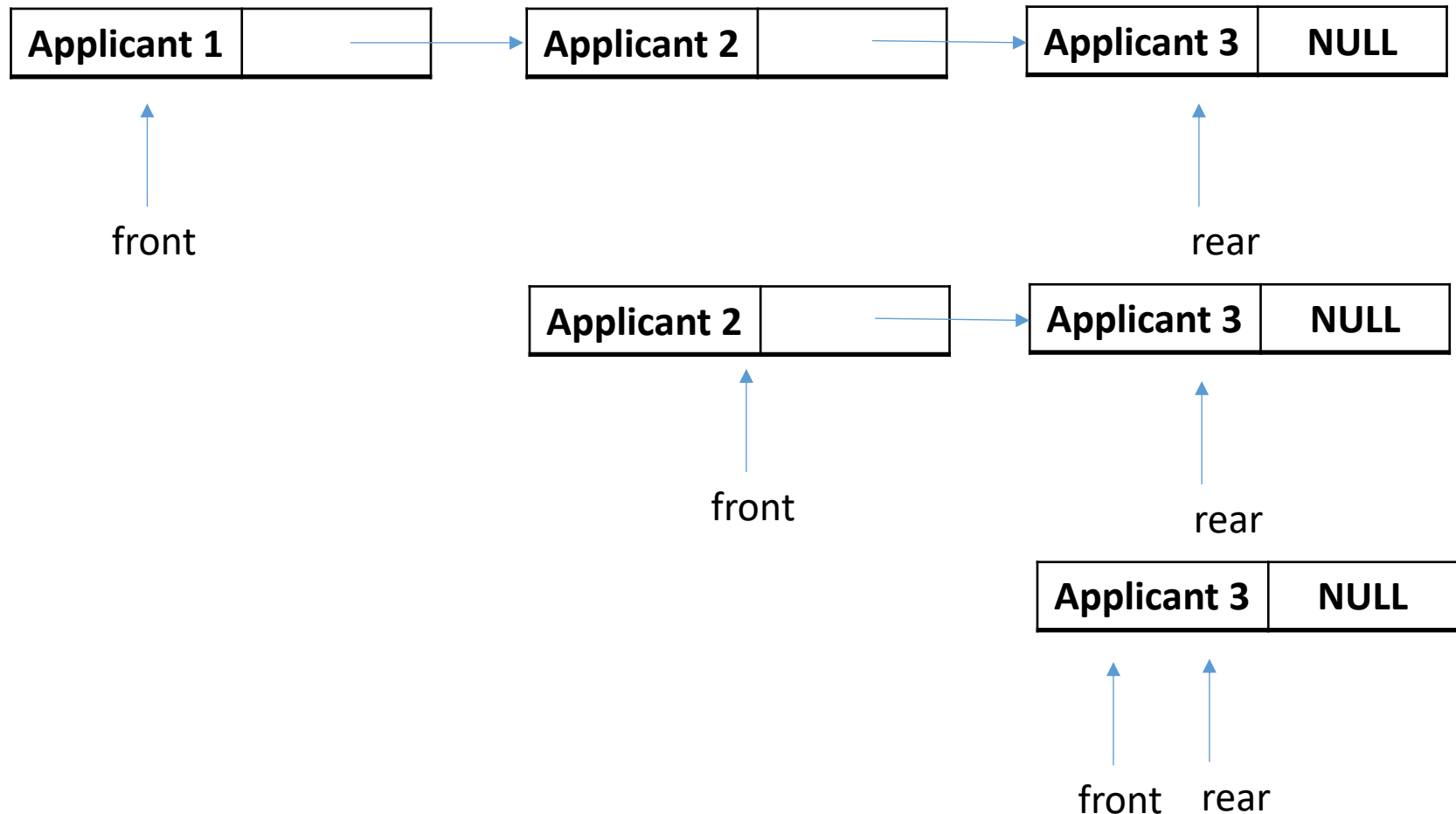


front rear



front rear

## Implementation of Queue using singly linked list – When an item is deleted from the queue



front and rear are NULL when a queue is empty

# Operations on a singly linked list for Queue

```
QNODE* createNode(ITEM item) {  
  
    QNODE *temp = (QNODE*) malloc(sizeof(QNODE));  
    // Check for temp = NULL for full condition  
    temp->item = item;  
    temp->next = NULL;  
    return temp;  
}  
  
// To create an empty queue  
QUEUE* createQueue() {  
    QUEUE *queue = (QUEUE*) malloc(sizeof(QUEUE));  
    queue->front_queue = NULL;  
    queue->rear_queue = NULL;  
    return queue;  
}
```

# Operations on a singly linked list for Queue

```
int add(Queue *queue, ITEM item) {  
  
    QNODE *temp = createNode(item);  
    // Check for temp = NULL for full condition  
    if (queue->rear_queue == NULL) {  
        queue->front_queue = temp;  
        queue->rear_queue = temp;  
        return 1;  
    }  
    else {  
        queue->rear_queue->next = temp;  
        queue->rear_queue = temp;  
        return 1;  
    }  
}
```

# Operations on a singly linked list for Queue

```
ITEM delete(Queue *queue) {
    ITEM tempItem;
    if (isEmpty(queue))
        tempItem.appln_name[0] = '\0';
    else {
        QNODE *tempNode;
        tempNode = queue->front_queue;
        tempItem = queue->front_queue->item;
        queue->front_queue = queue->front_queue->next;
        free(tempNode);
        if (queue->front_queue == NULL)
            queue->rear_queue = NULL;
    }
    return tempItem;
}
```