DATA STRUCTURES AND ALGORITHMS

Queue Data Structure

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Queue

- Queue is a linear data structure in which elements are added from an end i.e. rear, and removed from another end that is known as the front.
- This two end entry and removal ensures the first-in-firstout (FIFO) or last-in-last-out (LILO) order of insertion and deletion.
- By convention insertion and deletion in queue are termed as ENQUEUE and DEQUEUE, respectively.

Queue Queue Queue 1 2 3 4 5 Enqueue REAR

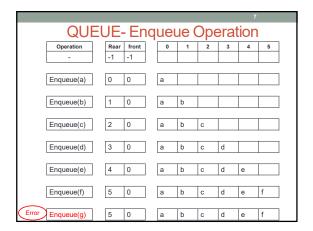
Operations of Queue

- The common operations of queue are as follow:
 - · enqueue()
- · dequeue()
- · isEmpty()
- isFull()frontValue()
- · rearValue()

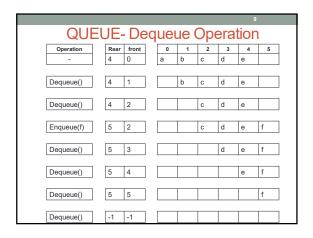
Operations of Queue-Enqueue(item)

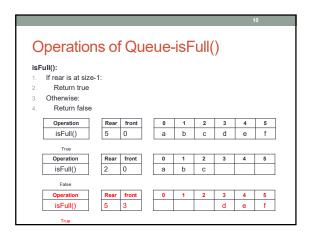
Enqueue (queue, item)

- 1. If queue is already full:
- 2. Display an error of "overflow"
- 3. If queue is empty and this is the first item to be inserted in that queue
- 4. Increment rear and front both
- 5. Insert item at rear index
- 6. Otherwise:
- 7. Increment rear
- 8. Insert item at rear index

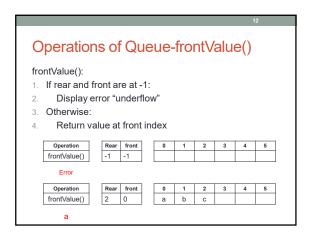


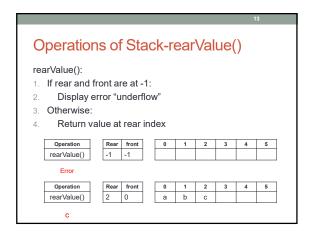
Operations of Queue-Dequeue() Dequeue (queue): If Queue is already empty: Display an error of "underflow" If there is only one element in the queue Save value of front index in a variable "Item" Set front and rear both to -1 Return Item 6. Otherwise: Save value of front index in a variable "Item" 8. 9. Increment front 10 Return Item





Operations of Queue-isEmpty() isEmpty(): 1. If rear and front are at -1: Return true 3. Otherwise: Return false Operation Rear front -1 -1 isEmpty() Operation Rear front 1 2 isEmpty() b





Applications of Queue

It is used in all those application where FIFO/LILO order is mandatory.

It is used for scheduling purpose

It can be used for buffering of data packets, where order of packets must be maintained

