QUEUE DATASTRUCTURE

Queue is an abstract data structure, somewhat similar to Stacks. Unlike stacks, a queue is open at both its ends. One end is always used to insert data (enqueue) and the other is used to remove data (dequeue). Queue follows First-In-First-Out methodology, i.e., the data item stored first will be accessed first.

A real-world example of queue can be a single-lane one-way road, where the vehicle enters first, exits first. More real-world examples can be seen as queues at the ticket windows and bus-stops.

Queue Representation

As we now understand that in queue, we access both ends for different reasons. The following diagram given below tries to explain queue representation as data structure −

As in stacks, a queue can also be implemented using Arrays, Linked-lists, Pointers and Structures. For the sake of simplicity, we shall implement queues using one-dimensional array.

Basic Operations

Queue operations may involve initializing or defining the queue, utilizing it, and then completely erasing it from the memory. Here we shall try to understand the basic operations associated with queues −

- **enqueue()** − add (store) an item to the queue.
- **dequeue()** − remove (access) an item from the queue.

Few more functions are required to make the above-mentioned queue operation efficient. These are −

- **peek()** − Gets the element at the front of the queue without removing it.
- **isfull()** − Checks if the queue is full.

- **isempty()** − Checks if the queue is empty.

In queue, we always dequeue (or access) data, pointed by **front** pointer and while enqueing (or storing) data in the queue we take help of **rear** pointer.

Let's first learn about supportive functions of a queue −

peek()

This function helps to see the data at the **front** of the queue. The algorithm of peek() function is as follows −

Algorithm

```
begin procedure peek
   return queue[front]
end procedure
```

Implementation of peek() function in C programming language −

Example

```
int peek() {
   return queue[front];
}
```

isfull()

As we are using single dimension array to implement queue, we just check for the rear pointer to reach at MAXSIZE to determine that the queue is full. In case we maintain the queue in a circular linked-list, the algorithm will differ. Algorithm of isfull() function −

Algorithm

```
begin procedure isfull

   if rear equals to MAXSIZE
      return true
   else
      return false
   endif

end procedure
```

Implementation of isfull() function in C programming language −

Example

```
bool isfull() {
   if(rear == MAXSIZE - 1)
      return true;
   else
      return false;
}
```

isempty()

Algorithm of isempty() function −

Algorithm

```
begin procedure isempty

   if front is less than MIN  OR front is greater than rear
      return true
   else
      return false
   endif

end procedure
```

If the value of **front** is less than MIN or 0, it tells that the queue is not yet initialized, hence empty.

Here's the C programming code −

Example

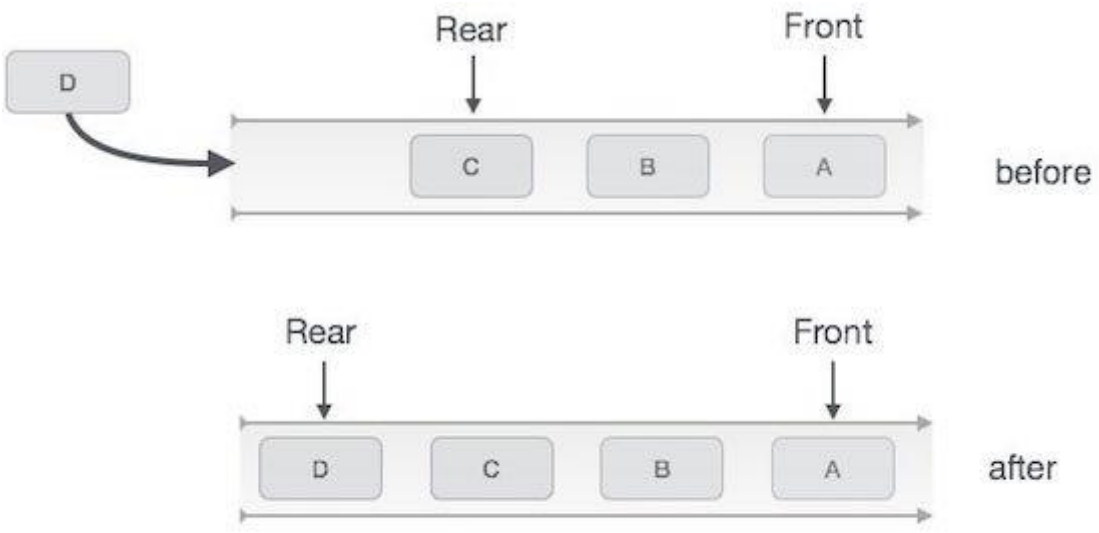
```
bool isempty() {
   if(front < 0 || front > rear)
      return true;
   else
      return false;
}
```

Enqueue Operation

Queues maintain two data pointers, **front** and **rear**. Therefore, its operations are comparatively difficult to implement than that of stacks.

The following steps should be taken to enqueue (insert) data into a queue −

- **Step 1** − Check if the queue is full.
- **Step 2** − If the queue is full, produce overflow error and exit.
- **Step 3** − If the queue is not full, increment **rear** pointer to point the next empty space.
- **Step 4** − Add data element to the queue location, where the rear is pointing.
- **Step 5** − return success.



Queue Enqueue

Sometimes, we also check to see if a queue is initialized or not, to handle any unforeseen situations.

Algorithm for enqueue operation

```
procedure enqueue(data)

   if queue is full
      return overflow
   endif

   rear ← rear + 1
   queue[rear] ← data
   return true

end procedure
```

Implementation of enqueue() in C programming language −

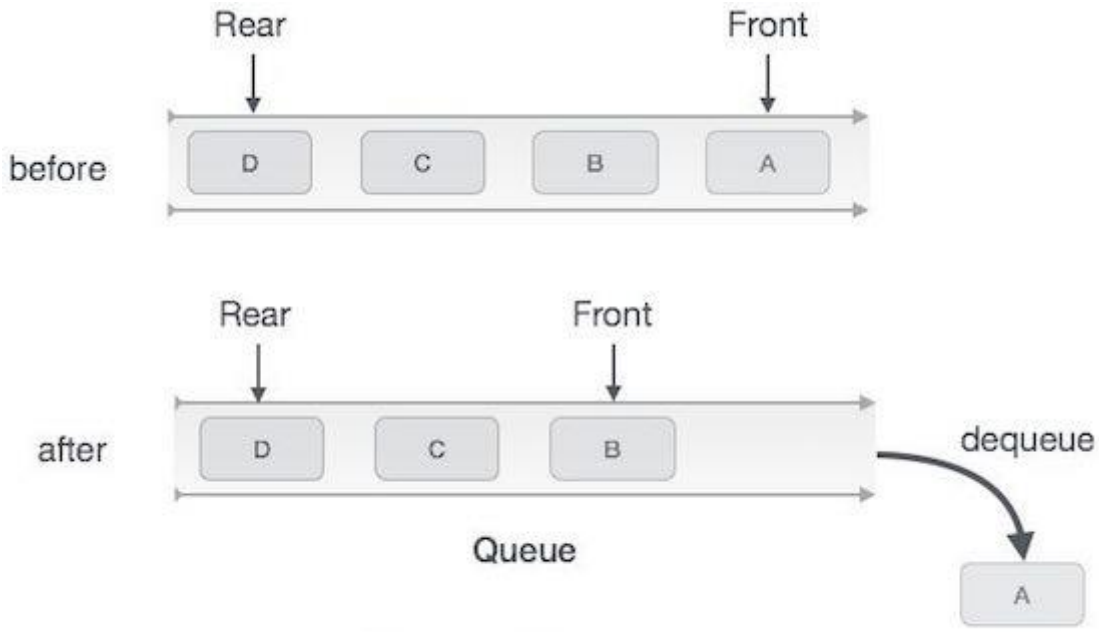
Example

```
int enqueue(int data)
   if(isfull())
      return 0;

   rear = rear + 1;
   queue[rear] = data;

   return 1;
end procedure
```

Dequeue Operation

Accessing data from the queue is a process of two tasks − access the data where **front** is pointing and remove the data after access. The following steps are taken to perform **dequeue** operation −

- **Step 1** − Check if the queue is empty.
- **Step 2** − If the queue is empty, produce underflow error and exit.
- **Step 3** − If the queue is not empty, access the data where **front** is pointing.
- **Step 4** − Increment **front** pointer to point to the next available data element.
- **Step 5** − Return success.



Queue Dequeue

Algorithm for dequeue operation

```
procedure dequeue

   if queue is empty
      return underflow
   end if

   data = queue[front]
   front ← front + 1
   return true

end procedure
```

Implementation of dequeue() in C programming language −

Example

```
int dequeue() {
   if(isempty())
      return 0;
```

```
   int data = queue[front];
   front = front + 1;

   return data;
}
```

QUEUE DATA STRUCTURE MCQ

1. A linear list of elements in which deletion can be done from one end (front) and insertion can take place only at the other end (rear) is known as _____
a) Queue
b) Stack
c) Tree
d) Linked list
View Answer
Answer: a
Explanation: Linear list of elements in which deletion is done at front side and insertion at rear side is called Queue. In stack we will delete the last entered element first.

2. The data structure required for Breadth First Traversal on a graph is?
a) Stack
b) Array
c) Queue
d) Tree
View Answer
Answer: c
Explanation: In Breadth First Search Traversal, BFS, starting vertex is first taken and adjacent vertices which are unvisited are also taken. Again, the first vertex which was added as an unvisited adjacent vertex list will be considered to add further unvisited vertices of the graph. To get the first unvisited vertex we need to follows First In First Out principle. Queue uses FIFO principle.

3. A queue follows _____
a) FIFO (First In First Out) principle
b) LIFO (Last In First Out) principle
c) Ordered array
d) Linear tree
View Answer
Answer: a
Explanation: Element first added in queue will be deleted first which is FIFO principle.

4. Circular Queue is also known as _____
a) Ring Buffer
b) Square Buffer
c) Rectangle Buffer

d) Curve Buffer
View Answer
Answer: a
Explanation: Circular Queue is also called as Ring Buffer. Circular Queue is a linear data structure in which last position is connected back to the first position to make a circle. It forms a ring structure.

5. If the elements “A”, “B”, “C” and “D” are placed in a queue and are deleted one at a time, in what order will they be removed?
a) ABCD
b) DCBA
c) DCAB
d) ABDC
View Answer
Answer: a
Explanation: Queue follows FIFO approach. i.e. First in First Out Approach. So, the order of removal elements are ABCD.

6. A data structure in which elements can be inserted or deleted at/from both ends but not in the middle is?
a) Queue
b) Circular queue
c) Dequeue
d) Priority queue
View Answer
Answer: c
Explanation: In dequeuer, we can insert or delete elements from both the ends. In queue, we will follow first in first out principle for insertion and deletion of elements. Element with least priority will be deleted in a priority queue.

7. A normal queue, if implemented using an array of size MAX_SIZE, gets full when?
a) Rear = MAX_SIZE – 1
b) Front = (rear + 1)mod MAX_SIZE
c) Front = rear + 1
d) Rear = front
View Answer
Answer: a
Explanation: When Rear = MAX_SIZE – 1, there will be no space left for the elements to be added in queue. Thus queue becomes full.

8. Queues serve major role in _____
a) Simulation of recursion
b) Simulation of arbitrary linked list
c) Simulation of limited resource allocation
d) Simulation of heap sort
View Answer
Answer: c
Explanation: Simulation of recursion uses stack data structure. Simulation of arbitrary linked lists uses linked lists. Simulation of resource allocation uses queue as first entered data needs to be given first priority during resource allocation. Simulation of heap sort uses heap data structure.

9. Which of the following is not the type of queue?
a) Ordinary queue

b) Single ended queue
c) Circular queue
d) Priority queue
View Answer
Answer: b
Explanation: Queue always has two ends. So, single ended queue is not the type of queue.