Quesides

William Fiset

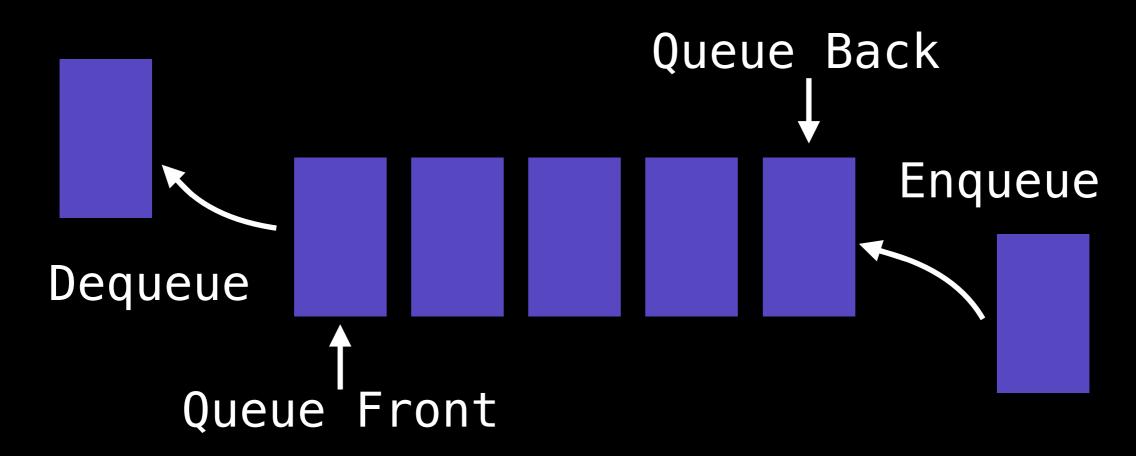
Outline

- Discussion About Queues
 - What is a queue?
 - Terminology
 - When and where is a queue used?
 - Complexity Analysis
 - Queue Breadth First Search (BFS) example
- Implementation Details
 - How to enqueue (add) elements to a queue
 - How to dequeue (remove) elements from a queue
- Code Implementation

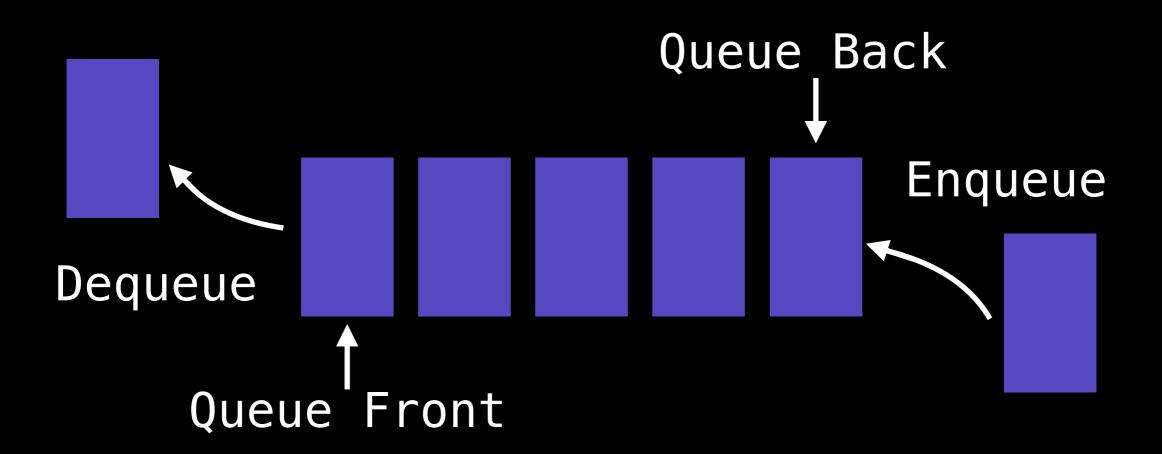
DISCUSSION

What is a Queue?

A queue is a linear data structure which models real world queues by having two primary operations, namely enqueue and dequeue.



Queue Terminology



Queue Terminology

There does not seem to be consistent terminology for inserting and removing elements from queues.

Enqueue = Adding = Offering



Queue Terminology

There does not seem to be consistent terminology for inserting and removing elements from queues.

Dequeue = Polling

(These are also sometimes called removing, but I find this ambiguous)



Instructions:

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

Front → 55 -1 33 17 11 ← Back

Instructions:

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

55 -1 33 17 11 ← 12

Instructions:

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

33

55

17

Instructions:

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

33

55

17

Instructions:

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

-1 33 17 11 12

```
Enqueue(12)
Dequeue()
Dequeue(7)
Enqueue(7)
Dequeue()
Enqueue(-6)
```

```
-1 33 17 11 12
```

Instructions:

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

33 17 11 12

Instructions:

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

33 17 11 12 7

Instructions:

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

33

```
Enqueue(12)
Dequeue()
Dequeue(7)
Enqueue(7)
Dequeue()
Enqueue(-6)
```

```
33 1 17 11 12 7
```

Instructions:

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

17 11 12 7

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

```
Enqueue(12)
Dequeue()
Dequeue()
Enqueue(7)
Dequeue()
Enqueue(-6)
```

When and where is a Queue used?

- Any waiting line models a queue, for example a lineup at a movie theatre.
- Can be used to efficiently keep track of the x most recently added elements.
- Web server request management where you want first come first serve.
- Breadth first search (BFS) graph traversal.

Complexity Analysis

Complexity

Enqueue	O(1)
Dequeue	O(1)
Peeking	O(1)
Contains	O(n)
Removal	O(n)
Is Empty	O(1)

Enqueuing & Dequeuing

Instructions:

```
Enqueue(5)
```

Enqueue(1)

Enqueue (6)

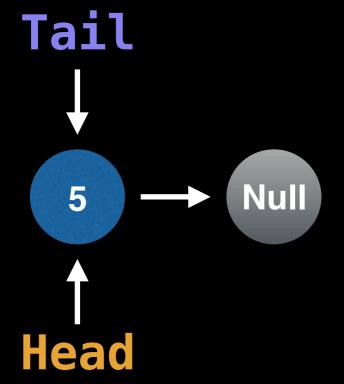
Enqueue (17)

Enqueue(8)

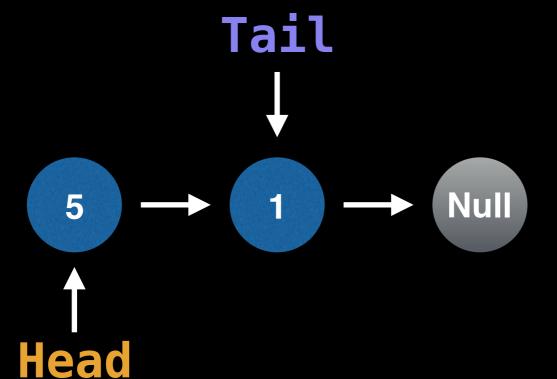
```
Enqueue (5)
Enqueue (1)
Enqueue (6)
Enqueue (17)
Enqueue (8)
```



```
Enqueue (5)
Enqueue (1)
Enqueue (6)
Enqueue (17)
Enqueue (8)
```

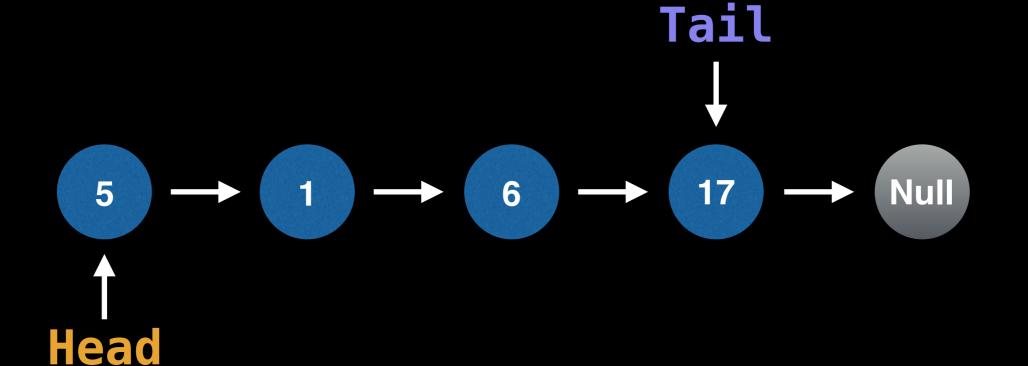


```
Enqueue (5)
Enqueue (1)
Enqueue (6)
Enqueue (17)
Enqueue (8)
```

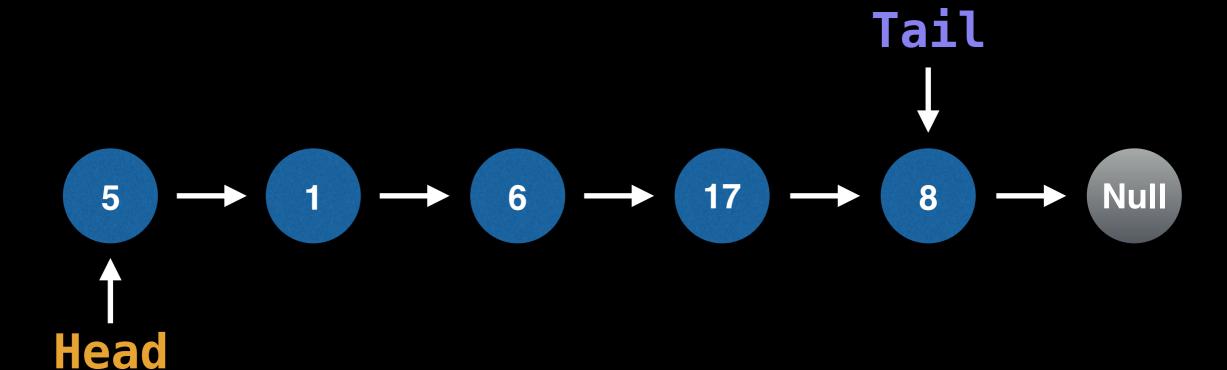


```
Enqueue (5)
             Enqueue(1)
             Enqueue (6)
             Enqueue (17)
             Enqueue(8)
                 Tail
                          Null
Head
```

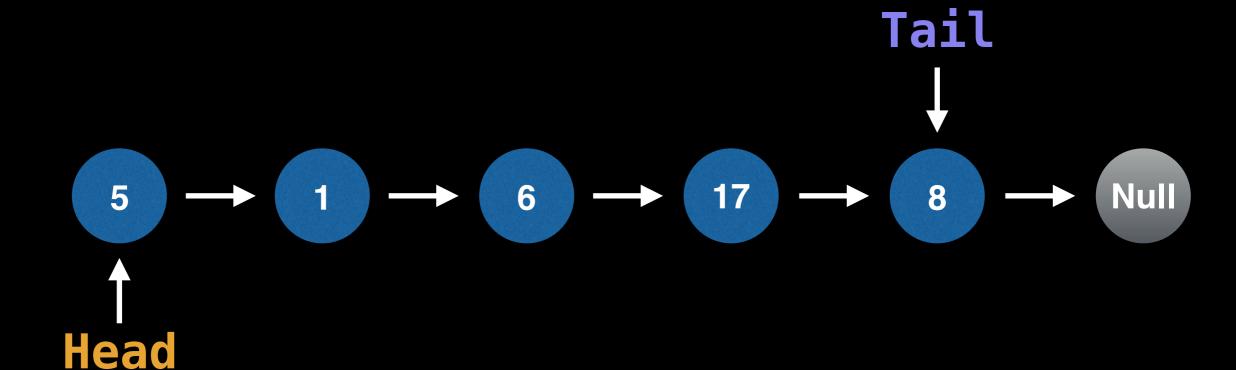
```
Enqueue(5)
Enqueue(1)
Enqueue(6)
Enqueue(17)
Enqueue(8)
```



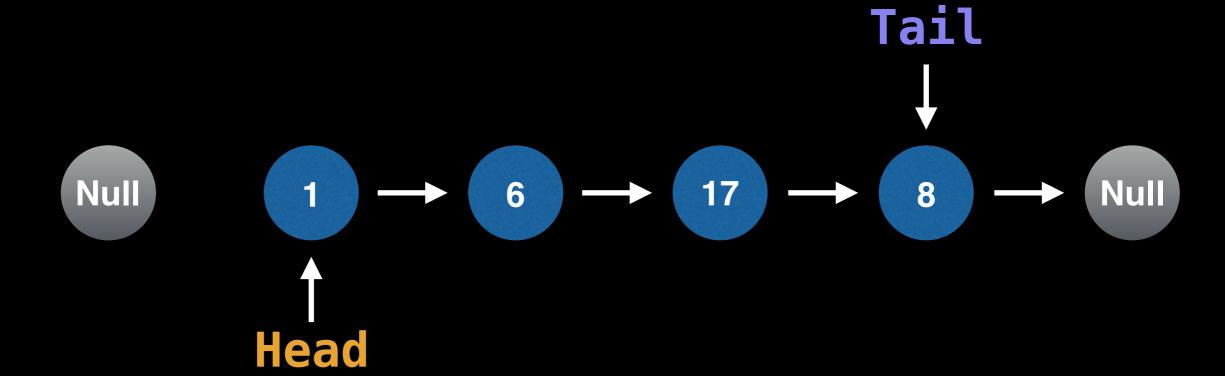
```
Enqueue (5)
Enqueue (1)
Enqueue (6)
Enqueue (17)
Enqueue (8)
```



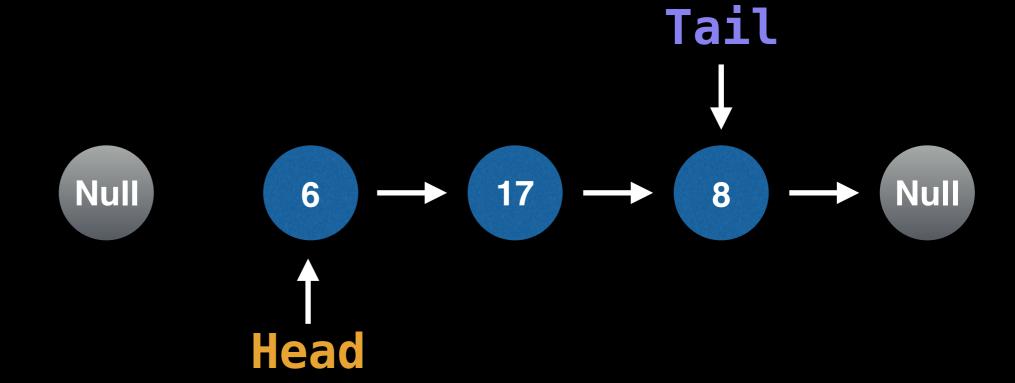
```
Dequeue()
Dequeue()
Dequeue()
Dequeue()
Dequeue()
```



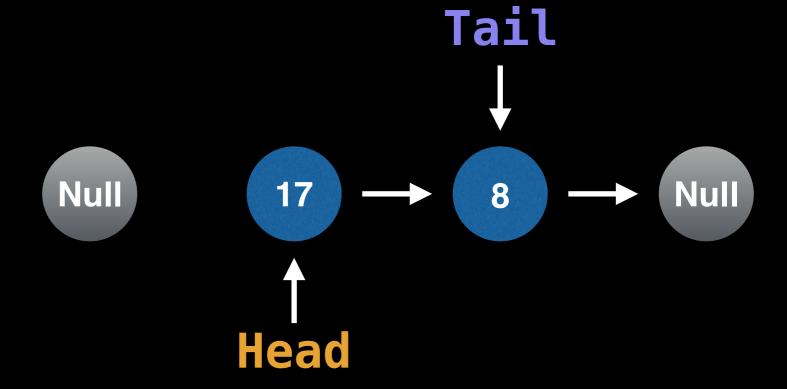
```
Dequeue()
Dequeue()
Dequeue()
Dequeue()
Dequeue()
```



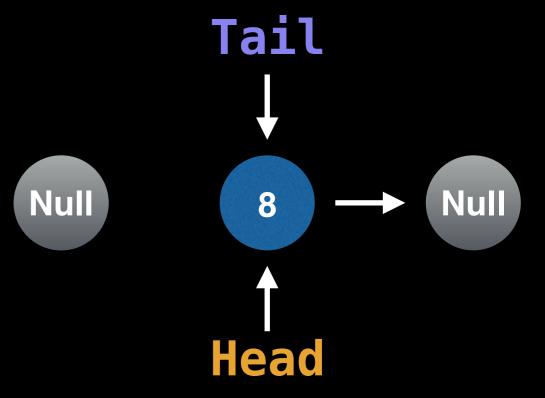
```
Dequeue()
Dequeue()
Dequeue()
Dequeue()
Dequeue()
```



```
Dequeue()
Dequeue()
Dequeue()
Dequeue()
Dequeue()
```



```
Dequeue()
Dequeue()
Dequeue()
Dequeue()
Dequeue()
```



Instructions:

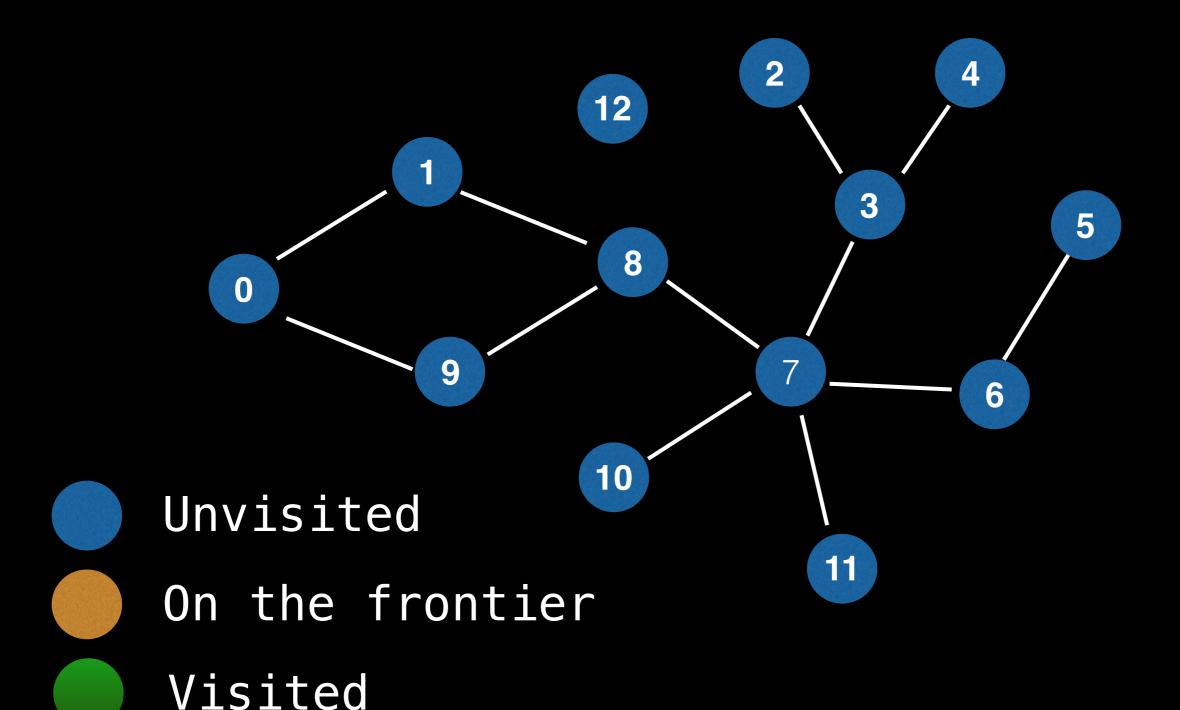
```
Dequeue()
Dequeue()
```

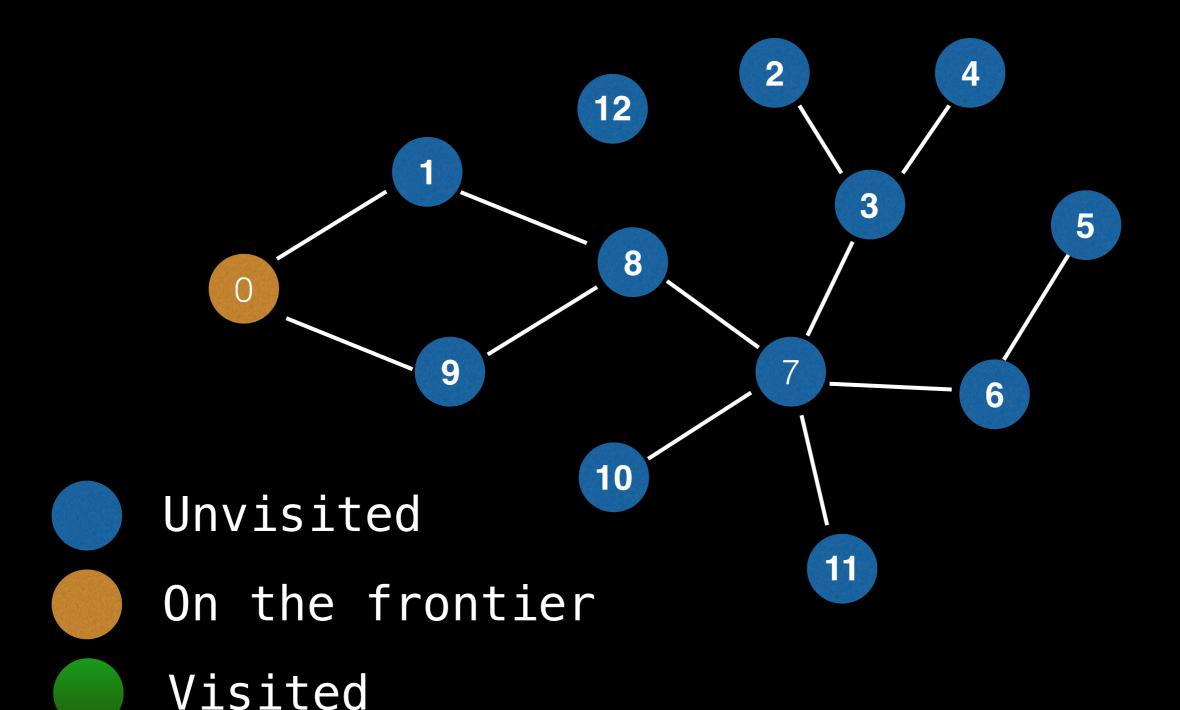
Dequeue()

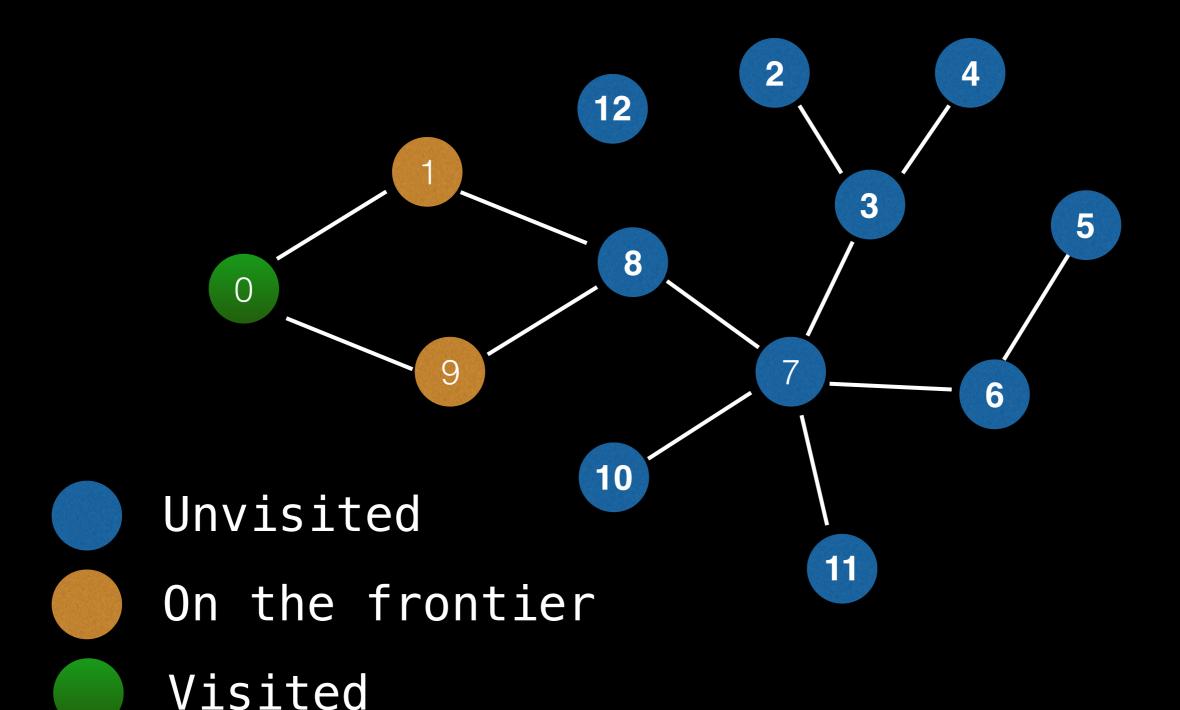
Dequeue()

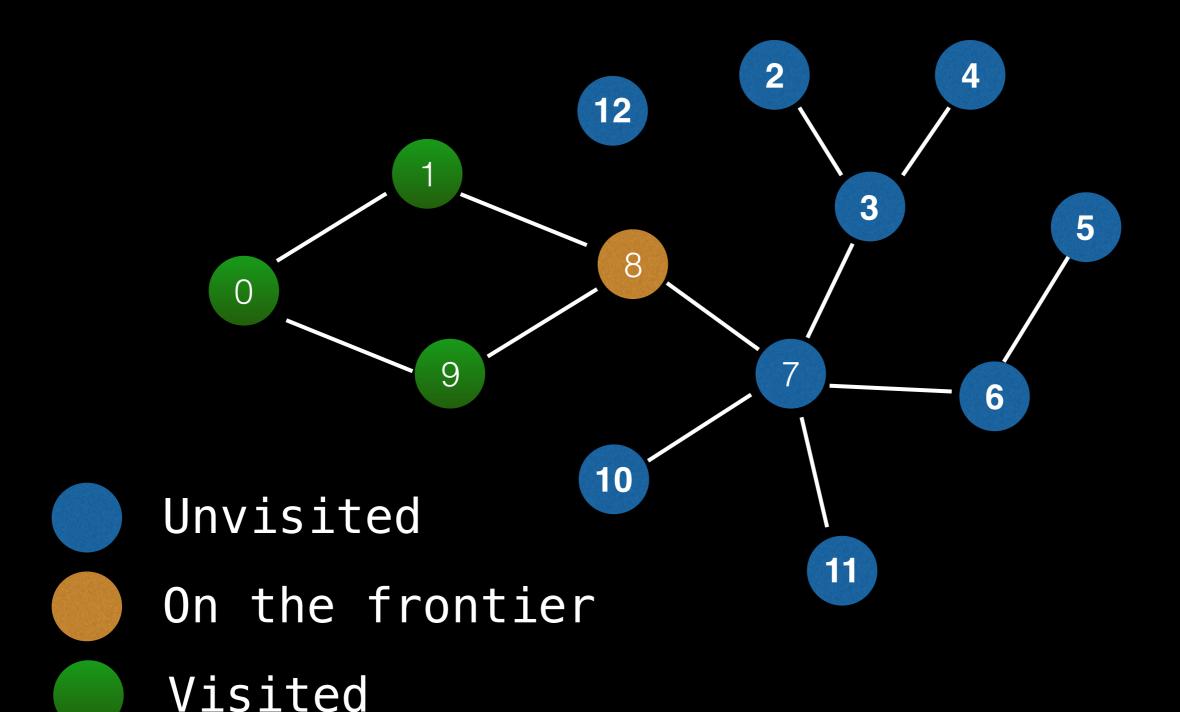
Dequeue()

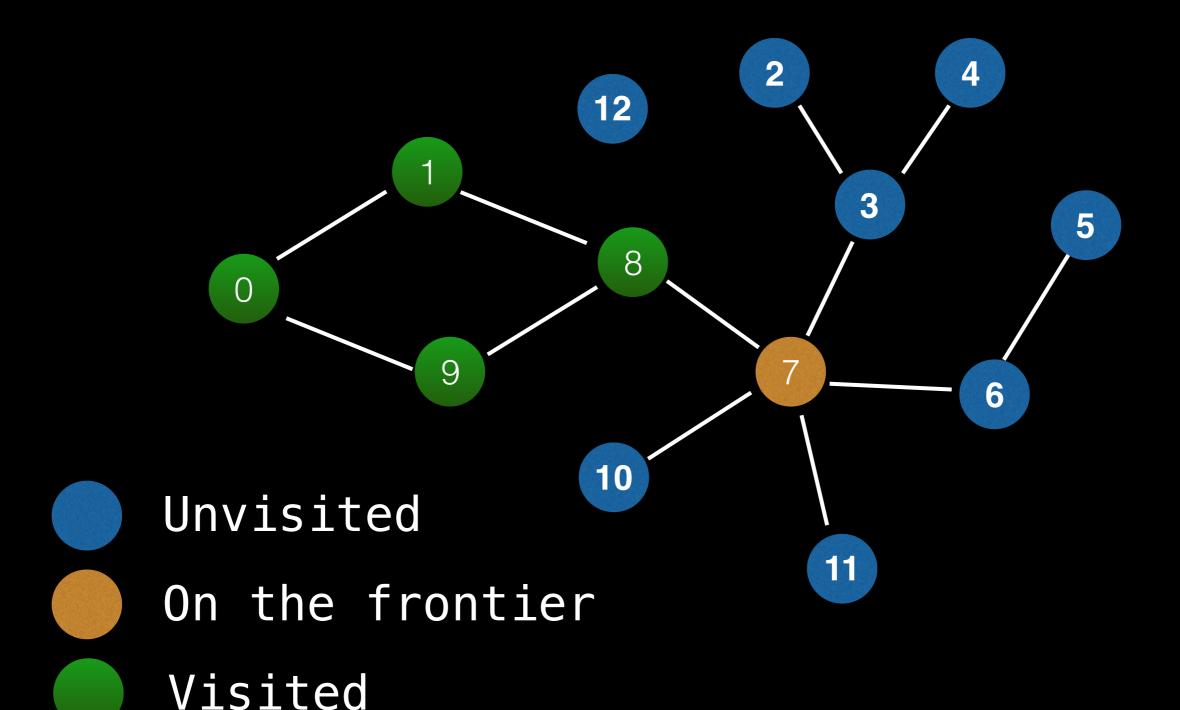


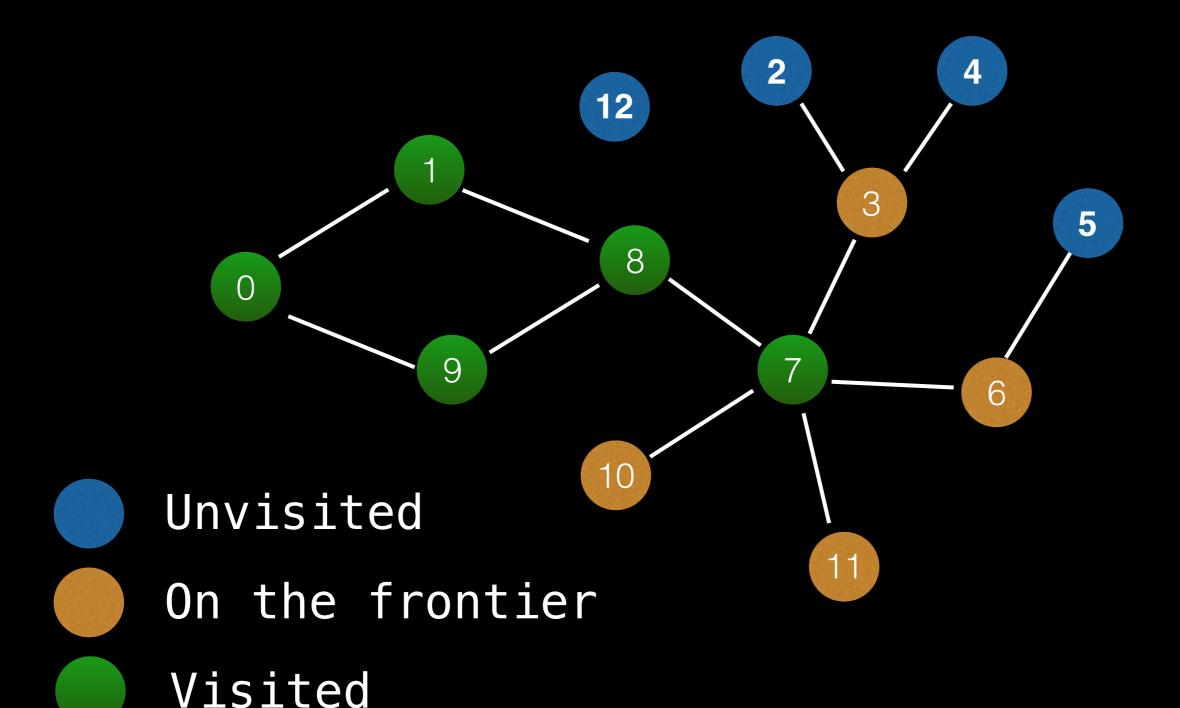


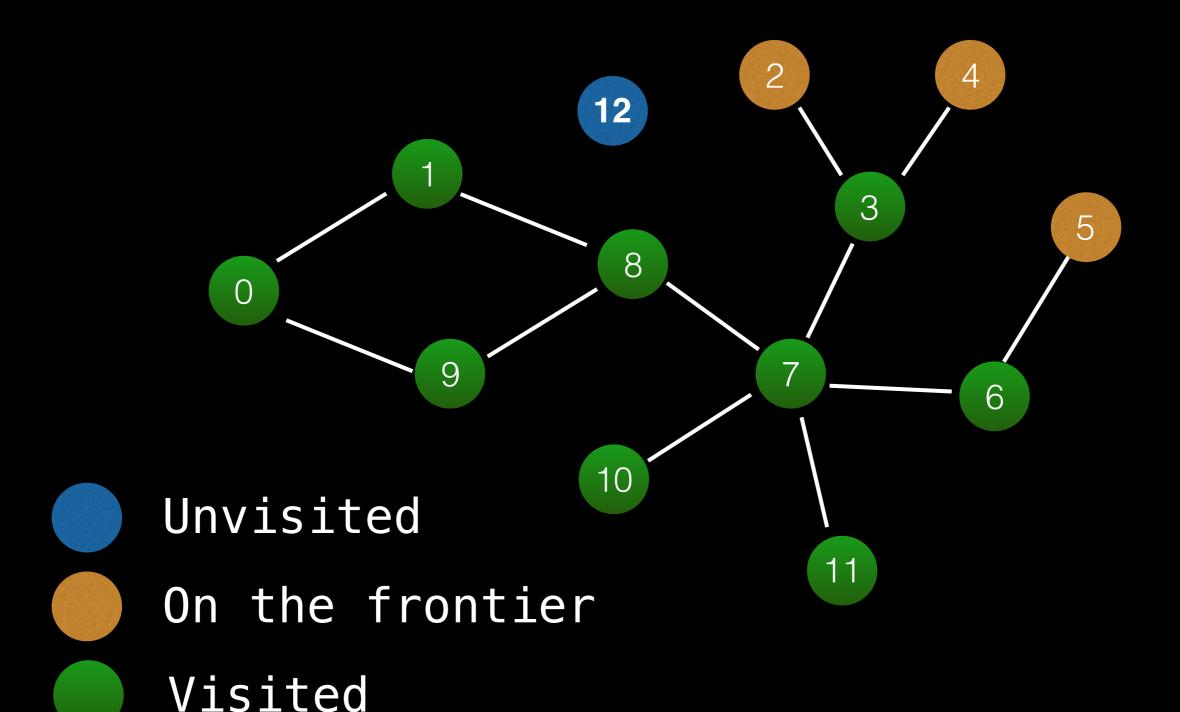


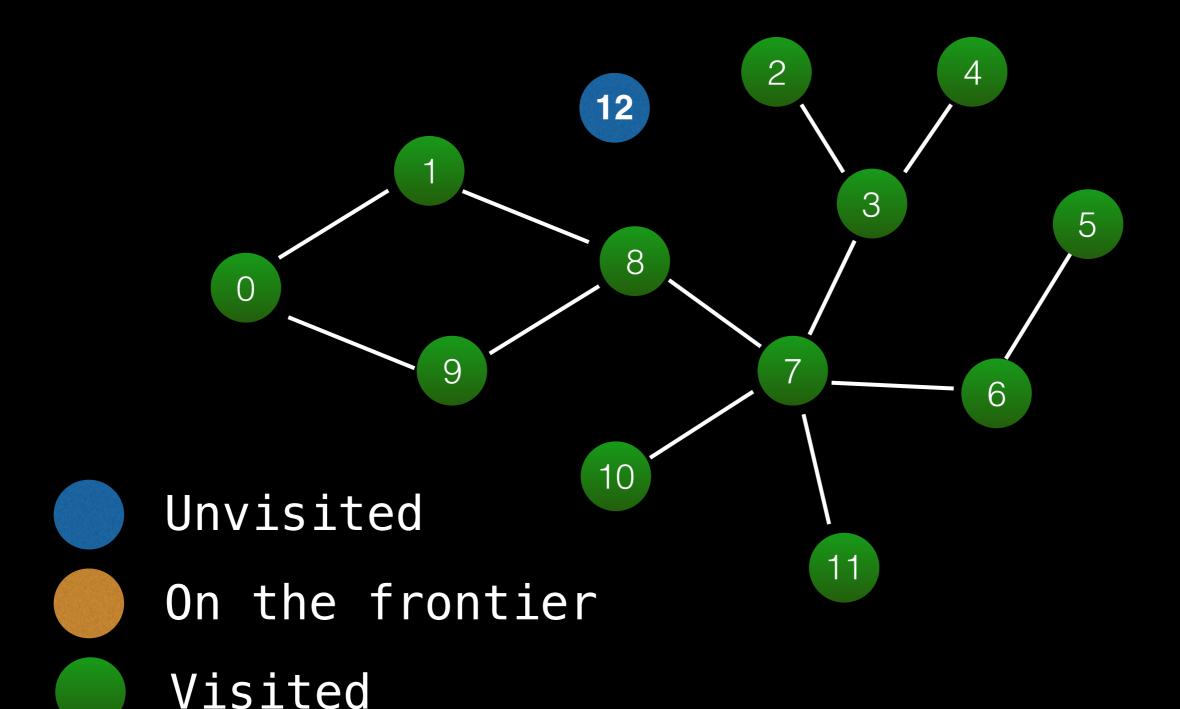












```
Let Q be a Queue
Q.enqueue(starting_node)
starting_node.visited = true
While Q is not empty Do
    node = Q.dequeue()
    For neighbour in neighbours (node):
        If neighbour has not been visited:
             neighbour visited = true
             Q.enqueue(neighbour)
```