

# CS1102: Data Structures and Algorithms

Part 5

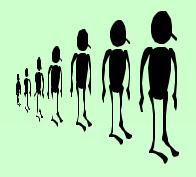
Queue

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Adopted from Chin Wei Ngan's cs1102 lecture notes



### **Queues**



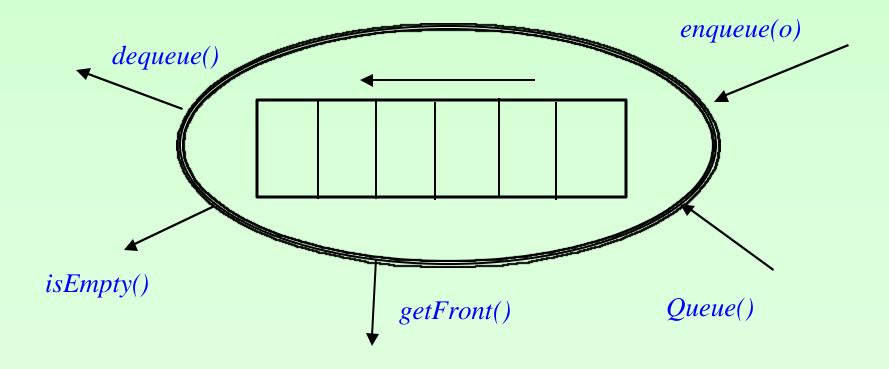
- What is a Queue?
- Applications
- Queue ADT
- Implementation of Queue (Linked-List)
- Implementation of Queue (Array)
  - Circular Array
  - Codes



### What is a Queue?

Queues implement the FIFO (first-in first-out) policy.

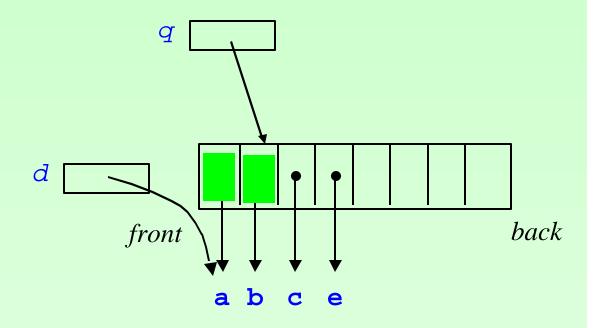
An example is the printer/job queue!



### Sample Code

### What is a Queue?

```
Queue q = makeQueue();
q.enqueue("a");
q.enqueue("b");
q.enqueue("c");
→ d=q.getFront();
q.dequeue();
q.enqueue("e");
q.dequeue();
```



# **Applications**

Many application areas for Queues:

- print queue
- simulation
- breath-first traversal of trees
- checking palindrome

## Recognising Palindrome

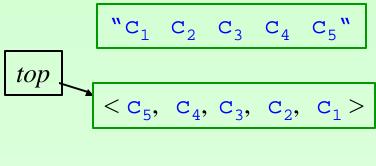
A string which reads the same either *left to right*, or *right to left* is known as a palindrome.

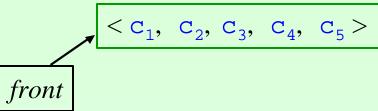
Palindromes: "r a d a r" and "d e e d".

Counter Example: "d a t a"

#### **Procedure**

- Given a string
- Stack to reverse the character order of string.
- Queue to *preserve* the character order of string.
- Check if the two sequences are the same.





### Recognising Palindrome

```
public static boolean palindrome(String v) throws Exception{
 Stack s = makeStack();
 Oueue q = makeQueue();
 // push string into stack, and also queue
 for (j=0; j<v.length(); j++)
  { Character c = Character(v.charAt(j));
    s.push(c);
    q.enqueue(c);
 // push string into stack, and also queue
 boolean OKflag=true;
 while (!s.isEmpty() && OKflag)
  { Object vs=s.top();
    Object vq=q.getFront();
    if !(vs.equals(vq)) {OKflag = false;}
    s.pop(); q.dequeue();
return OKflag;
```

### **Queue ADT**

```
class Queue {
 public Queue() {...}
        // pre : true
        // post : this = < >
 public void enqueue(Object o) {...}
         // pre : this = \langle a_1, ..., a_n \rangle
        // post : this = \langle a_1, ..., a_n, o \rangle
 public void dequeue() throws Underflow {...}
        // pre : this = \langle a_1, ..., a_n \rangle
        // post : this = (a_2, ..., a_n)
         // : Underflow raised if n==0
 public Object getFront() throws Underflow {...}
         // pre : this = \langle a_1, ..., a_n \rangle
         // post : returns a1
                  : Underflow raised if n==0
 public boolean isEmpty() {...}
        // pre : this = \langle a_1, ..., a_n \rangle
        // post : returns (n==0)
```

### Java Interface

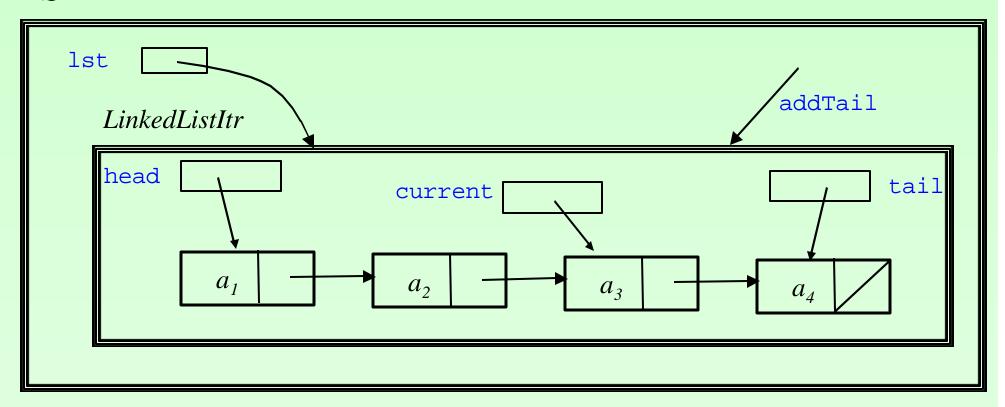
#### **Queue ADT**

We can also use Java Interface to specify Queue ADT Interface. This provides a more abstract mechanism to support simultaneous implementations.

# Implementation of Queue (Linked-List)

Can use LinkedListItr as underlying implementation of Queues

#### Queue



#### **Codes**

## Implementation of Queue (Linked-List)

```
class QueueLL implements Queue {
private LinkedListItr lst;
public QueueLL() { lst = new LinkedListItr(); }
public static Queue makeQueue()
                                            // return a new empty queue
  { return new QueueLL(); }
public void enqueue(Object o)
                                             // add o to back of queue
  { lst.addTail(o); }
public void dequeue() throws Underflow  // remove oldest item
  { try {lst.deleteHead();
   catch (ItemNotFound e)
       {throw new Underflow("dequeue fails - empty q";};
```

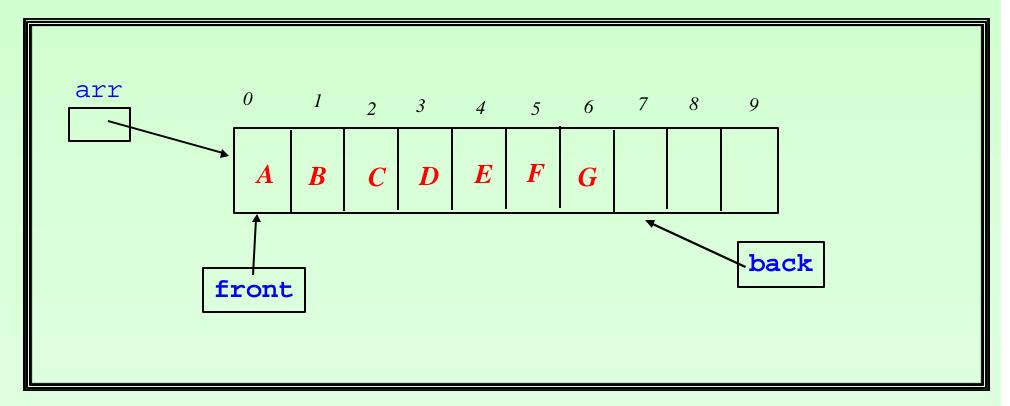
#### **Codes**

## Implementation of Queue (Linked-List)

## Implementation of Queue (Array)

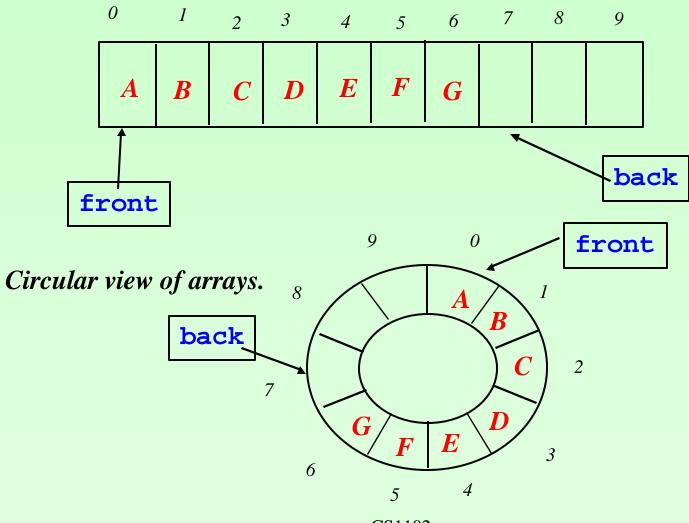
Can use Array with front and back pointers as implementation of queue

#### Queue



## **Circular Array**

To implement queue, it is best to view arrays as circular structure.



Queues

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### **How to Advance?**

## **Circular Array**

Both front & back pointers should make advancement until they reach end of the array. Then, they should re-point to beginning of the array.

```
front = adv(front);
back = adv(back);
```

```
public static int adv(int p)
  { int r = p+1;
   if (r<maxsize) return r;
   else return 0;
  }

upper bound of the array</pre>
```

Alternatively, use modular arithmetic:

```
public static int adv(int p)
  { return ((p+1) % maxsize);
  }

mod operator
```

## Sample

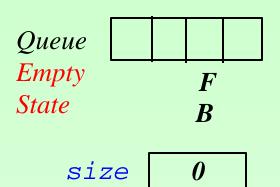
## **Circular Array**

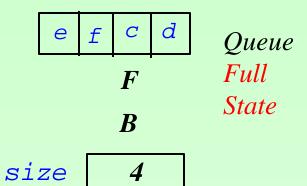
```
Queue q = QueueAR.makeQueue();
q.enqueue("a");
q.enqueue("b");
q.enqueue("c");
q.dequeue();
q.dequeue();
                              F=front
                              B=back
                                              \boldsymbol{B}
q.enqueue("d");
q.enqueue("e");
q.dequeue();
```

## Checking for Full/Empty State

### **Circular Array**

What does (F==B) denote?

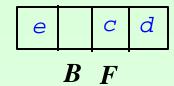




Alternative - Leave a Deliberate Gap!

No need for size field.

 $Full\ Case: (adv(B) == F)$ 



#### Codes

### Implementation of Queue (Array)

```
class QueueAr implements Queue {
private Object [] arr;
private int front,back;
private int maxSize;
private final int increment = 1000; \int of array
public QueueAr() {arr = new Object[initSize]; front = 0; back=0; }
public static Queue makeQueue() {return new QueueAr(); }
public boolean isEmpty() // check if queue is empty
 { return (front==back); }
private boolean isFull() // check if queue overflowing
 { return (adv(back)==front); }
```

### **Circular Array**

### **Circular Array**