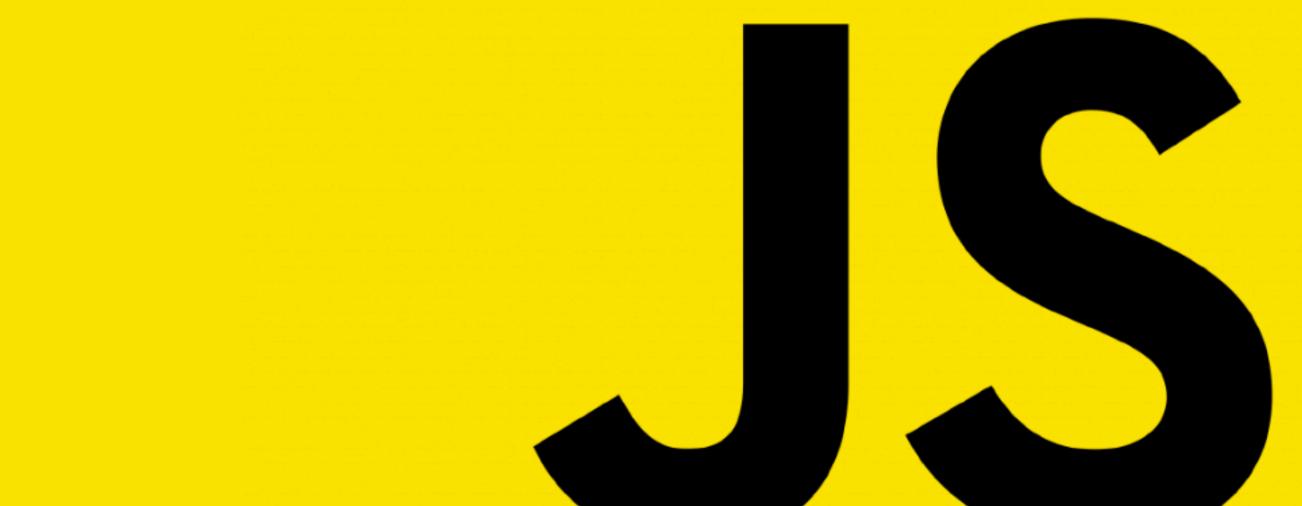


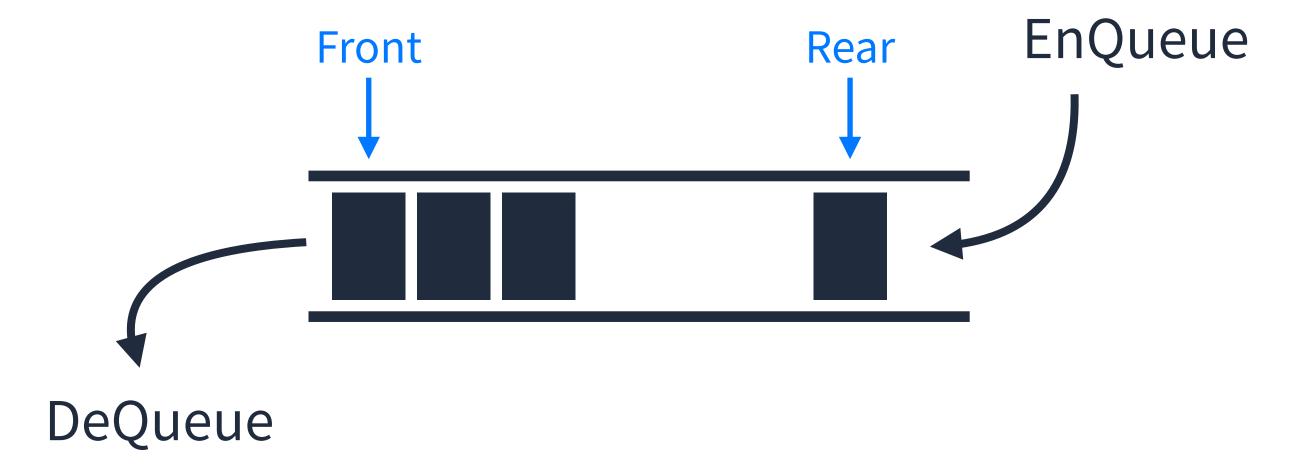
큐

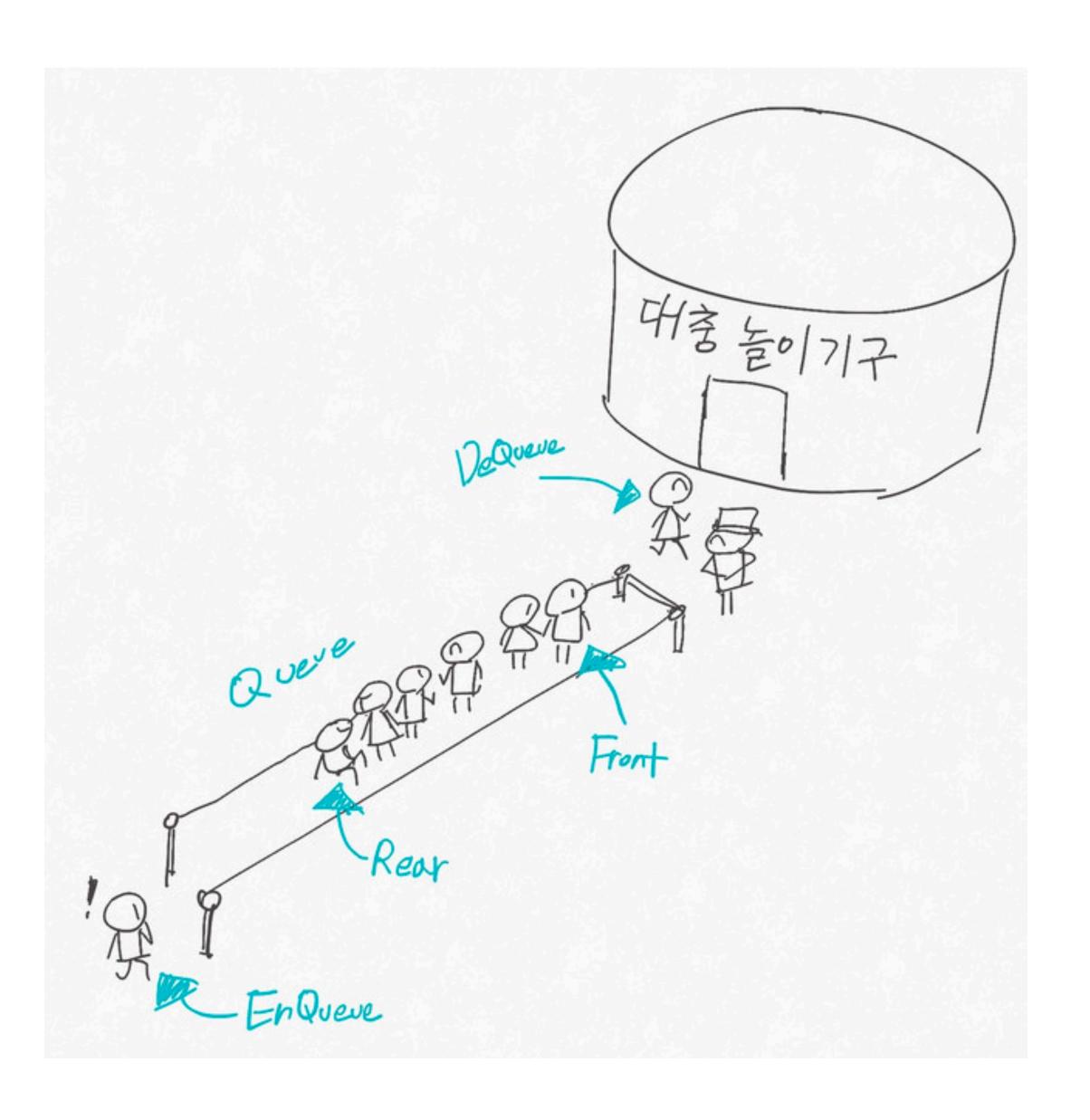
코딩테스트 광탈방지 A to Z: JavaScript - 이선협 @kciter



큐_

First In First Out이라는 개념을 가진 선형 자료구조다. Linear Queue와 Circular Queue가 존재한다.





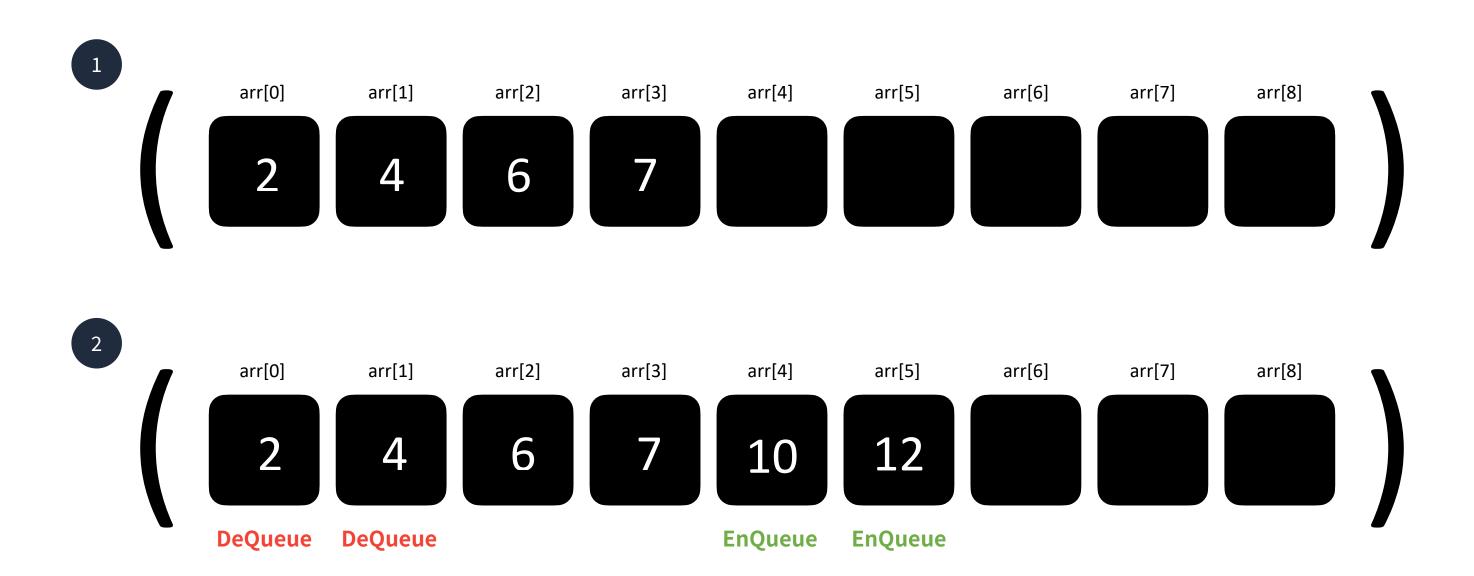
Linear Queue

Array 포현하기

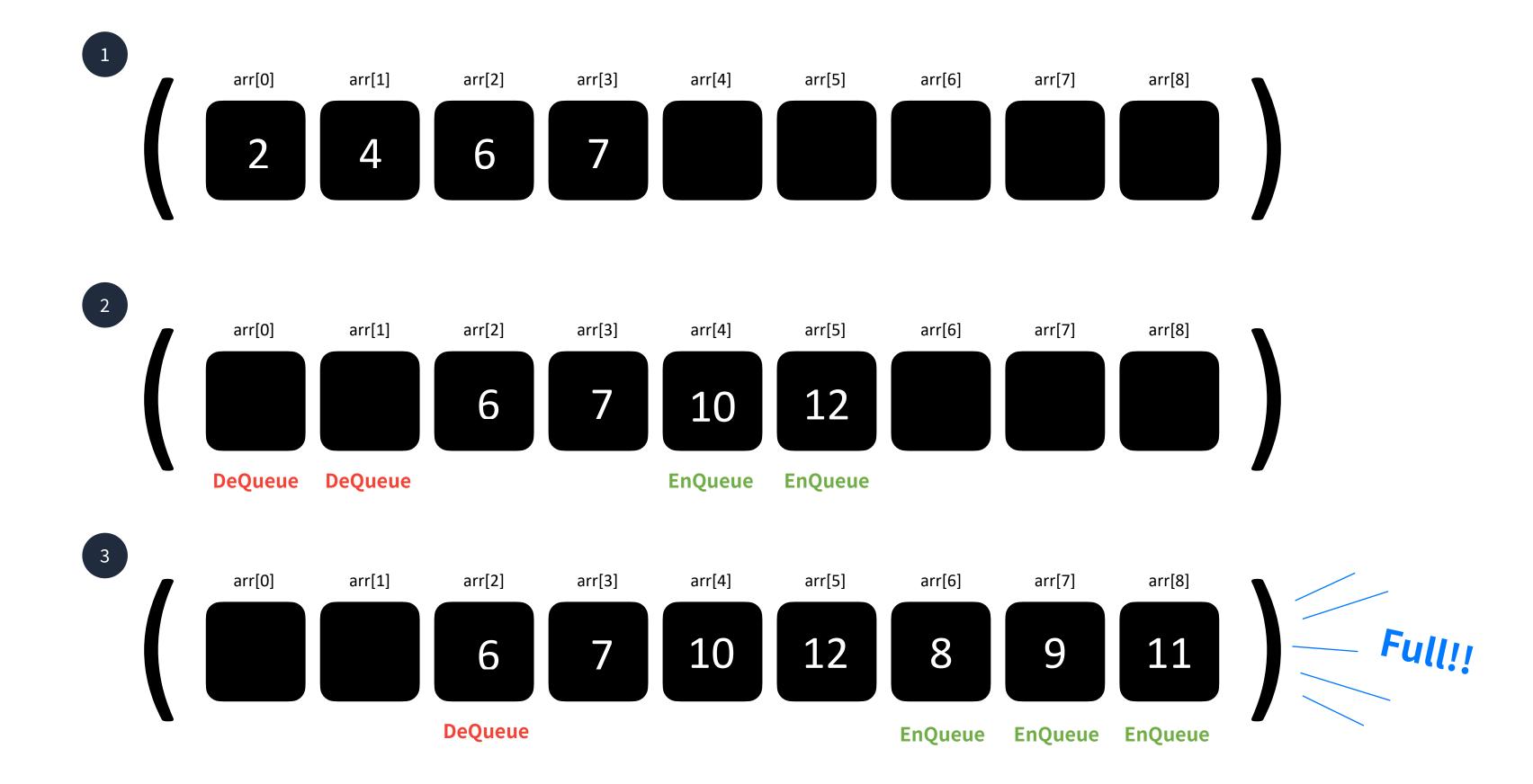
Array로 표현하기



Array로 표현하기

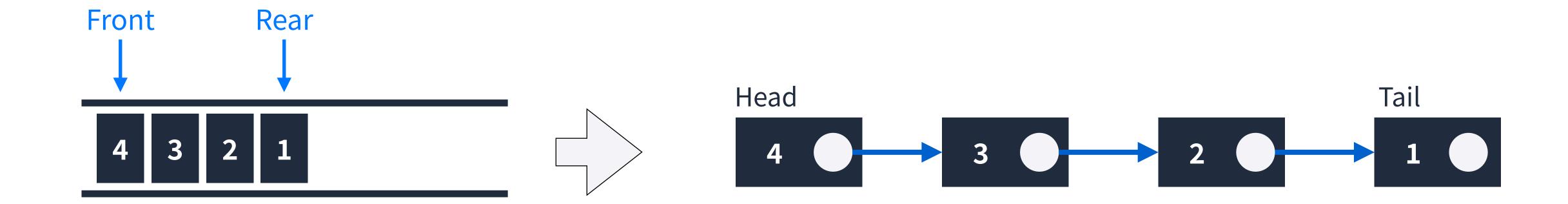


Array로 표현하기



Linked List로 표현하기

Linear Queue를 Linked List로 표현할 수 있다.



큐

JavaScript에서 사용법

```
const queue = new Queue();
class Queue {
                                              queue.enqueue(1);
 constructor() {
                                              queue.enqueue(2);
   this.queue = [];
                                              queue.enqueue(4);
   this.front = 0;
                                              console.log(queue.dequeue()); // 1
   this.rear = 0;
                                              queue.enqueue(8);
                                              console.log(queue.size()); // 3
                                              console.log(queue.peek()); // 2
 enqueue(value) {
                                              console.log(queue.dequeue()); // 2
   this.queue[this.rear++] = value;
                                              console.log(queue.dequeue()); // 4
 dequeue() {
   const value = this.queue[this.front];
   delete this.queue[this.front];
   this.front += 1;
   return value;
 peek() {
   return this.queue[this.front];
 size() {
   return this.rear - this.front;
```

```
class Oueue {
                                              const queue = new Queue();
                                              queue.enqueue(1);
  constructor() {
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   this.queue = [];
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   const value = this.queue[this.front];
   delete this.queue[this.front];
   this.front += 1;
   return value;
  peek() {
   return this.queue[this.front];
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   return this.queue[this.front];
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                                              console.log(queue.dequeue()); // 1
   this.rear = 0;
                                              queue.enqueue(8);
                                              console.log(queue.size()); // 3
                                              console.log(queue.peek()); // 2
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                                              console.log(queue.peek()); // 2
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                                              queue.enqueue(8);
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   this.front += 1;
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   return this.queue[this.front];
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   return this.rear - this.front;
```

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const queue = new Queue();
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   this.queue = [];
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   this.front = 0;
                                              console.log(queue.dequeue()); // 1
   this.rear = 0;
                                              queue.enqueue(8);
                                              console.log(queue.size()); // 3
                                              console.log(queue.peek()); // 2
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                                              console.log(queue.dequeue()); // 2
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                                              console.log(queue.dequeue()); // 4
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   const value = this.queue[this.front];
   delete this.queue[this.front];
   this.front += 1;
   return value;
 peek() {
   return this.queue[this.front];
 size() {
   return this.rear - this.front;
```

```
class Node {
                                                     const queue = new Queue();
      constructor(value) {
                                                     queue.enqueue(1);
        this.value = value;
                                                     queue.enqueue(2);
        this.next = null;
                                                     queue.enqueue(4);
                                                     console.log(queue.dequeue()); // 1
                                                     queue.enqueue(8);
     class Queue {
                                                     console.log(queue.size); // 3
      constructor() {
        this.head = null;
                                                     console.log(queue.peek()); // 2
        this.tail = null;
                                                     console.log(queue.dequeue()); // 2
        this.size = 0;
                                                     console.log(queue.dequeue()); // 4
      enqueue(newValue) {
        const newNode = new Node(newValue);
        if (this.head === null) {
          this.head = this.tail = newNode;
        } else {
          this.tail.next = newNode;
          this.tail = newNode;
        this.size += 1;
      dequeue() {
        const value = this.head.value;
        this.head = this.head.next;
        this.size -= 1;
        return value;
      peek() {
        return this.head.value;
36 }
```

```
class Node {
                                                     const queue = new Queue();
      constructor(value) {
                                                     queue.enqueue(1);
        this.value = value;
                                                     queue.enqueue(2);
        this.next = null;
                                                     queue.enqueue(4);
                                                     console.log(queue.dequeue()); // 1
                                                     queue.enqueue(8);
     class Queue {
                                                     console.log(queue.size); // 3
      constructor() {
        this.head = null;
                                                     console.log(queue.peek()); // 2
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                                                     console.log(queue.dequeue()); // 2
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          this.head = this.tail = newNode;
        } else {
          this.tail.next = newNode;
          this.tail = newNode;
        this.size += 1;
      dequeue() {
        const value = this.head.value;
        this.head = this.head.next;
        this.size -= 1;
        return value;
      peek() {
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36 }
```

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class Node {
                                                     const queue = new Queue();
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                                                     queue.enqueue(1);
        this.value = value;
                                                     queue.enqueue(2);
        this.next = null;
                                                     queue.enqueue(4);
                                                     console.log(queue.dequeue()); // 1
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                                                     console.log(queue.size); // 3
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                                                     console.log(queue.peek()); // 2
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                                                     console.log(queue.dequeue()); // 2
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        this.size += 1;
      dequeue() {
        const value = this.head.value;
        this.head = this.head.next;
        this.size -= 1;
        return value;
      peek() {
        return this.head.value;
36 }
```

큐

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```
class Node {
                                                     const queue = new Queue();
      constructor(value) {
                                                     queue.enqueue(1);
        this.value = value;
                                                     queue.enqueue(2);
        this.next = null;
                                                     queue.enqueue(4);
                                                     console.log(queue.dequeue()); // 1
                                                     queue.enqueue(8);
     class Queue {
                                                     console.log(queue.size); // 3
      constructor() {
        this.head = null;
                                                     console.log(queue.peek()); // 2
        this.tail = null;
                                                     console.log(queue.dequeue()); // 2
        this.size = 0;
                                                     console.log(queue.dequeue()); // 4
      enqueue(newValue) {
        const newNode = new Node(newValue);
        if (this.head === null) {
          this.head = this.tail = newNode;
        } else {
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          this.tail = newNode;
        this.size += 1;
      dequeue() {
        const value = this.head.value;
        this.head = this.head.next;
        this.size -= 1;
        return value;
      peek() {
        return this.head.value;
36 }
```

```
class Node {
                                                     const queue = new Queue();
      constructor(value) {
                                                     queue.enqueue(1);
        this.value = value;
                                                     queue.enqueue(2);
        this.next = null;
                                                     queue.enqueue(4);
                                                     console.log(queue.dequeue()); // 1
                                                     queue.enqueue(8);
     class Queue {
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      constructor() {
        this.head = null;
                                                     console.log(queue.peek()); // 2
        this.tail = null;
                                                     console.log(queue.dequeue()); // 2
        this.size = 0;
                                                     console.log(queue.dequeue()); // 4
      enqueue(newValue) {
        const newNode = new Node(newValue);
        if (this.head === null) {
          this.head = this.tail = newNode;
        } else {
          this.tail.next = newNode;
          this.tail = newNode;
        this.size += 1;
      dequeue() {
        const value = this.head.value;
        this.head = this.head.next;
        this.size -= 1;
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```
class Node {
                                                const queue = new Queue();
 constructor(value) {
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class Queue {
                                                console.log(queue.size); // 3
 constructor() {
   this.head = null;
                                                console.log(queue.peek()); // 2
   this.tail = null;
                                                console.log(queue.dequeue()); // 2
   this.size = 0;
                                                console.log(queue.dequeue()); // 4
 enqueue(newValue) {
   const newNode = new Node(newValue);
   if (this.head === null) {
     this.head = this.tail = newNode;
   } else {
     this.tail.next = newNode;
     this.tail = newNode;
   this.size += 1;
 dequeue() {
   const value = this.head.value;
   this.head = this.head.next;
   this.size -= 1;
   return value;
 peek() {
   return this.head.value;
```

```
class Node {
                                                     const queue = new Queue();
      constructor(value) {
                                                     queue.enqueue(1);
        this.value = value;
                                                     queue.enqueue(2);
        this.next = null;
                                                     queue.enqueue(4);
                                                     console.log(queue.dequeue()); // 1
                                                     queue.enqueue(8);
     class Queue {
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        this.head = null;
                                                     console.log(queue.peek()); // 2
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                                                     console.log(queue.dequeue()); // 2
        this.size = 0;
                                                     console.log(queue.dequeue()); // 4
      enqueue(newValue) {
        const newNode = new Node(newValue);
        if (this.head === null) {
          this.head = this.tail = newNode;
        } else {
          this.tail.next = newNode;
          this.tail = newNode;
        this.size += 1;
      dequeue() {
        const value = this.head.value;
        this.head = this.head.next;
        this.size -= 1;
        return value;
      peek() {
        return this.head.value;
36 }
```

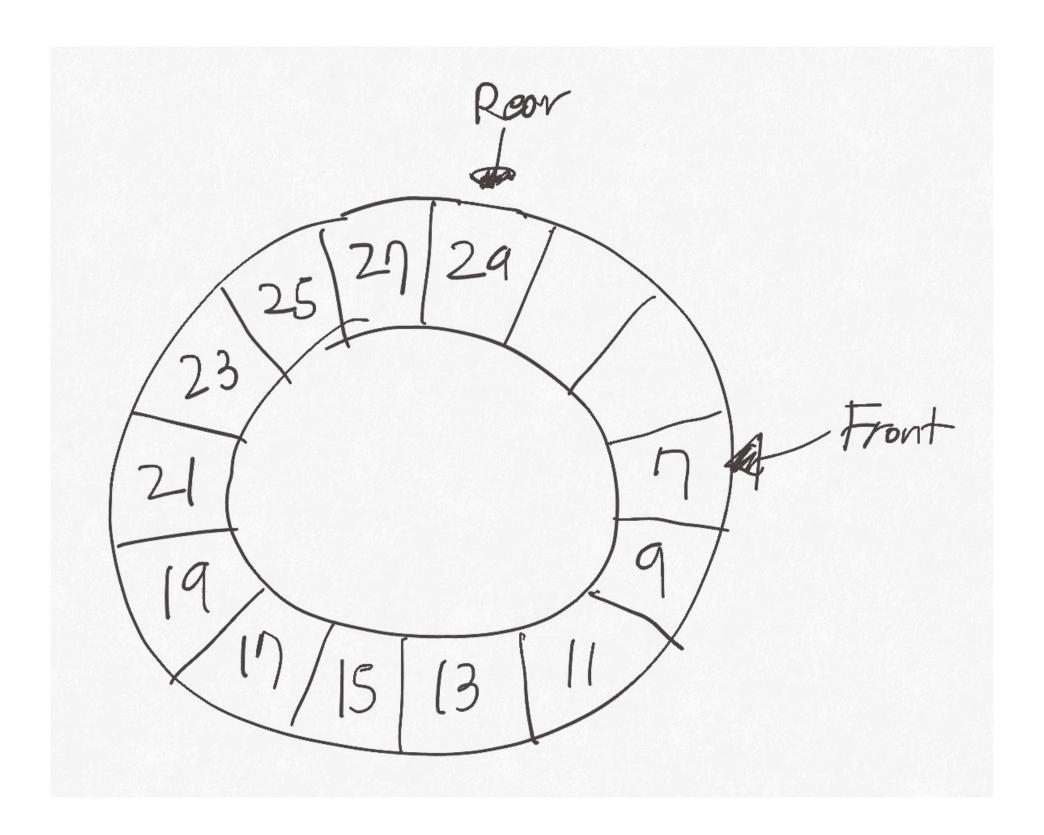
shift 함수는 쓰지 마세요!

```
const queue = [1, 2, 3];
queue.push(4);
const value = queue.shift(); // O(n) !!
console.log(value); // 1
```

Circular Queue

Circular Queue

Front와 Rear가 이어져있는 Queue Circular Queue는 Linked List로 구현했을 때 이점이 없다.



```
class Queue {
                                                                const queue = new Queue(4);
       constructor(maxSize) {
                                                                queue.enqueue(1);
         this.maxSize = maxSize;
                                                                queue.enqueue(2);
         this.queue = [];
                                                                queue.enqueue(4);
         this.front = 0;
                                                                queue.enqueue(8);
         this.rear = 0;
                                                                queue.enqueue(16); // Queue is full.
         this.size = 0;
                                                                console.log(queue.dequeue()); // 1
                                                                console.log(queue.dequeue()); // 2
                                                                console.log(queue.size); // 2
       enqueue(value) {
                                                                console.log(queue.peek()); // 4
         if (this.isFull()) {
                                                                queue.enqueue(16);
           console.log("Queue is full.");
                                                                queue.enqueue(32);
           return;
                                                                console.log(queue.isFull()); // true
         this.queue[this.rear] = value;
         this.rear = (this.rear + 1) % this.maxSize;
         this.size += 1;
       dequeue() {
         const value = this.queue[this.front];
         delete this.queue[this.front];
         this.front = (this.front + 1) % this.maxSize;
         this.size -= 1;
         return value;
       isFull() {
         return this.size === this.maxSize;
       peek() {
         return this.queue[this.front];
35 }
```

```
class Queue {
                                                                const queue = new Queue(4);
       constructor(maxSize) {
                                                                queue.enqueue(1);
         this.maxSize = maxSize;
                                                                queue.enqueue(2);
         this.queue = [];
                                                                queue.enqueue(4);
         this.front = 0;
                                                                queue.enqueue(8);
         this.rear = 0;
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         this.size = 0;
                                                                console.log(queue.dequeue()); // 1
                                                                console.log(queue.dequeue()); // 2
                                                                console.log(queue.size); // 2
       enqueue(value) {
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                                                                queue.enqueue(32);
           return;
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35 }
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```
class Queue {
                                                          const queue = new Queue(4);
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                                                          queue.enqueue(1);
   this.maxSize = maxSize;
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   this.front = 0;
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   this.rear = 0;
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   this.front = (this.front + 1) % this.maxSize;
   this.size -= 1;
   return value;
  isFull() {
   return this.size === this.maxSize;
  peek() {
   return this.queue[this.front];
```

큐

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```
class Queue {
                                                                const queue = new Queue(4);
       constructor(maxSize) {
                                                                queue.enqueue(1);
         this.maxSize = maxSize;
                                                                queue.enqueue(2);
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         this.front = 0;
                                                                queue.enqueue(8);
         this.rear = 0;
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                                                                console.log(queue.size); // 2
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                                                                queue.enqueue(16);
           console.log("Queue is full.");
                                                                queue.enqueue(32);
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         this.front = (this.front + 1) % this.maxSize;
         this.size -= 1;
         return value;
       isFull() {
         return this.size === this.maxSize;
       peek() {
         return this.queue[this.front];
35 }
```



큐

코딩테스트 광탈방지 A to Z: JavaScript - 이선협 @kciter

