Queue Implementation using Array

Introduction:

This document explains the logic behind implementing a queue using a static array in C++. The queue follows the FIFO (First In, First Out) principle. The implementation provides essential queue operations like push, pop, front, size, and display.

Queue Class Implementation:

```
#include<iostream>
using namespace std;
class Queue{
 public:
 int f; // Front pointer
 int b; // Back pointer
 int arr[5]; // Static array of size 5
 Queue(){
  f = 0;
  b = 0;
 }
 // Push operation
 void push(int val){
  if(b == 5){
   cout << "Queue is full!" << endl;
    return;
  }
  else{
   arr[b] = val;
   b++;
  }
 }
 // Pop operation
 void pop(){
  if(b - f == 0){
   cout << "Queue is empty!" << endl;
    return;
  }
  else f++;
```

```
}
 // Front operation
 void front(){
  if(b - f == 0){
    cout << "Queue is empty!" << endl;</pre>
    return;
  }
  else {
    cout << arr[f] << endl;
 }
 // Size operation
 void size(){
  cout << b - f << endl;
 }
 // Display function
 void display(){
  if(b - f == 0){
    cout << "Queue is empty!" << endl;</pre>
    return;
  }
  for(int i = f; i < b; i++){
    cout << arr[i] << " ";
  }
  cout << endl;
 }
};
// Main function to test the queue operations
int main(){
 Queue q;
 q.push(1);
 q.push(2);
 q.push(3);
 q.push(4);
 q.push(5);
 q.display(); // Expected output: 1 2 3 4 5
 q.pop();
 q.display(); // Expected output: 2 3 4 5
 q.front(); // Expected output: 2
```

```
q.size(); // Expected output: 4
return 0;
}
```

Explanation of Each Function:

- 1. Constructor initializes front (f) and back (b) pointers to 0 and defines a static array of size 5.
- 2. push(int val): Adds an element at position b. Increments b after insertion.
- 3. pop(): Removes the front element by increasing f.
- 4. front(): Displays the first element.
- 5. size(): Returns the current number of elements (b f).
- 6. display(): Prints all elements from f to b 1.

Conclusion:

- The queue follows FIFO order correctly.
- The static array has a fixed size of 5.
- The front pointer moves forward when an element is removed.
- For better efficiency, a circular queue should be used.

Future Improvements:

- Implementing a circular queue to optimize space.
- Using dynamic memory allocation for queue expansion.
- Using STL (std::queue) for flexibility.