

Implement Queue from Scratch

```
class Queue:

    # __init__ function
    def __init__(self, capacity):
        self.front = self.size = 0
        self.rear = capacity - 1
        self.Q = [None]*capacity
        self.capacity = capacity

    # Queue is full when size becomes
    # equal to the capacity
    def isFull(self):
        return self.size == self.capacity

    # Queue is empty when size is 0
    def isEmpty(self):
        return self.size == 0

    # Function to add an item to the queue.
    # It changes rear and size
    def EnQueue(self, item):
        if self.isFull():
            print("Full")
            return

        self.rear = (self.rear + 1) % (self.capacity)
        self.Q[self.rear] = item
        self.size = self.size + 1
        print("% s enqueued to queue" % str(item))

    # Function to remove an item from queue.
    # It changes front and size
    def DeQueue(self):
        if self.isEmpty():
            print("Empty")
            return

        print("% s dequeued from queue" % str(self.Q[self.front]))
        self.front = (self.front + 1) % (self.capacity)
        self.size = self.size - 1
```

```
# Function to get front of queue
def que_front(self):
    if self.isEmpty():
        print("Queue is empty")

    print("Front item is", self.Q[self.front])
```

```
# Function to get rear of queue
def que_rear(self):
    if self.isEmpty():
        print("Queue is empty")
    print("Rear item is", self.Q[self.rear])
```

```
# Driver Code
```

```
if __name__ == '__main__':
```

```
    queue = Queue(30)
    queue.Enqueue(10)
    queue.Enqueue(20)
    queue.Enqueue(30)
    queue.Enqueue(40)
    queue.DeQueue()
    queue.que_front()
    queue.que_rear()
```