

QUEUE

Queue is a linear Data Structure in which the operations are performed based on FIFO (First In First Out) principle.

In a Queue always the Insertion operation is done at “rear” and Deletion operation is done at “front”.

In a Queue sequence of elements entered into the queue is same as the sequence of elements leave the queue.

Definition

- Queue is a linear Data Structure in which the operations are performed based on FIFO (First In First Out) principle.

Fields

- rear – used to store the position of insertion
- front – used to store the position of deletion
- size – used to store the size of the queue
- element – used to store the value to be inserted

Functions

- enqueue(element) – to insert into queue
- dequeue() – to delete from queue
- display() – to display all elements in queue

Condition

- $\text{Rear} \geq \text{size}$ – Queue is full
- $\text{Front} = \text{rear} = -1$ Queue is empty



Queue is EMPTY

```
void insert(){  
    int item;  
    if(rear == MAX-1)  
printf("OVERFLOW!! Queue is full \n");  
    else if(front == -1)  
        front = 0;  
    scanf("%d", &item);  
    rear = rear+1;  
    queue[rear] = item  } }
```



r

```
void delete(){  
    if(front == -1 || front>rear){  
        printf("UNDERFLOW!! Queue empty \n");  
        return;}  
    else {  
        printf("Element deleted from the queue is :  
            %d", queue[front]);  
        front = front + 1;}}
```



r

```
void display (){  
    int i;  
    if (front == -1)  
        printf("Queue is empty \n");  
    else {  
        for(i = front; i<=rear; i++)  
            printf("%d", queue[i]);  
        printf("\n");  
    }  
}
```



r

Circular Queue

- A circular queue is one in which the insertion of a new element is done at the very first location of the queue if the last location of the queue is full.

Circular Queue

- We can say that a circular queue is one in which the first element comes just after the last element.
- It can be viewed as a mesh or loop of wire, in which the two ends of the wire are connected together.
- A circular queue overcomes the problem of unutilized space in linear queues implemented as arrays.

Circular Queue

- Bellow show a figure a empty circular queue $Q[5]$ which can accommodate five elements.

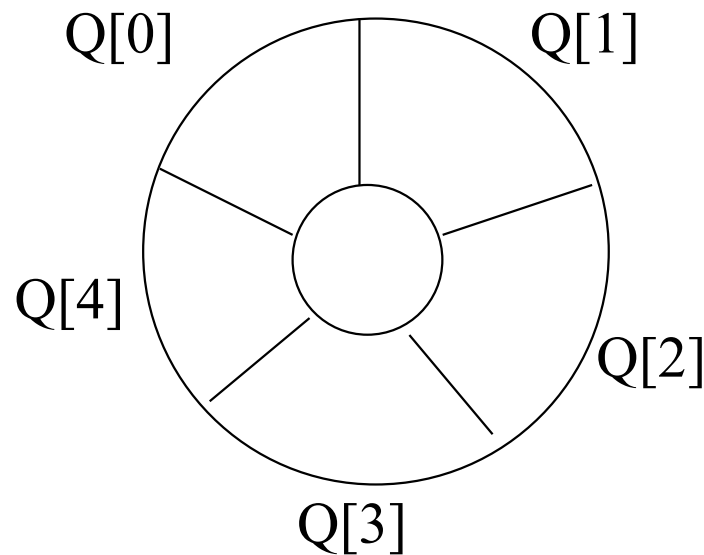


Fig: Circular Queue

Double Ended Queue (Deque)

- It is also a homogeneous list of elements in which insertion and deletion operations are performed from both the ends.
- That is, we can insert elements from the rear end or from the front ends.
- Hence it is called double-ended queue. It is commonly referred as a **Deque**.
- There are two types of Deque. These two types are due to the restrictions put to perform either the insertions or deletions only at one end.

Double Ended Queue (Deque)

- There are:
 - Input-restricted Deque.
 - Output-restricted Deque.
- Bellow show a figure a empty Deque $Q[5]$ which can accommodate five elements.

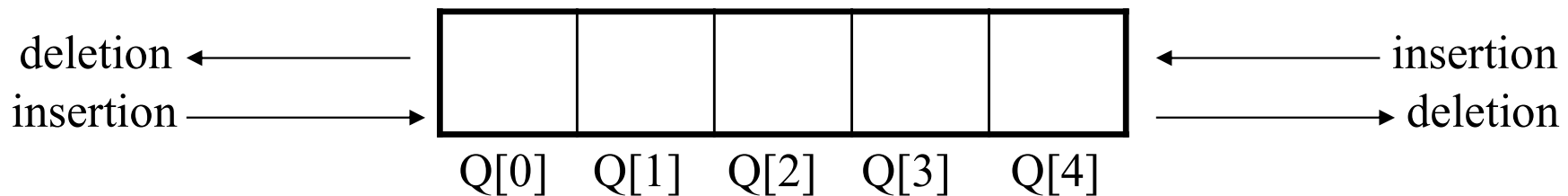


Fig: A Deque

Double Ended Queue (Deque)

- There are:
 - Input-restricted Deque: An input restricted Deque restricts the insertion of the elements at one end only, the deletion of elements can be done at both the end of a queue.

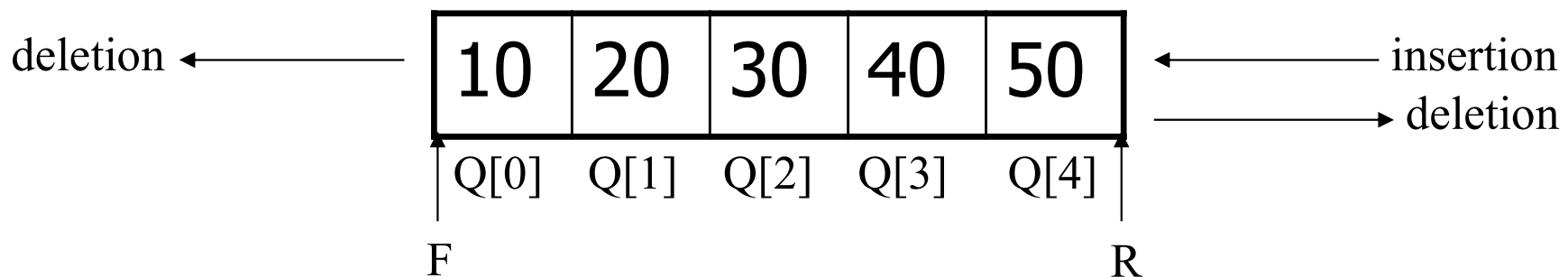


Fig: A representation of an input-restricted Deque

Double Ended Queue (Deque)

- There are:
 - Output-restricted Deque: on the contrary, an Output-restricted Deque, restricts the deletion of elements at one end only, and allows insertion to be done at both the ends of a Deque.

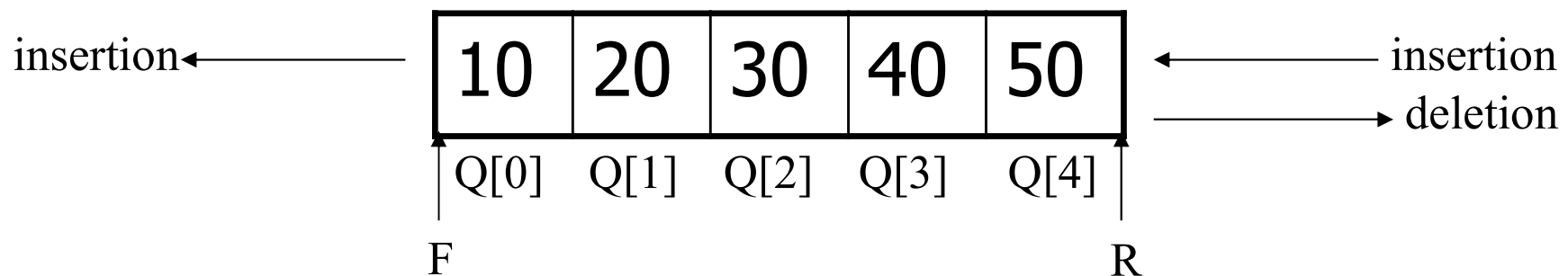


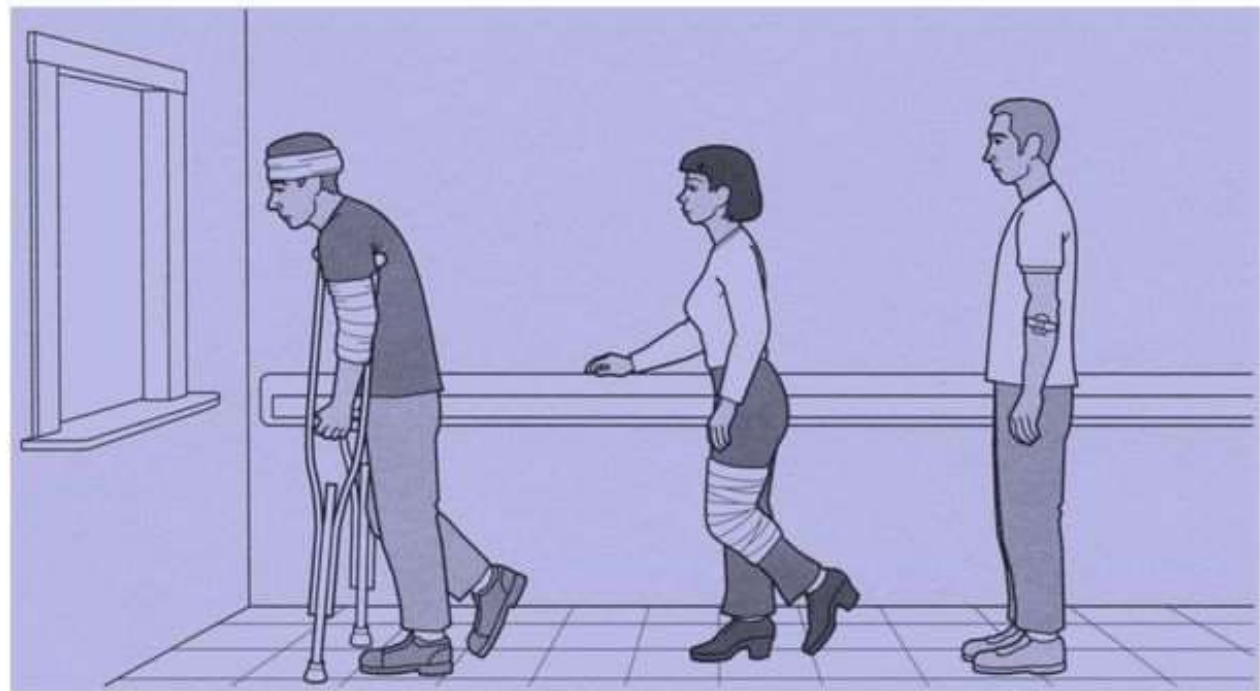
Fig: A representation of an Output-restricted Deque

Priority Queue

- A priority queue is a collection of elements where the elements are stored according to their priority levels.
- The order in which the elements should get added or removed is decided by the priority of the element.
- Following rules are applied to maintain a priority queue.
 - The element with a higher priority is processed before any element of lower priority.
 - If there are elements with same priority, then the element added first in the queue would get processed

PRIORITY QUEUE

- A **priority queue** is a data structure that supports two basic operations: inserting a new item and removing element with the largest (or smallest) key



*Example : queue in hospital
prioritize patient with emergency issue*

Priority Queue

- Here, smallest number that is most highest priority and greater number that is less priority.
- Priority queues are used for implementing job scheduling by the operating system.
- Where jobs with higher priorities are to be processed first.
- Another application of priority queue is simulation systems where priority corresponds to event times.