

Assignment No. 6: Queue

PROBLEM STATEMENT:

Coffee Shop Line (Simple Queue):

Arrival: Customers arrive at the coffee shop and stand in line. Order Processing: The first customer in line gets their order taken, and the barista starts making the coffee. Serving: Once the first customer is served, they leave the queue, and the next customer in line moves forward to be served. Write a program to implement a simple queue

PROGRAM:

```
#include <iostream>
using namespace std;
class shop {
    int size = 5;
    int token_shop[5];
    int r = -1; // rear
    int f = 0; // front
public:
    void Enqueue(int t);
    int Dequeue();
    int isEmpty();
    int isFull();
};

int shop::isEmpty() {
    return (f > r);
}
int shop::isFull() {
    return (r == size - 1);
}
void shop::Enqueue(int t) {
    if (isFull()) {
        cout << "Queue is full. Cannot issue token." << endl;
    } else {
        r++;
        token_shop[r] = t;
        cout << "Token " << t << " is issued.";
    }
}
```

```

int shop::Dequeue() {
    if (isEmpty()) {
        cout << "Queue is empty. No orders to process." << endl;
        return -1;
    } else {
        int x = token_shop[f];
        f++;
        cout << "Token " << x << " is processed.";
        return x;
    }
}

int main() {
    shop s;
    int t; // token no.
    int choice;

    do {
        cout << "--- Coffee Shop ---";
        cout << "\n1. Issue Token";
        cout << "\n2. Process Order";
        cout << "\n3. Exit";
        cout << "\nEnter your choice: ";
        cin >> choice;

        switch (choice) {
            case 1:
                cout << "\nEnter token no.: ";
                cin >> t;
                s.Enqueue(t);
                break;

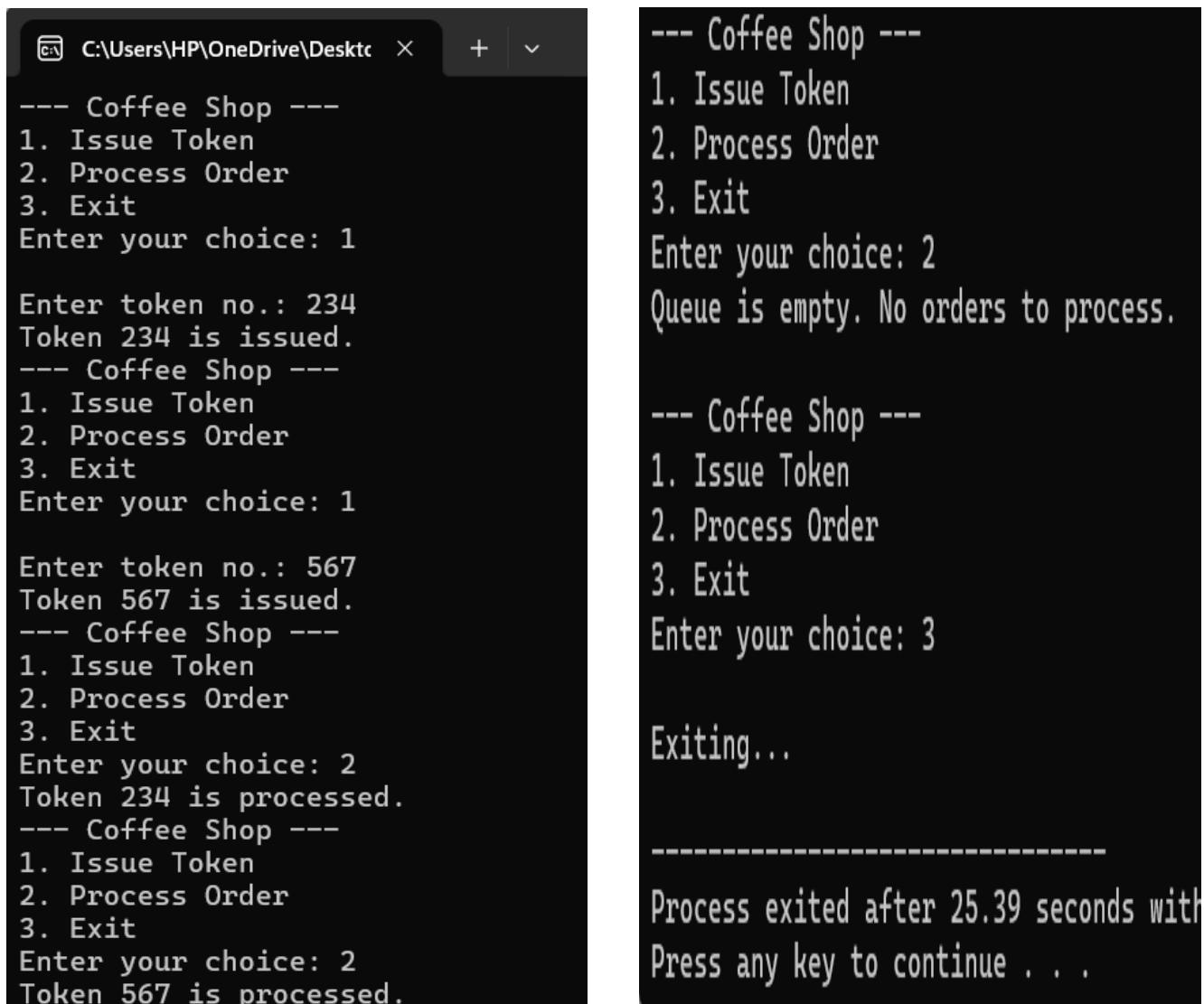
            case 2:
                s.Dequeue();
                break;

            case 3:
                cout << "\nExiting...";
                break;
        }
    }
}

```

```
default:  
    cout << "\nInvalid choice. Please try again.";  
}  
cout<<"\n";  
} while (choice != 3);  
return 0;  
}
```

OUTPUT:



```
C:\Users\HP\OneDrive\Desktop> --- Coffee Shop ---  
1. Issue Token  
2. Process Order  
3. Exit  
Enter your choice: 1  
  
Enter token no.: 234  
Token 234 is issued.  
--- Coffee Shop ---  
1. Issue Token  
2. Process Order  
3. Exit  
Enter your choice: 1  
  
Enter token no.: 567  
Token 567 is issued.  
--- Coffee Shop ---  
1. Issue Token  
2. Process Order  
3. Exit  
Enter your choice: 2  
Token 234 is processed.  
--- Coffee Shop ---  
1. Issue Token  
2. Process Order  
3. Exit  
Enter your choice: 2  
Token 567 is processed.  
  
--- Coffee Shop ---  
1. Issue Token  
2. Process Order  
3. Exit  
Enter your choice: 2  
Queue is empty. No orders to process.  
  
--- Coffee Shop ---  
1. Issue Token  
2. Process Order  
3. Exit  
Enter your choice: 3  
  
Exiting...  
-----  
Process exited after 25.39 seconds with  
Press any key to continue . . .
```

Printer Spooler (Circular Queue):

In a multi-user environment, printers often use a circular queue to manage print jobs. Each print job is added to the queue, and the printer processes them in the order they arrive. Once a print job is completed, it moves out of the queue, and the next job is processed, efficiently managing the flow of print tasks. Implement the Printer Spooler system using a circular queue without using built-in queues.

PROGRAM:

```
#include <iostream>
#include <string>
using namespace std;

class PrinterSpooler {
    string queue[100];
    int front, rear;
    int size;

public:
    PrinterSpooler(int s);      // constructor
    int isFull();               // check if queue is full
    int isEmpty();              // check if queue is empty
    void addJob(string jobName); // add job to queue
    void processJob();          // process job
    void displayQueue();         // show all jobs
};

// Constructor
PrinterSpooler::PrinterSpooler(int s) {
    size = s;
    front = -1;
    rear = -1;
}

// Check if queue is full
int PrinterSpooler::isFull() {
    if (front == (rear + 1) % size)
        return 1;
    else
        return 0;
}
```

```
// Check if queue is empty
int PrinterSpooler::isEmpty() {
    if (front == -1)
        return 1;
    else
        return 0;
}

// Add print job
void PrinterSpooler::addJob(string jobName) {
    if (isFull()) {
        cout << "Printer Queue is Full! Cannot add new job.\n";
        return;
    }

    if (isEmpty())
        front = 0;

    rear = (rear + 1) % size;
    queue[rear] = jobName;
    cout << "Job '" << jobName << "' added to the printer queue.\n";
}

// Process print job
void PrinterSpooler::processJob() {
    if (isEmpty()) {
        cout << "No jobs to process. Queue is empty!\n";
        return;
    }

    cout << "Processing Job: " << queue[front] << endl;

    if (front == rear) {
        front = -1;
        rear = -1;
    } else {
        front = (front + 1) % size;
    }
}
```

```

// Display queue
void PrinterSpooler::displayQueue() {
    if (isEmpty()) {
        cout << "Printer queue is empty.\n";
        return;
    }

    cout << "\nCurrent Print Queue:\n";
    int i = front;
    while (1) {
        cout << " - " << queue[i] << endl;
        if (i == rear)
            break;
        i = (i + 1) % size;
    }
}

// Main Function
int main() {
    int s, choice;
    string jobName;

    cout << "===== PRINTER SPOOLER SYSTEM (Circular Queue) =====\n";
    cout << "Enter the size of the printer queue (max 100): ";
    cin >> s;

    if (s > 100 || s <= 0) {
        cout << " Invalid size! Setting default size = 5.\n";
        s = 5;
    }

    PrinterSpooler spooler(s);

    do {
        cout << "\nMenu:\n";
        cout << "1. Add Print Job\n";
        cout << "2. Process Print Job\n";
        cout << "3. Show Print Queue\n";
        cout << "4. Exit\n";

```

```
cout << "Enter your choice: ";
cin >> choice;

switch (choice) {
case 1:
    cout << "Enter job name: ";
    cin >> jobName;
    spooler.addJob(jobName);
    break;
case 2:
    spooler.processJob();
    break;
case 3:
    spooler.displayQueue();
    break;
case 4:
    cout << "Exiting Printer Spooler System...\n";
    break;
default:
    cout << "Invalid choice. Try again.\n";
}
} while (choice != 4);
return 0;
}
```

OUTPUT:

```
===== PRINTER SPOOLER SYSTEM (Circular Queue) =====  
Enter the size of the printer queue : 2
```

Menu:

- 1. Add Print Job
- 2. Process Print Job
- 3. Show Print Queue
- 4. Exit

Enter your choice: 1

Enter job name: Doc1

Job "Doc1" added to the printer queue.

Menu:

- 1. Add Print Job
- 2. Process Print Job
- 3. Show Print Queue
- 4. Exit

Enter your choice: 1

Enter job name: Report

Job "Report" added to the printer queue.

Menu:

- 1. Add Print Job
- 2. Process Print Job
- 3. Show Print Queue
- 4. Exit

Enter your choice: 1

Enter job name: Image

Printer Queue is Full! Cannot add new job.

Menu:

- 1. Add Print Job
- 2. Process Print Job
- 3. Show Print Queue
- 4. Exit

Enter your choice: 2

Processing Job: Doc1

Menu:

- 1. Add Print Job
- 2. Process Print Job
- 3. Show Print Queue
- 4. Exit

Enter your choice: 1

Enter job name: Doc2

Job "Doc2" added to the printer queue.

Menu:

- 1. Add Print Job
- 2. Process Print Job
- 3. Show Print Queue
- 4. Exit

Enter your choice: 2

Processing Job: Report

Menu:

- 1. Add Print Job
- 2. Process Print Job
- 3. Show Print Queue
- 4. Exit

Enter your choice: 3

Current Print Queue:

- Doc2

Menu:

- 1. Add Print Job
- 2. Process Print Job
- 3. Show Print Queue
- 4. Exit

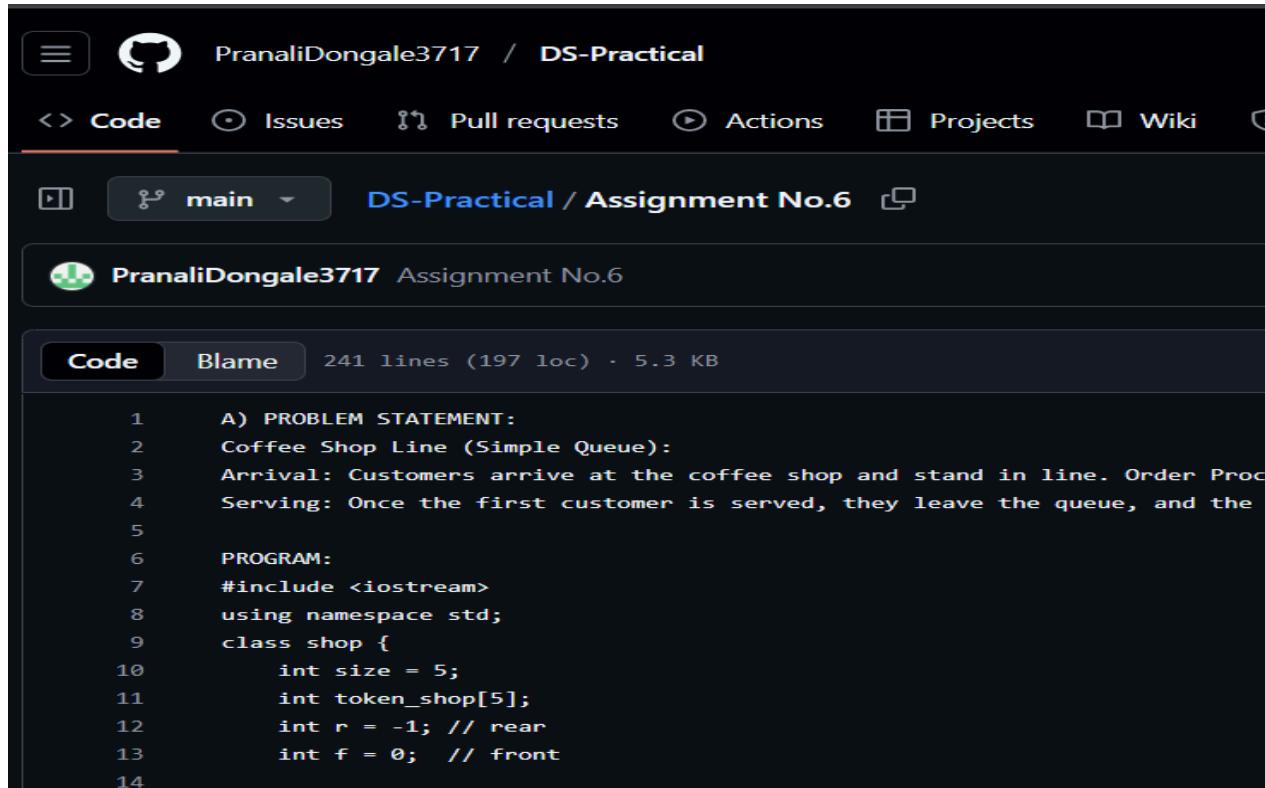
Enter your choice: 4

Exiting Printer Spooler System...

Process exited after 92.25 seconds with re

Press any key to continue . . .

GitHub:



The screenshot shows a GitHub repository page for 'PranaliDongale3717 / DS-Practical'. The 'Code' tab is selected, displaying a file named 'Assignment No.6'. The code is a C++ program for a coffee shop line simulation using a queue.

```
1 A) PROBLEM STATEMENT:  
2 Coffee Shop Line (Simple Queue):  
3 Arrival: Customers arrive at the coffee shop and stand in line. Order Proce  
4 Serving: Once the first customer is served, they leave the queue, and the n  
5  
6 PROGRAM:  
7 #include <iostream>  
8 using namespace std;  
9 class shop {  
10     int size = 5;  
11     int token_shop[5];  
12     int r = -1; // rear  
13     int f = 0; // front
```