

* Problem statement:

A double-ended queue (deque) is a linear list in which additions & deletions may be made at either end. obtain a data representation mapping a deque into a one-dimensional array. write c++ program to simulate deque, with functions to add & delete elements from either end of the deque.

* Objectives

- ⇒ Understand the double-ended queue and its implementation details.
- ⇒ Understand various operations that are performed on deque & do their time & space complexity analysis.

* Outcomes:

- ⇒ Implement deque data structure & its various operations
- ⇒ Do analysis of various deque operations.

* Hardware requirement:

Manufacturer & Model: Acer Swift 3

Processor: Intel core i5 8th gen (8265U @ 1.6 GHz)

Installed memory: 8GB RAM, 512GB SSD

Architecture: 64-bit

* Software requirement:

Operating System: Ubuntu 20.04 LTS on oracle virtual machine
(3 processors & 4096MB base memory is allocated)

C++ version: C++ 14

Compiler for C++: g++ (version: 10.1.0)

Code editor: Sublime Text (Build 2011)

* Theory:

Doubly ended queue or deque is a queue data structure

In which insertion & deletion operations are performed on both the ends (front & rear).

The operations of deque are:

`insertFront()`: add item at front of queue.

`insertRear()`: add item to last of queue

`deleteFront()`: remove front item of queue

`deleteRear()`: remove last item of queue

`getFront()`: to get the front item of queue

`getRear()`: to get rear item of queue.

Pseudo Code:

Array based implementation.

```
Algorithm isEmpty() {
    return (front == rear)
}
```

```
Algorithm isFull() {
    if (front + 1 == rear) {
        return true;
    } else
        return false;
}
```

```
Algorithm insertFront(T x) {
    if (list is full)
        return;
    else
        arr[front] ← x
        front = (front + 1) % D
}
```

```
Algorithm insertRear(T x) {
    if (list is full)
        return;
    else
        arr[rear] ← (rear + 1) % D
}
```

$\text{arr}[\text{rear}] = \alpha$

Algorithm `getFront()` {
 return $\text{arr}[(\text{front} + 1) \% D]$;
}

Algorithm `getrear()` {
 return $\text{arr}[\text{rear}]$
}

Algorithm `removeFront()` {
 IF (`isEmpty()`)
 return
 else {
 front $\leftarrow (\text{front} + 1) \% D$
 }
}

Algorithm `removerear()` {
 IF (`isEmpty()`)
 return
 else {
 rear $\leftarrow (\text{rear} + D - 1) \% D$
 }
}

ADT of class

Dequeue class.

class Dequeue {

private:

Node *front, *rear;

public:

Dequeue() { // constructor

// code

}

bool isEmpty() { // checks if queue is empty

// code

}

void insertFront(x) { // inserts x at front of queue.

// code

}

void insertRear(x) { // inserts x at rear of queue

// code

}

int getFront() { // return element at front of queue

// code

}

int getRear() { // return element at rear of queue.

// code

}

void removeFront() { // removes element at front of queue

// code

}

void removeRear() { // removes element which is at

// code

rear of queue.

}

Analysis of Algorithms:

operation	time complexity	space complexity
① Insert at front	constant time i.e. $O(1)$	const. space $O(1)$
② Insert at rear	const. time i.e $O(1)$	const. space $O(1)$
③ Remove front	const. time i.e $O(1)$	const. space $O(1)$
④ Remove rear	const. time i.e $O(1)$	const. space $O(1)$

⑤ get front element	const. time i.e. $O(1)$	const. space i.e. $O(1)$
⑥ get rear element	const. time i.e. $O(1)$	const. space i.e. $O(1)$

Testcases

S.No.	Testcase Description	Expected output	Actual Output
1>	Add element at Front	Algorithm/ program should add element at front of queue.	Element is added successfully at front of queue.
2>	Add element at rear	Program should add element at rear of queue.	Element is added at rear successfully.
3>	Remove front element	Program should remove front element of queue	Program removes front element of queue.
4>	Remove rear element	Program should remove rear element of queue.	Program removes rear element of queue successfully.
5>	Get front of queue	Program should show/print front element of queue.	Program prints front element of queue.
6>	Get rear of queue	Program should print rear element of queue.	Program prints rear element of queue.
7>	Remove element from front from empty queue.	Program should show appropriate message.	Program shows message: Queue is empty
8>	get front ^{rear} element of empty queue.	Program should show appropriate message.	Program shows message: Queue is empty.

Applications

The applications of dequeue data structure are as follows:

- ① An internet browser's history.
- ② Storing a computer code application's list of undo operations.
- ③ In inventory control apps. Dequeue is used to show the stocks last visited, it'll take away the stocks when a while & can add the most recent ones.

Conclusion

Dequeue is simple yet very useful data structure which is used in computer science. This allows us to use functionalities of both stack & queue to be used in same data structure. This assignment will provide insightful view of deque data structure & analysis of its common operations.

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