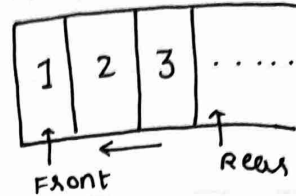


# Queue

- Queue is a linear data structure based on **FIFO (First in First out)**.
- It has **front** and **rear** pointers to track first and last element.
- **Deque** is double ended queue.



\* In Java, Queue is an **interface** and not a class so we **don't** directly implement Queue. (Same like List)

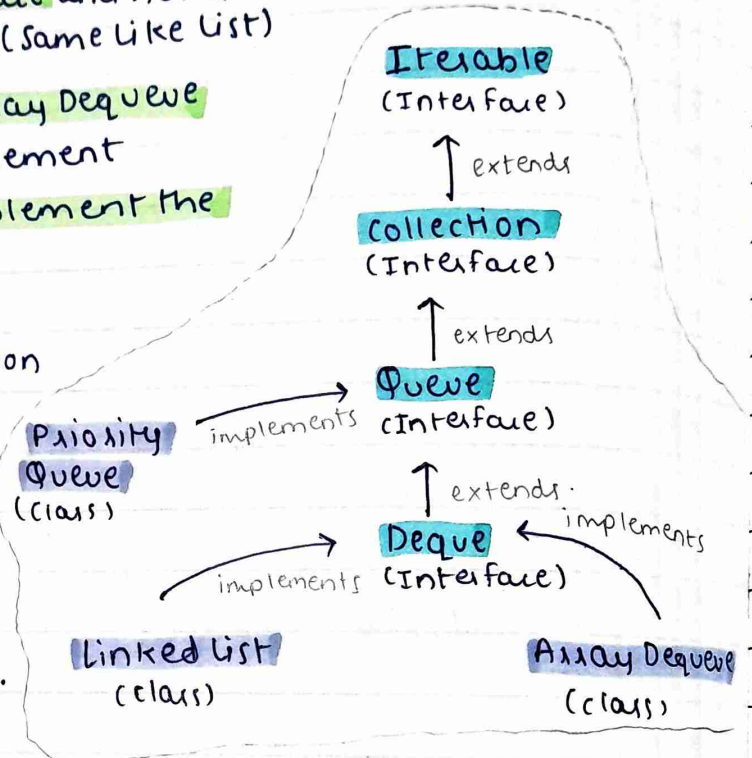
\* We use **LinkedList** and **ArrayDeque** (these are classes) to implement Queue. These classes implement the **Queue interface**.

\* Choose **LinkedList** for implementation when:-

1. We need dynamic size
2. Efficient front and rear operations.

\* Choose **ArrayDeque** when:-

1. Queue has fixed size.
2. We need a lot of random access.
3. Lower memory usage.



Queue Syntax:-

`Queue <Datatype> queue = new LinkedList <> ();`

`Queue <Datatype> queue = new ArrayDeque <> ();`

Operations performed on Queue.

Enqueue	$O(1)$	Adds element to rear of the Queue.
Dequeue	$O(1)$	Removes element from the front.
Peek	$O(1)$	Returns the front element without removing it.
Empty	$O(1)$	checks if queue is empty.
Full	$O(1)$	checks if Queue is Full

## Implementation of Queue:- (codes for implementation are done)

### 1. Using Array:-

- Fixed size. "n"
- remove  $O(n)$
- we can implement Circular Queue ✓

↪ Circular Queue.

add  $O(1)$

peek  $O(1)$

remove  $O(1)$

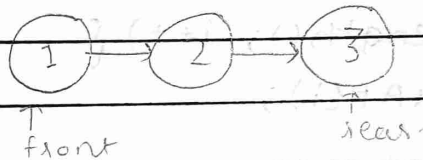
( $Rear + 1 = front$ ) → full

$Rear = -1$

$front = -1$

### 2. Using Linked List:-

- efficient addition and removal



### \* Points to remember:-

- The **collection framework** functions of Queue depend on both, **what do they do** and **what is their return type**.

- **Priority Queue** and **LinkedList** are not thread safe implementations

**Priority Blocking Queue** is one alternative implementation if **thread safe** implementation is needed.