



Haute école d'ingénierie et d'architecture Fribourg
Hochschule für Technik und Architektur Freiburg

Algorithmique et structures de données

S11 Files d'attente



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1 IntQueueArray

```
// PRE: !isEmpty()
public int dequeue () {
    int myTemp = buffer[front];
    front++;
    if (front==buffer.length) {
        /*
         * circular logic
         */
        front=0;
    }
    size--;
    return myTemp;
}

// -----
private void checkSize(){
    if (size<buffer.length)return;
    int [] CopyBuffer =new int [2*buffer.length];
    int x;
    int FrontTempo =1;
    for (x =front ;x <buffer.length ;x++){
        CopyBuffer [FrontTempo]=buffer [x];
        FrontTempo++;
    }
    for (int j =0;j <front ;j++){
        CopyBuffer [FrontTempo]=buffer [j];
        FrontTempo++;
    }
    buffer =CopyBuffer;
    front =1;
    back =—FrontTempo;
}
```

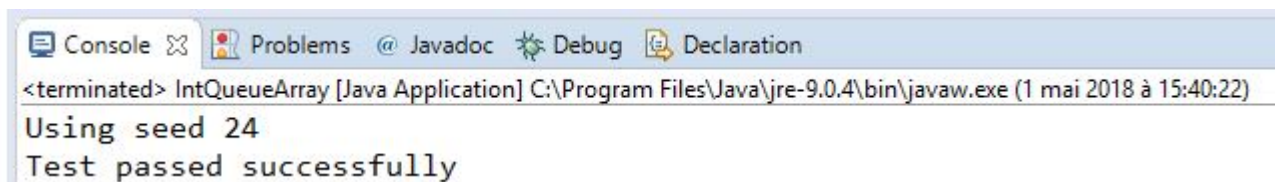


FIGURE 1 – Résultat du mini test

2 IntQueueChained

```
public void enqueue (int elt) {  
    if (front == null && back == null) {  
        front = new QueueNode(elt);  
        back = front;  
    } else {  
        QueueNode QueueNodeInternal = new QueueNode(elt);  
        back.next = QueueNodeInternal;  
        back = QueueNodeInternal;  
    }  
}
```

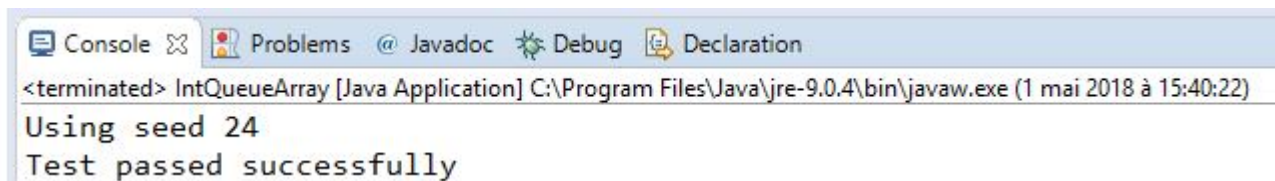


FIGURE 2 – Résultat du mini test

3 Methode QueueChained<E>

3.1 partie a Code de la classe

```
public class QueueChained<E> {

    public      QueueChained() {};
        private IteratorQueue<E> Top;
        private IteratorQueue<E> Bot;
    public void  enqueue (E elt) {
        if (Top==null && Bot == null) {
            Top = new IteratorQueue<E>(elt);
            Bot = Top;
        } else {
            IteratorQueue<E> NewItQueue= new IteratorQueue<E>(elt);
            Bot.prev = NewItQueue;
            Bot = NewItQueue;
        }
    };

        public boolean isEmpty () {
            return Bot ==null;
        };
        public E      consult () {
            return Top.elt;
        };
        public E      dequeue () {
            E res = Top.elt;
            if (Top==Bot) {
                Bot = null;
                Top = null;
            } else {
                Top = Top.prev;
            }
            return res;
        };
        static class IteratorQueue<E>{
            E elt;
            IteratorQueue prev = null;
            IteratorQueue(E elt){
                this.elt = elt;
            }
        }
    }
}
```

3.2 Code partie b

```
public class Demo {
    static void demo(int n) {
        QueueChained<Integer> f;
        int i, sum=0;
        f = new QueueChained<Integer>();
        for (i=0; i<n; i++)
            f.enqueue(i);
        while (! f.isEmpty())
            sum = sum + f.dequeue();
        System.out.println(sum);
    }
    public static void main(String[] args) {
        QueueChained<String> f = new QueueChained<String>();
        f.enqueue("Marc");
        f.enqueue("Pierre");
        f.enqueue("Paul");
        f.enqueue("Jack");
        f.enqueue("Rouleau");
        f.enqueue("Michel");
        while (! f.isEmpty()) {
            System.out.println(f.dequeue());
        }
        QueueChained<Integer> g = new QueueChained<Integer>();
        g.enqueue(1);
        g.enqueue(2);
        g.enqueue(3);
        g.enqueue(4);
        g.enqueue(5);
        g.enqueue(6);
        g.enqueue(7);
        while (! g.isEmpty()) {
            System.out.println(g.dequeue());
        }
    }
}
```

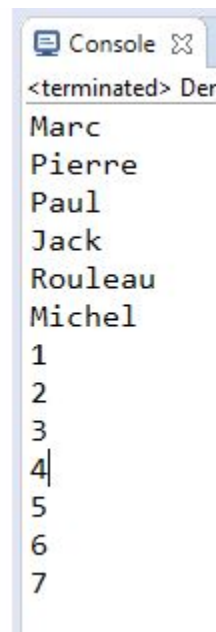


FIGURE 3 – Résultat des tests de généricité

3.3 Code

```
public class Demo {  
    static void demo(int n) {  
        ObjQueue f;  
        int i, sum=0;  
        f = new ObjQueue();  
        for (i=0; i<n; i++)  
            f.enqueue(i);  
        while (! f.isEmpty())  
            sum = sum + f.dequeue();  
        System.out.println(sum);  
    }  
    public static void main(String[] args) {  
        Demo.demo(20);  
    }  
}
```