hlelcome @	
Agenda: Oveves  Implemation  Da  1-2	
Queve	
	entry Sout Front
	FIFO -> First In First Out
Operations	
	Add n from the rear end, 77.6 Remove element from front end.
3) is Empty () >	To check if queue is empty or not
	To get the element present at front / rear end
Implement aveve usit	ng dynamic arrays
enqueve (5) " (8) " (6)	
dequeve ()	Y = X \$ X 2
( )	$f = \mathcal{O}$

bool BEmpty () & void enqueve Ln) { int dequeve L) & 7++ A[r] = n 3 if (i's Empty ()) return -1 return 678 f++
return A[f-1]
3 @ Implement clueve using LiL 1) Insert at Pail - oli) 1) Insent at Head -> O(1) 2) Delete at Tail - O(N) 2) Delete at Moad -> O(1) V Implement dueve vering Stacks. enqueve (5) " (8) degreve () " () " () Insertion -s Old engueve (7) Deletion -> O(N) > O(1) " (3) degreve () 1 St dequeve. — moved all stansthe Dero oln)

N-1 dequeves. degreve () degreve () N-1 dequeues.

int dequeve () { void enqueve (n) { void nove () {
while (!stz. empty()) } if Lis Emphyl)) return -1 st1. push(n) 3 str. push (str. pap())
3
Til => O(N) if ( st2. empty ()) } bool is Empty () & move L) return st1. emptyl) &d st2. empty i) return stz.pgl) TC => 0(1) 2 Flad Nth gerfeit number i.e formed by digits 1 & 2 1 2 11 12 21 22 111 112 121 122 1 2 3 4 5 6 7 8 9 10 int solve (int N) if (NC=2) return N11 dueve q  $q \cdot \text{enqueve(1)}$   $q \cdot \text{enqueve(2)}$   $q \cdot \text{enqueve(2)}$ while ( i < N) in = g. dequeux () 172927811 n 7 /2/1/12 a= 2+10+1 b = n\*10+2 a > x 2+ 1+ 121 6-18 22 HZ122 if (i'== N) return a if (i+1 == N) ~eturn b T.C -> O(N) q. enqueve (a) q. enqueve (b) 2 l° = l°+2 1.ω⇒ blt manip S.C -> O(N)

Doubly Ended Overe Dis to use to implement => DLL => doubly L'L de liner an integer array A, It window of size K, find man. element. Bruteforce - + tsubarray of size K, lind man. 1.C => O(N\*K) SC => O(1) J. stock + Queve = Doubly Ended duece

Code

if ( f = = i-K) q. degreve Front ()

while (!q. empty!) & d A[r] < A[i]) q. degreve Kear ()

q. enqueue(i)

print (A[f])

Sic => O(K)

[185674203]

an =) 887

dvont rear.