

Summary

Sessions (16-02-2023)

- **Queue : Using Doubly Linked List**
- Create Node class for node and Queue class for managing their methods.

```
class Node {
    public:
        int data;
        Node *prev;
        Node *next;
};

class Queue {
    private:
        Node *head, *last;
    public:
        Queue();
        void enqueue(int newData);
        void Display();
        bool isEmpty();
        int dequeue();
};
```

- Create a Head Node.

```

Queue::Queue() {
    head = new Node;

    head -> data = NULL;
    head -> prev = NULL;
    head -> next = NULL;

    last = head;
}

```

- **Enqueue** : This operation adds a new node after the last node and moves the last node to the next node.
- Create Enqueue method :

```

void Queue::enqueue(int newData) {
    Node *newNode = new Node;
    newNode -> data = newData;
    newNode -> prev = last;
    newNode -> next = NULL;
    last -> next = newNode;
    last = newNode;
}

```

- Time complexity & Space complexity is $O(1)$ ie. constant

- **Dequeue** : This operation removes the front node and moves the front to the next node.
- Create Dequeue method :

```
int Queue::dequeue() {  
    Node *temp = head -> next;  
    int adata = temp -> data;  
    if (temp -> next != NULL) {  
        head -> next = temp -> next;  
        temp -> next -> prev = head;  
    }  
    else {  
        head -> next = NULL;  
    }  
    delete temp;  
    return adata;  
}
```

- Time complexity & Space complexity is $O(1)$ ie. constant
- Create Display method :

```

void Queue::Display() {
    Node *temp = head;
    while(temp -> next != NULL) {
        cout << temp -> next -> data << endl;
        temp = temp -> next;
    }
}

```

- Time complexity is $O(n)$ and Space complexity is $O(1)$.
- Create isEmpty method :

```

bool Queue::isEmpty() {
    if(head -> next == NULL) {
        return true;
    }
    else
        return false;
}

```

- Time complexity & Space complexity is $O(1)$ ie. constant