



**K.R. MANGALAM UNIVERSITY**  
THE COMPLETE WORLD OF EDUCATION

# Data Structure

ENCS205

*School of Engineering & Technology (SOET)*  
*K.R. MANGALAM University*

## UNIT-2

### Session 27: Queue ADT and Operations

# Recap

A stack is a simple data structure that operates on the Last In, First Out (LIFO) principle, resembling a stack of objects. It's efficient, with  $O(1)$  time complexity for push and pop operations.

## Advantages:

- Easy implementation
- Efficient push and pop operations
- Effective memory management

## Common Operations:

**Push:** Add item to the top

**Pop:** Remove item from the top

**Peek:** View top item without removal

**isEmpty, Size**

# Recap

## Applications:

- Function calls
- Expression evaluation
- Backtracking
- Undo mechanisms
- Browser history

## Limitations:

- Fixed capacity (in traditional implementations)
- Limited access (only top item accessible)

# Session 27 Outlook

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- Basic Introduction of Queues
- Types of Queues
- Operations on Queues
- Representation of Queues

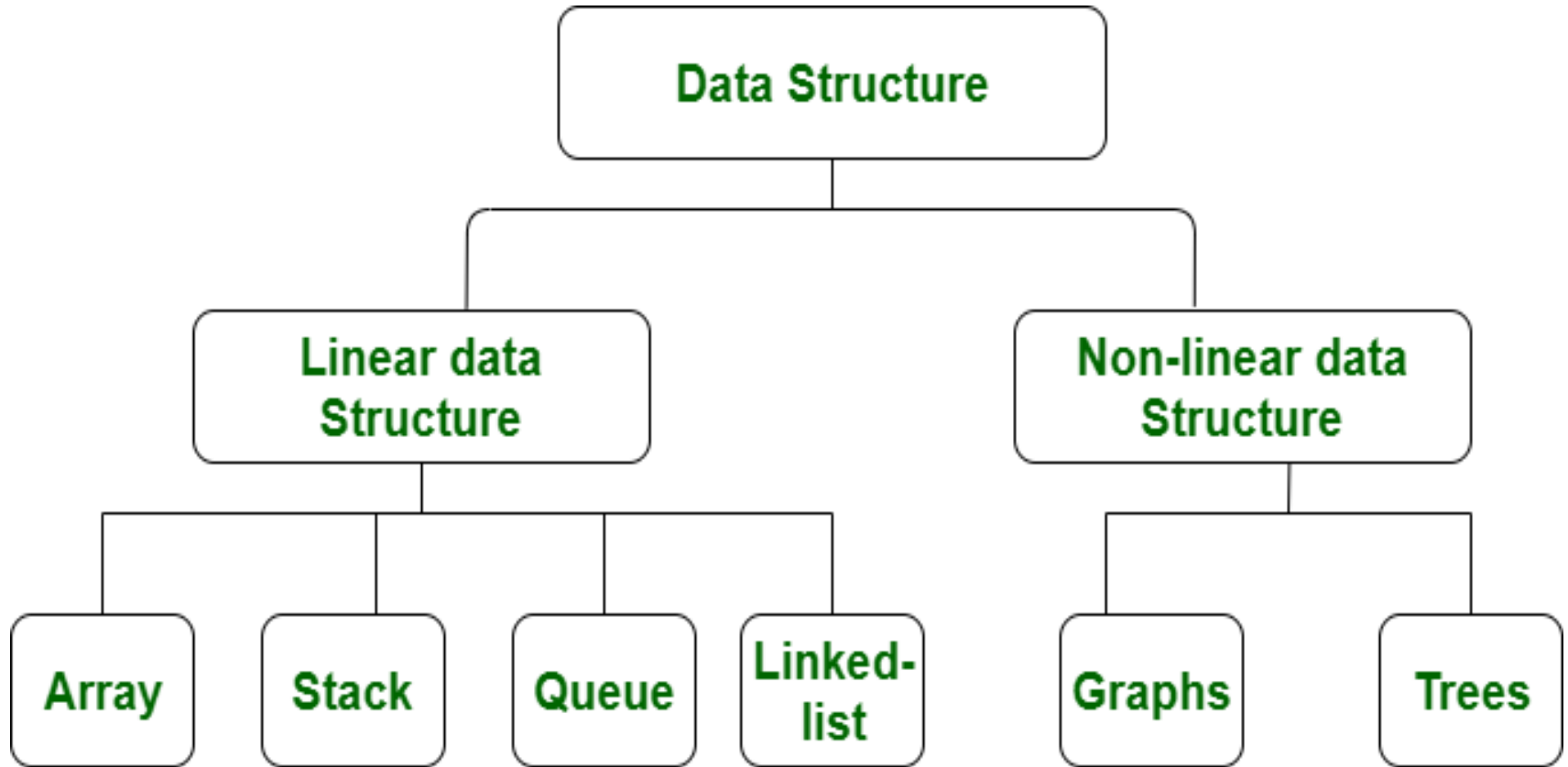


# Objective

- Students should be able to **recall** Queues terminology.
- Student should be able to **Understand** Queues structure vs. other data structures. Differentiate implementations and expression representations.
- **Apply** queue structures for process scheduling problems.
- Students should **Evaluate** and **optimize** queue performance



# Data Structure



<https://www.geeksforgeeks.org/data-structure-meaning/>



# Structure of Queues?



Fig 1 : QUEUE

<https://www.scaler.com/topics/data-structures/queue-in-data-structure/>

# Queues?

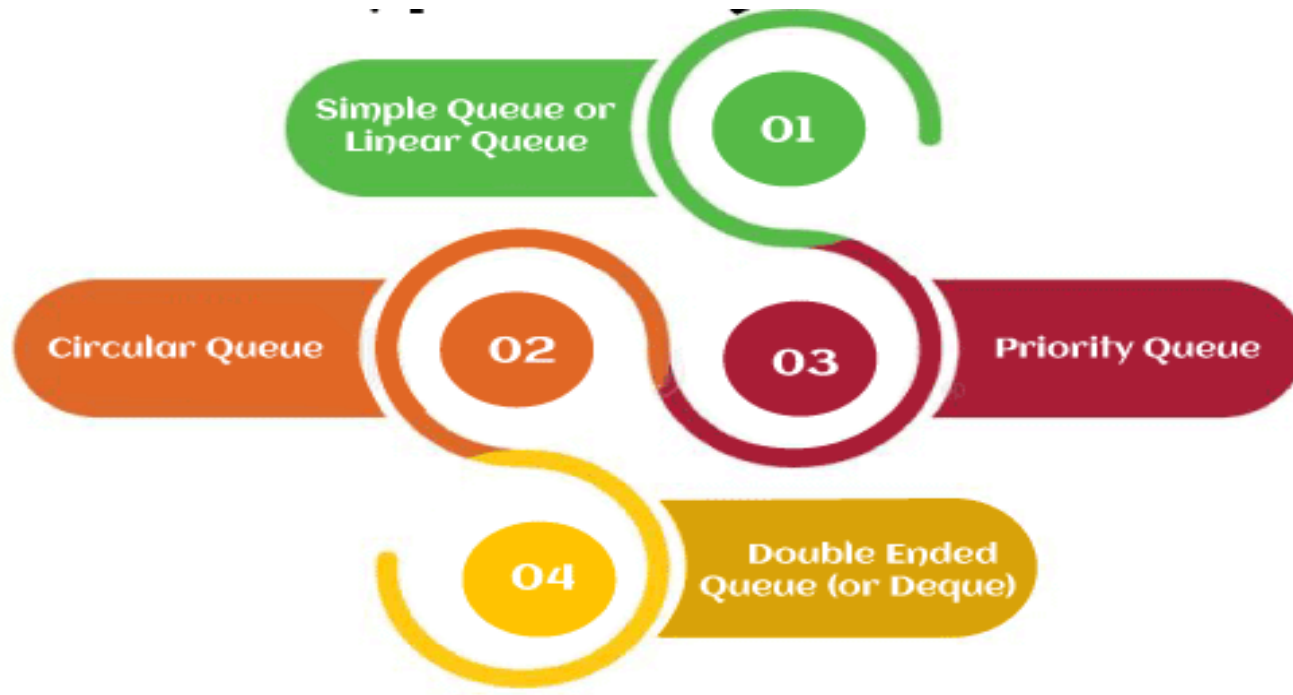
- An ordered list which enables insert operations to be performed at one end called **REAR** and delete operations to be performed at another end called **FRONT**.
- Referred to be as First In First Out list.



<https://www.javatpoint.com/data-structure-queue>

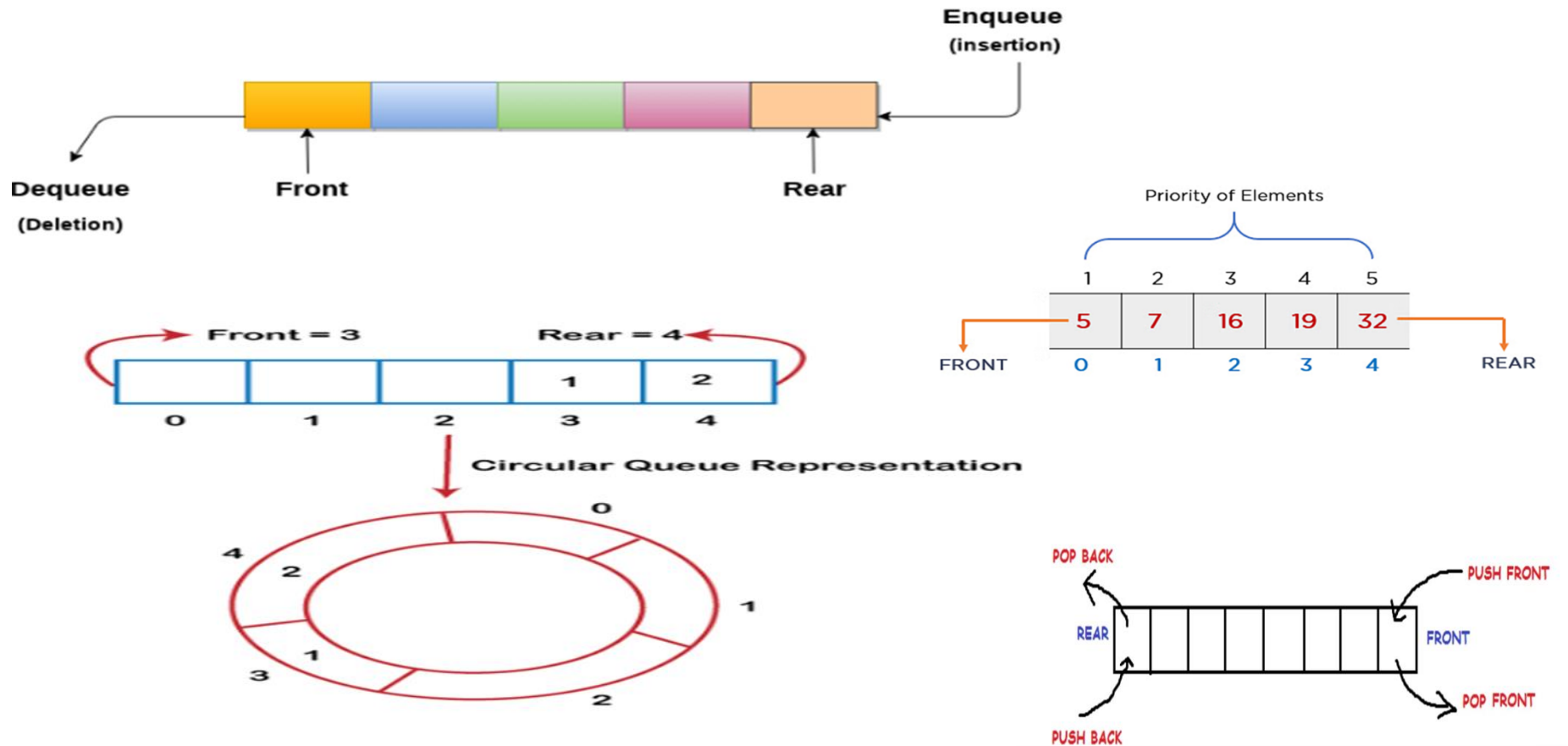


# Types



<https://www.javatpoint.com/data-structure-queue>

# Types



<https://www.javatpint.com/data-structure-queue>

# Operations

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**Enqueue (Insert):** Adds an element to the rear of the queue.

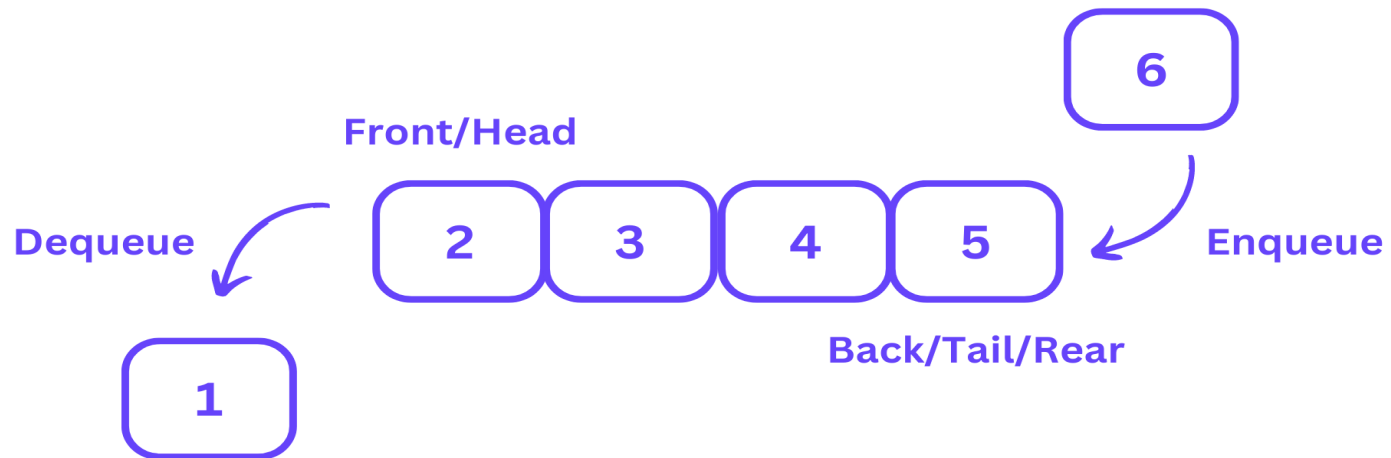
**Dequeue (Delete):** Removes and returns the element from the front of the queue.

**Peek:** Returns the element at the front of the queue without removing it.

**isEmpty:** Checks if the queue is empty.

**isFull:** Checks if the queue is full.

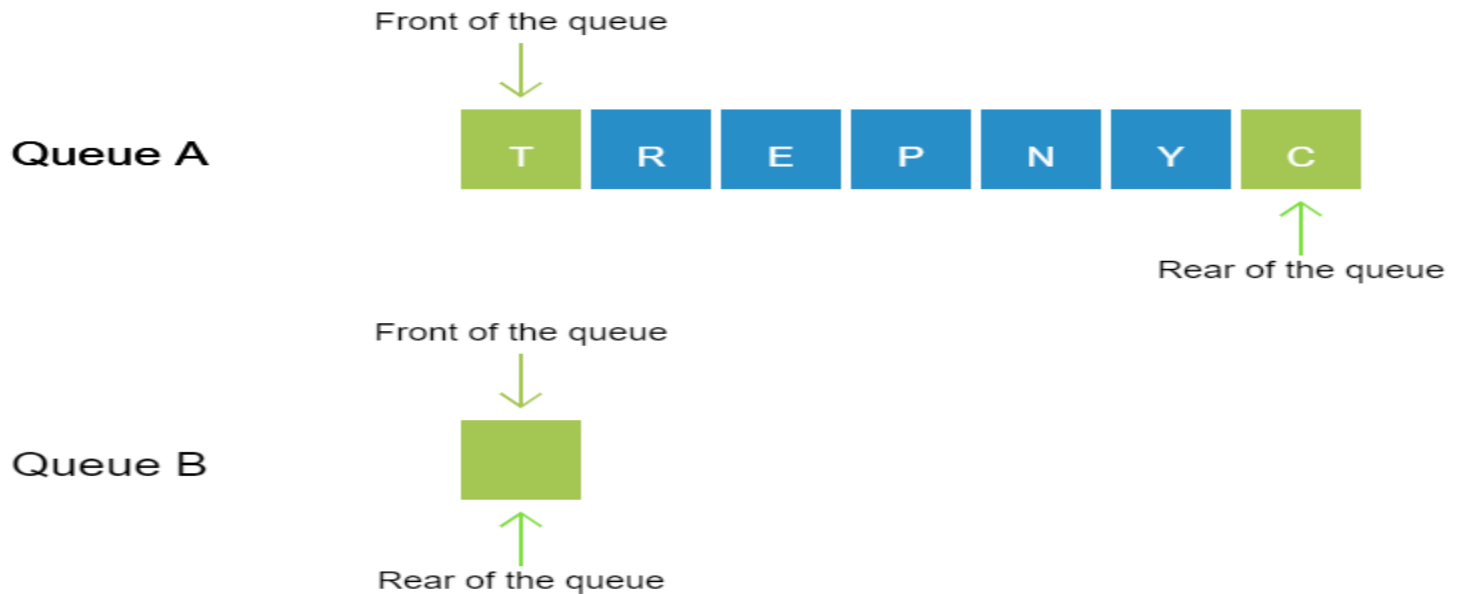
# Operations



<https://learnloner.com/queues-in-data-structures-and-algorithms-dsa/>

# Working of Queue

**Observe:** The letters in the word "ENCRYPT" are stored in Queue A in a random manner. Observe the operations performed to display the letters in their correct order in Queue B so as to form the actual word.



Queue A

Front of the queue



Rear of the queue

Queue B

Front of the queue

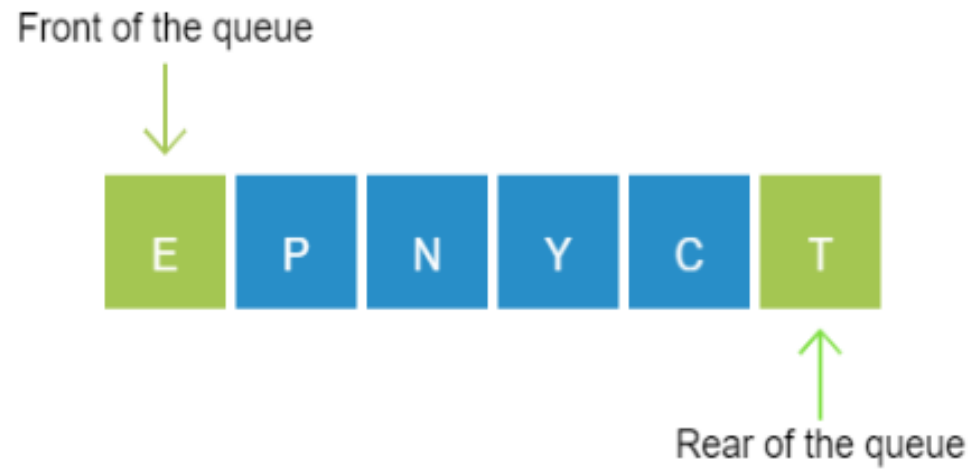


Rear of the queue

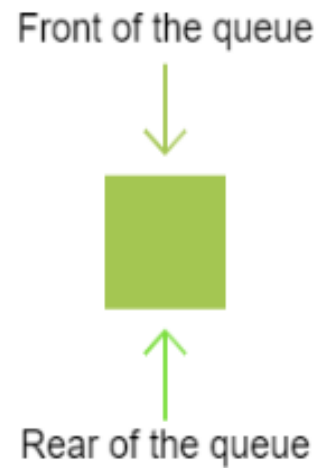
### Observations

The letter pointed by the Front pointer (i.e T ) is not the required one so it is Dequeued from **Queue A**

Queue A

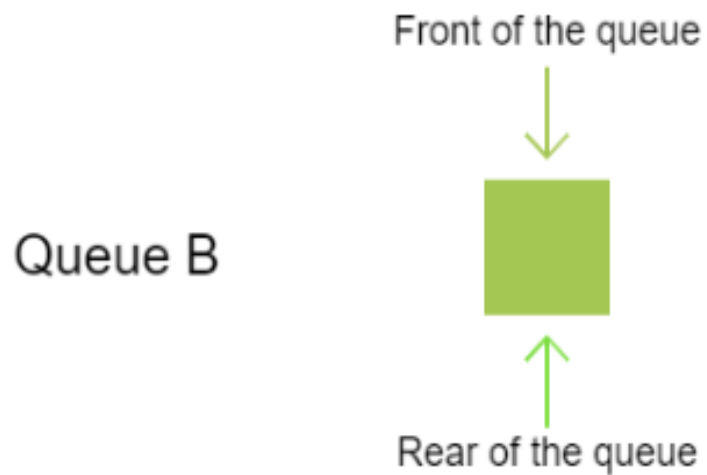
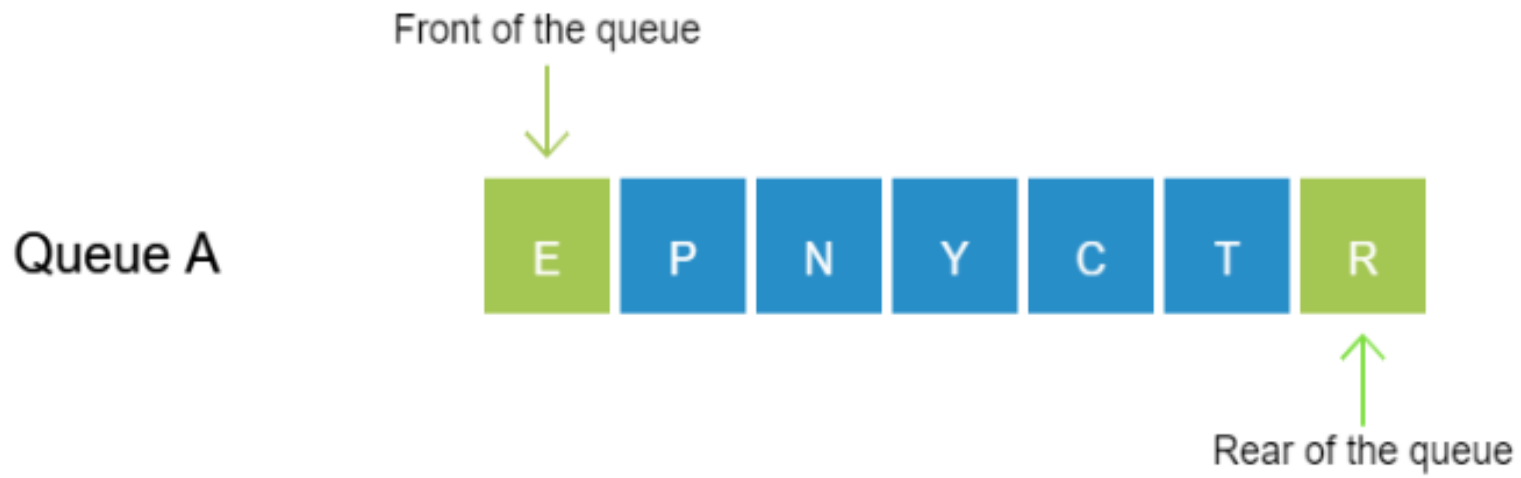


Queue B



### Observations

The letter pointed by the Front pointer (i.e R ) is not the required one  
so it is Dequeued from **Queue A**



### Observations

The letter Dequeued from queue A (i.e R ) is Enqueued to **Queue A** as it is not the required one



Queue A

Front of the queue



Rear of the queue

Queue B

Front of the queue



Rear of the queue

#### Observations

The letter pointed by the Front pointer (i.e E ) is the required one so it is Dequeued from **Queue A** and Enqueued to **Queue B**

Queue A

Front of the queue



Rear of the queue

Queue B

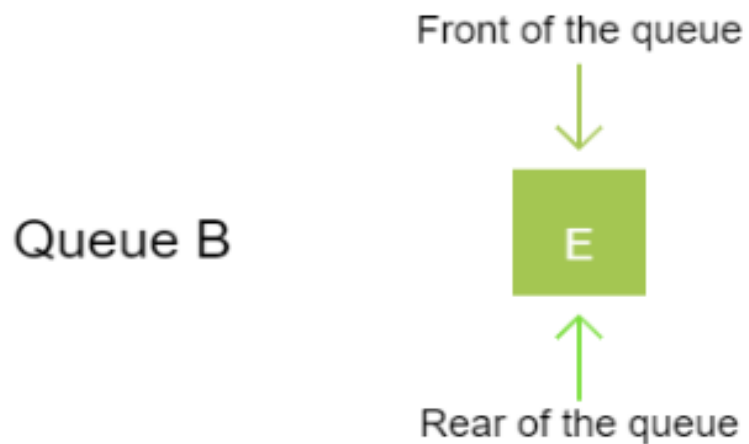
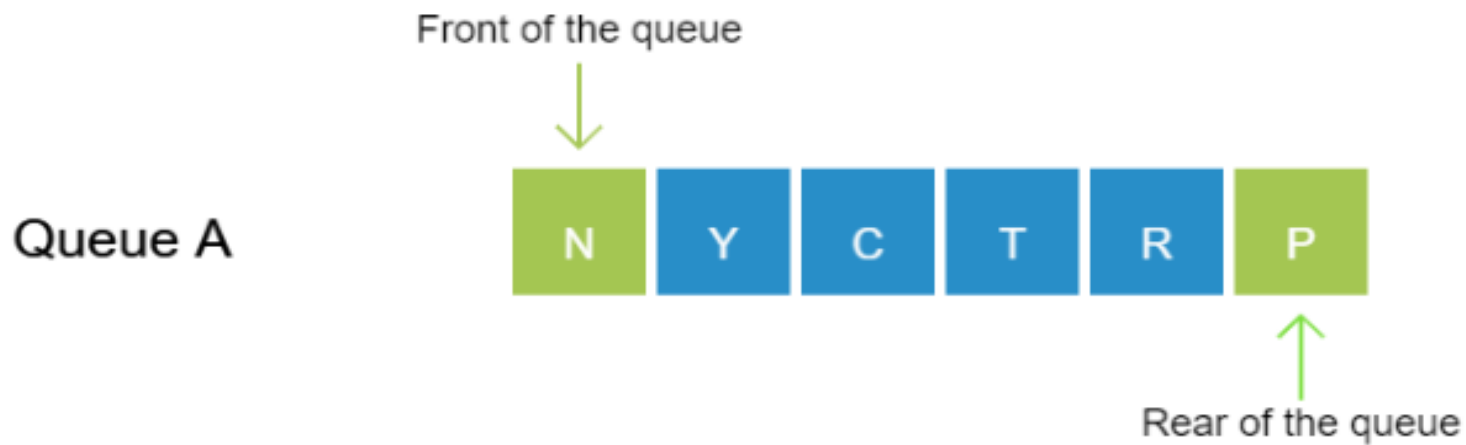
Front of the queue



Rear of the queue

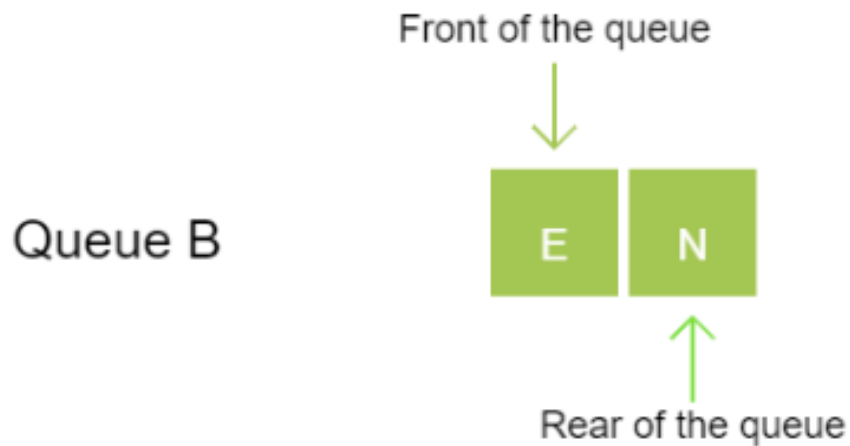
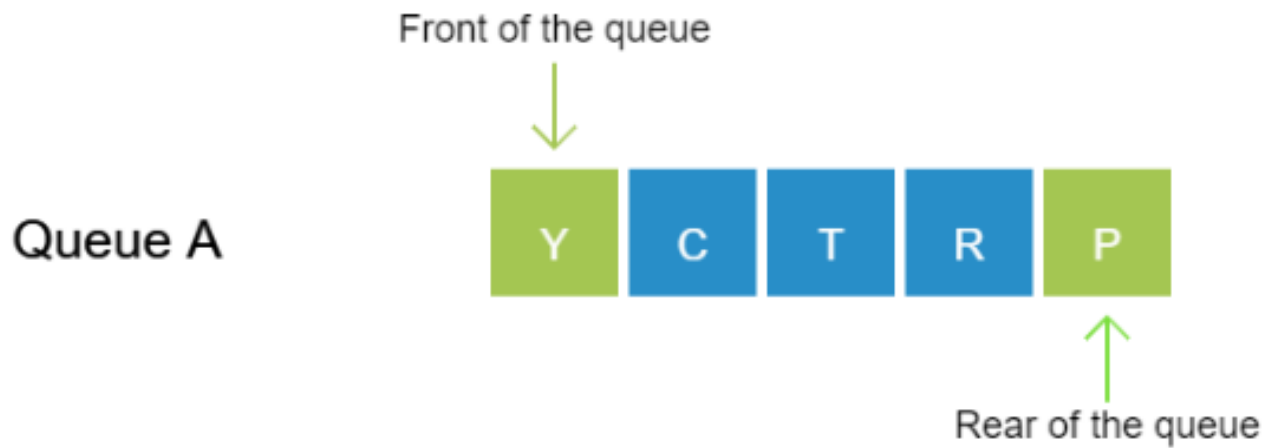
### Observations

The letter pointed by the Front pointer (i.e P ) is not the required one  
so it is Dequeued from **Queue A**



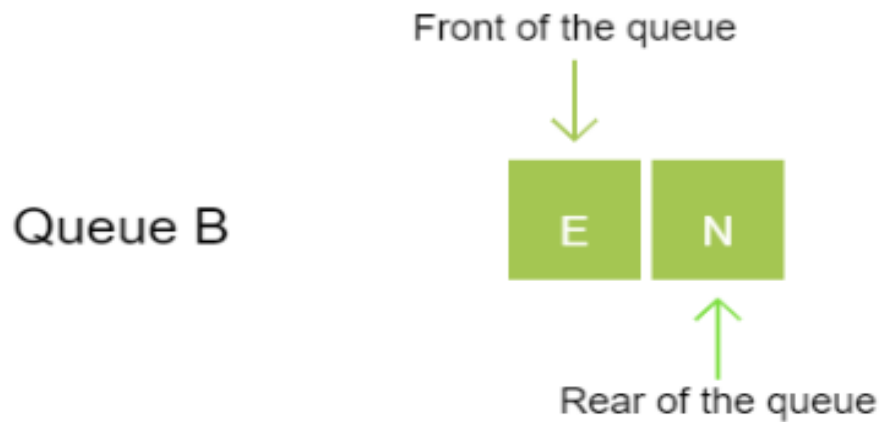
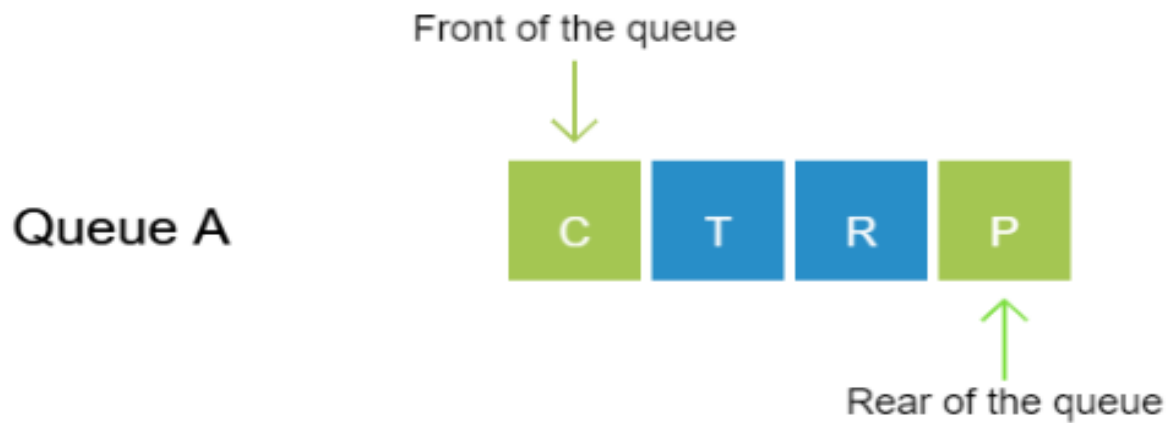
### Observations

The letter Dequeued from queue A (i.e P ) is Enqueued to **Queue A** as it is not the required one



### Observations

The letter pointed by the Front pointer (i.e N) is the required one so it is Dequeued from **Queue A** and Enqueued to **Queue B**



### Observations

The letter pointed by the Front pointer (i.e Y ) is not the required one  
so it is Dequeued from **Queue A**

Queue A

Front of the queue



Rear of the queue

Queue B

Front of the queue

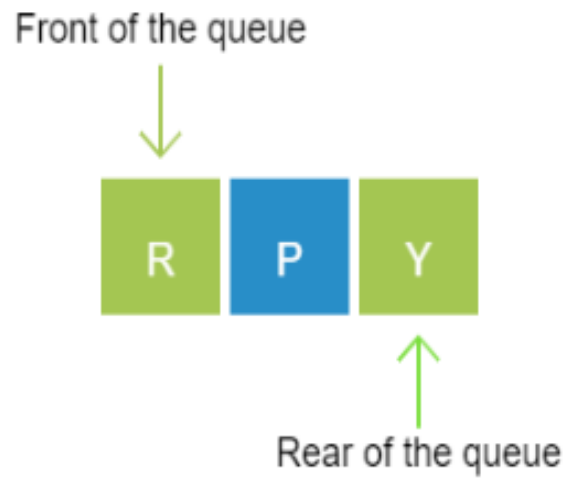


Rear of the queue

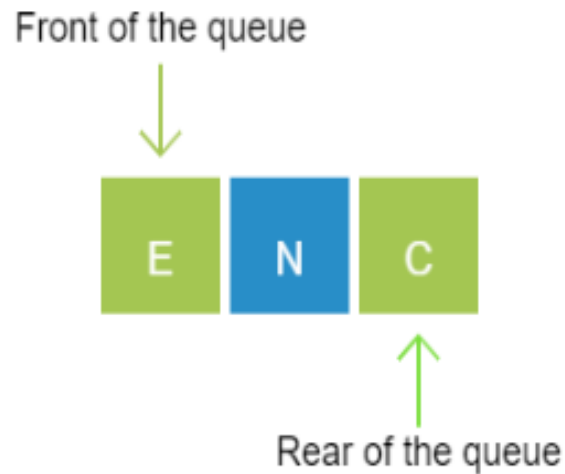
### Observations

The letter Dequeued from queue A (i.e Y ) is Enqueued to **Queue A** as it is not the required one

Queue A

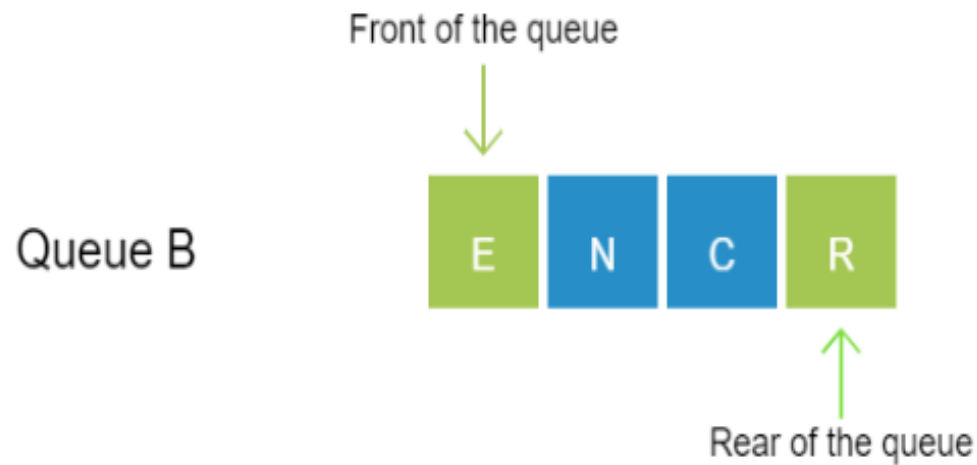
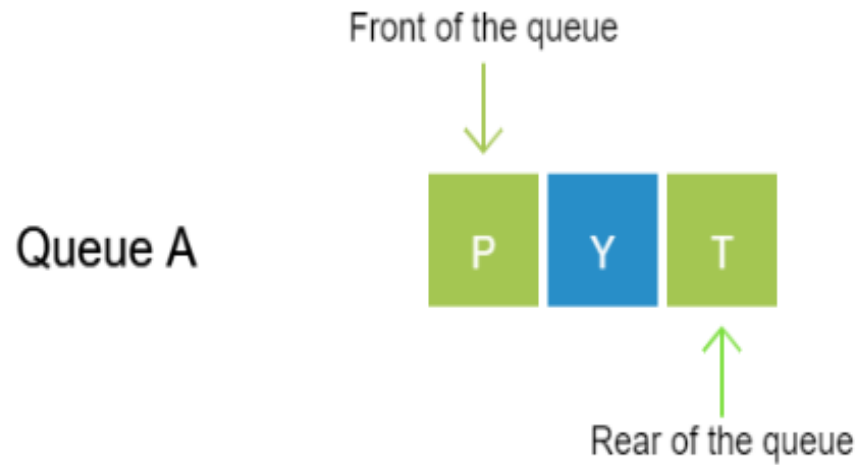


Queue B



### Observations

The letter pointed by the Front pointer (i.e T ) is not the required one  
so it is Dequeued from **Queue A**

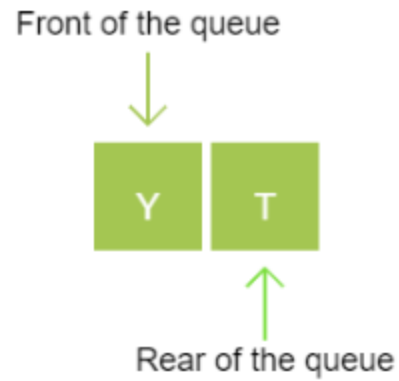


### Observations

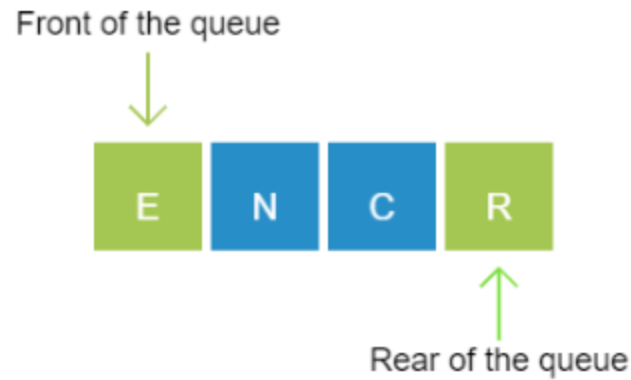
The letter pointed by the Front pointer (i.e R ) is the required one so it is Dequeued from **Queue A** and Enqueued to **Queue B**



Queue A

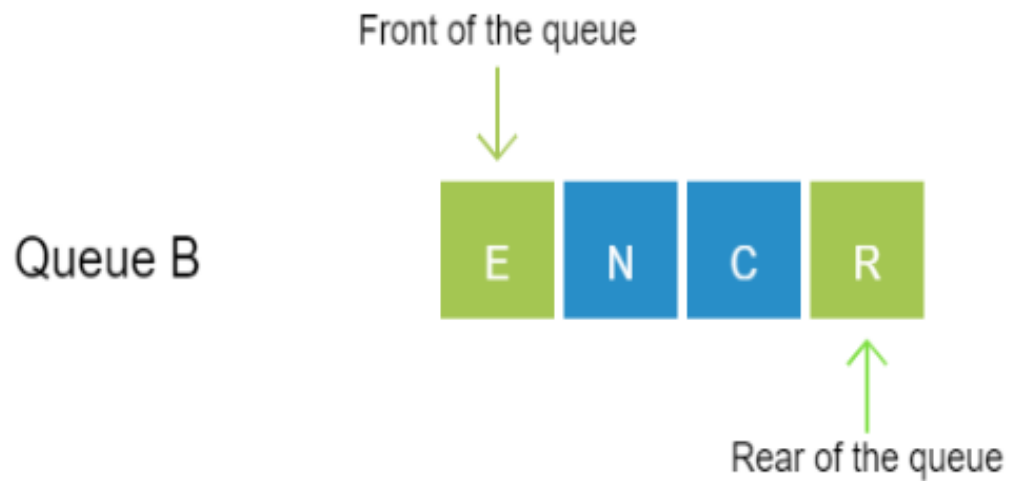
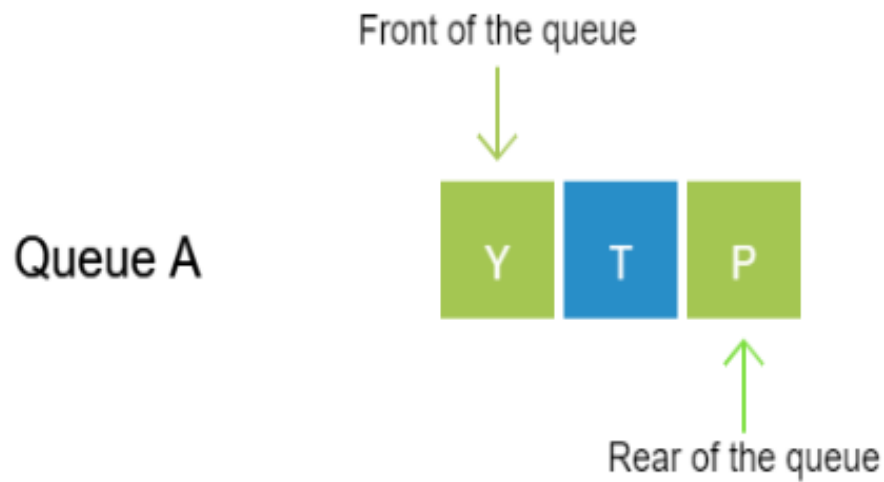


Queue B



#### Observations

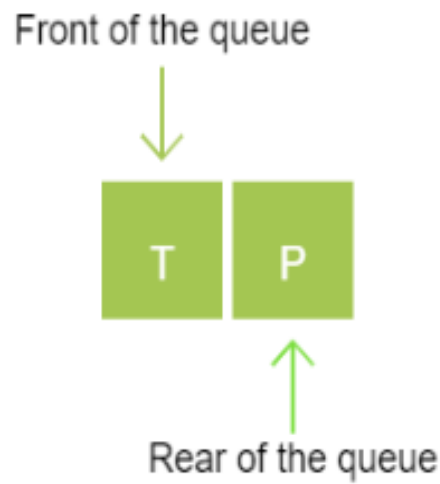
The letter pointed by the Front pointer (i.e P ) is not the required one  
so it is Dequeued from **Queue A**



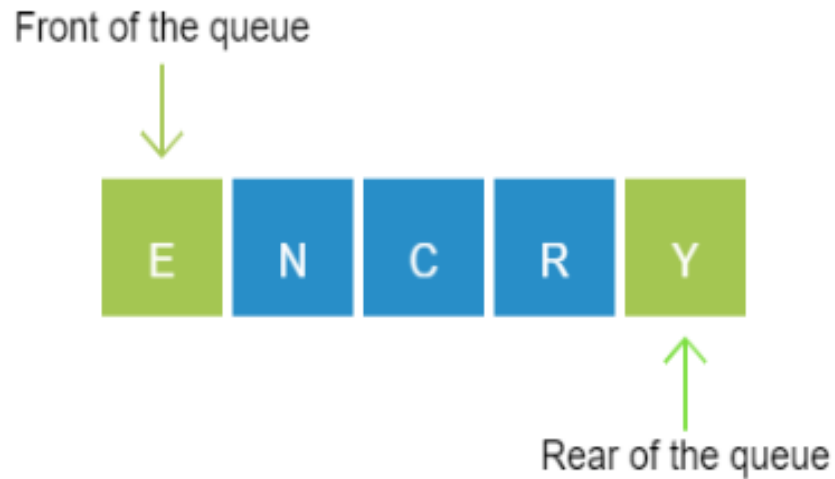
### Observations

The letter Dequeued from queue A (i.e P ) is Enqueued to **Queue A** as it is not the required one

Queue A

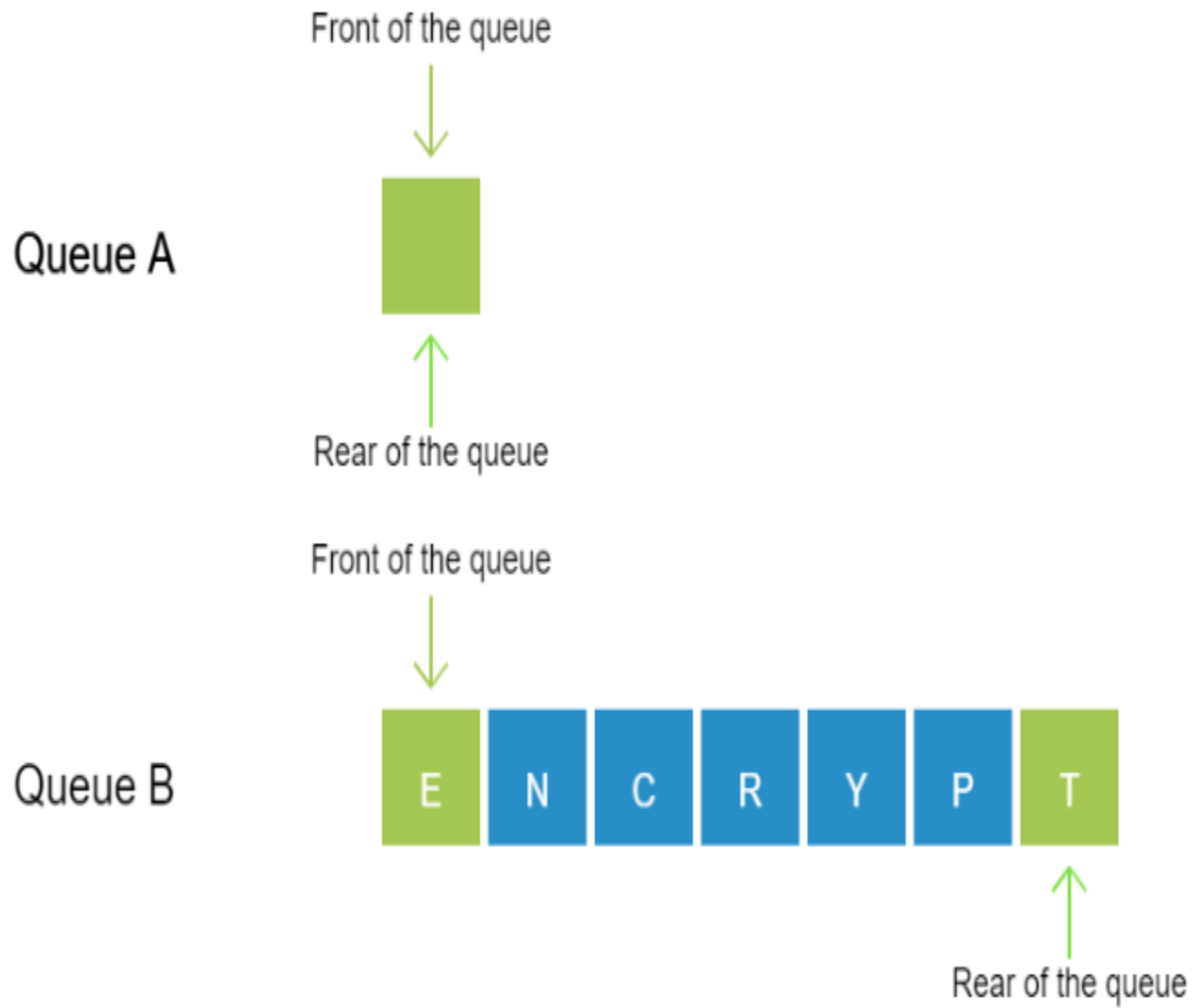


Queue B



### Observations

The letter pointed by the Front pointer (i.e Y ) is the required one so it is Dequeued from **Queue A** and Enqueued to **Queue B**



# Test Yourself

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**Which operation adds an element to the end of a Queue?**

- A. Enqueue
- B. Dequeue
- C. Peek
- D. Push

**Which operation removes an element from the front of a Queue?**

- A. Enqueue
- B. Dequeue
- C. Peek
- D. Push



## What happens when attempting to enqueue an element into a full Queue in an array-based implementation?

- A. The element is added to the end of the Queue, expanding the size of the array.
- B. The element is added to the end of the Queue, and the front element is removed.
- C. The operation fails, as the Queue is full.
- D. The element is added to the beginning of the Queue, shifting all elements one position to the right.



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**Which of the following data structures is typically used for the underlying implementation of Queues?**

- A. Arrays
- B. Linked Lists
- C. Stacks
- D. Trees



## What are the two primary operations performed on a Queue?

- A. Insertion and Deletion
- B. Searching and Sorting
- C. Push and Pop
- D. Enqueue and Dequeue

## In an array-based implementation of a linear Queue, where is the front pointer initially positioned?

- A. At the beginning of the array
- B. At the end of the array
- C. At a random position within the array
- D. Not applicable, as arrays cannot be used to implement Queues



# (Answers)

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1. A. Enqueue
2. B. Dequeue
3. C. Peek
4. A.  $O(1)$  for both enqueue and dequeue
5. C. The operation fails, as the Queue is full.
6. B. Linked Lists
7. D. Enqueue and Dequeue
8. A. At the beginning of the array



# Review

**Basic Introduction of Queues:** Queues are a fundamental data structure that follows the First In, First Out (FIFO) principle, similar to waiting in line. They manage data sequentially, with elements added to the rear and removed from the front.

## Operations of Queues:

**Enqueue:** Insertion of an element at the rear.

**Dequeue:** Removal of an element from the front.

**Peek:** Viewing the front element without removal.

**isEmpty, isFull, Size:** Checking queue status.

## Types of Queues

### Implementations of Queues:

**Array-based Queue:** Simple, fixed size.

**Linked List Queue:** Dynamic size, efficient insertion/deletion.



