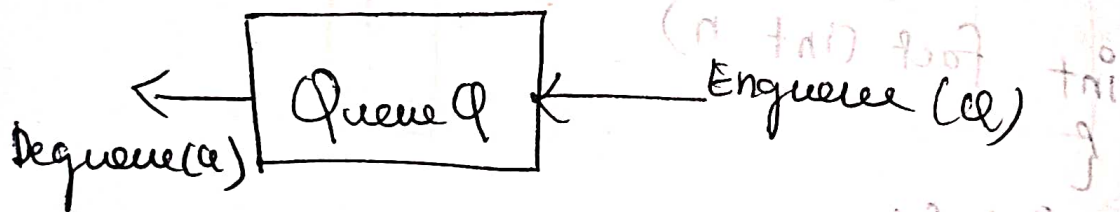


The Queue ADT

Queue is a linear data structure which follows First In First out principle in which insertion is performed

at rear end and deletion is performed at front end.

Model of a queue



operations on Queue

Enqueue :-

which inserts an element at the end of the list (called the rear).

Dequeue :-

which deletes the element at the start of the list (known as front)

Array Implementation

There are two pointers used for implementing, one is Rear and other one is Front pointer

* To insert an element 'x' on to the queue (Q), the rear pointer is incremented by one and said

$Queue[rear] = x;$

* To delete an element Q[front] is returned and the front pointer is incremented

Routine to Enqueue

```
void enqueue(int x)
```

```
{
```

```
    if (rear > max - Arraysize)
```

```
        printf("Queue overflow");
```

```
    else
```

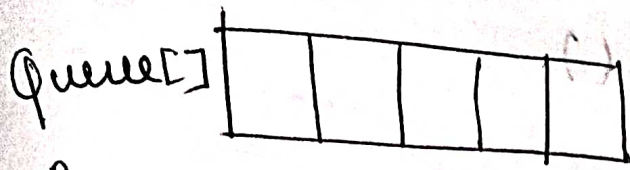
```
    {
```

```
        rear = rear + 1;
```

```
        Queue[rear] = x;
```

```
    }  
}
```


Example :-



Rear = -1 0 1 2 3 (4)

Front = 0

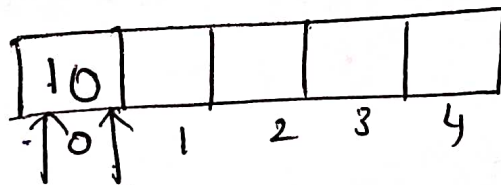
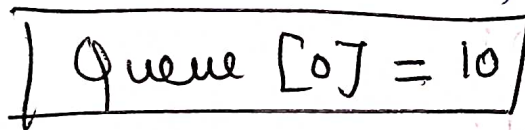
Enqueue (10)

if (rear > max Array size)

else

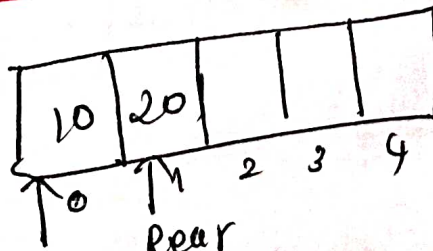
rear = rear + 1

rear = -1 + 1 = 0



Rear Front

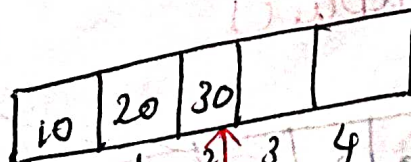
Enqueue (20)



Front

Rear

Enqueue (30)



Front

Rear

Dequeue (Q)

Void delete ()

{

if (front <= 0)

printf ("underflow");

else

{

x = Queue [front];

if (front == rear)

{

front = 0;
rear = -1;

}

else

front = front + 1;

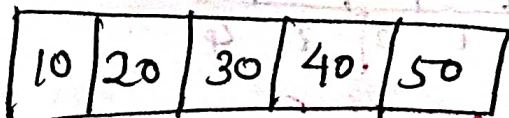
}

return x;

}

Example

① Dequeue ()



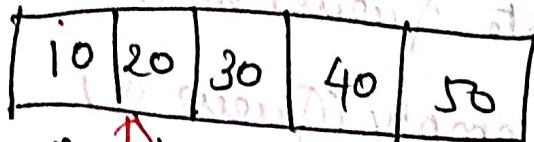
Front → 0 4 ↑ Rear

Front = 0
Rear = 4

$$x = 10$$

$$\text{Front} = \text{Front} + 1$$

$$\text{Front} = 0 + 1 = 1$$



0 1 2 3 4
↑
Front

↑
Rear

② Dequeue ()

$$\text{Front} = 1$$

$$\text{Rear} = 4$$

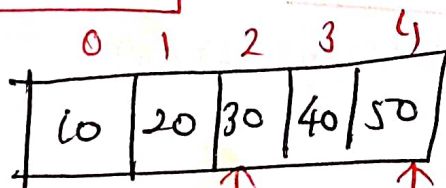
$$x = \text{Queue}[1]$$

$$x = 20$$

$$\text{Front} = \text{Front} + 1$$

$$= 1 + 1$$

$$\text{Front} = 2$$



↑
Front

↑
Rear

$$\text{Front} = 2$$

$$\text{Rear} = 4$$

Linked List Implementation of Queue

Enqueue operation is performed at end of the list. Dequeue operation is performed at Front of the list.