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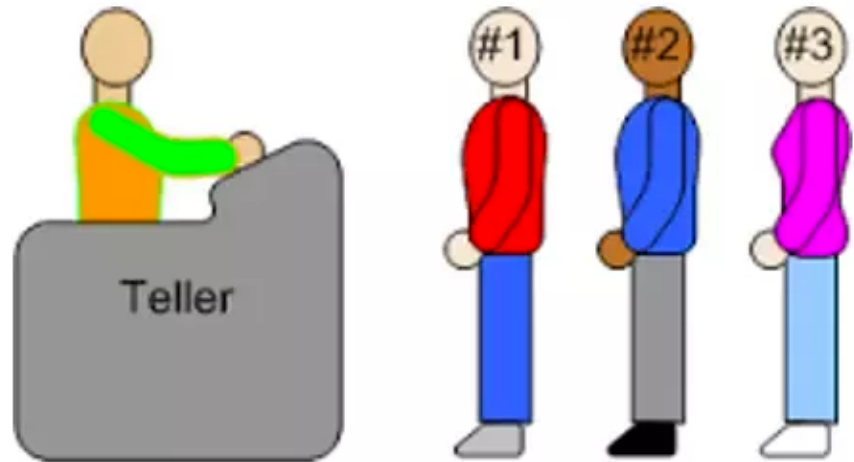
CS206

Queues

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# Queues

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# Queueing Theory

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Agner Krarup Erlang

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# Queues

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- Insertions and deletions are First In First Out
  - FIFO
    - Insert at the back
    - Delete from the front

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# Queue Interface

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- `null` is returned from `peek()` and `poll()` when queue is empty
- `add()`, `remove()`, `element()` are identical to `offer()`, `poll()`, `peak()` but for throw.

```
public interface QueueIntf<Q> {  
    boolean isEmpty();  
    int size();  
    boolean add(Q q)  
        throws IllegalStateException;  
    Q remove()  
        throws NoSuchElementException;  
    Q element()  
        throws NoSuchElementException;  
    boolean offer(Q q);  
    Q poll();  
    Q peek();  
}
```

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# Example

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Operation	output	Queue Contents
offer(5)	TRUE	{5}
offer(3)	TRUE	{5,3}
poll()	5	{3}
offer(7)	TRUE	{3, 7}
poll()	3	{3,7}
peek()	7	{7}
poll()	7	{}
poll()	null	{}

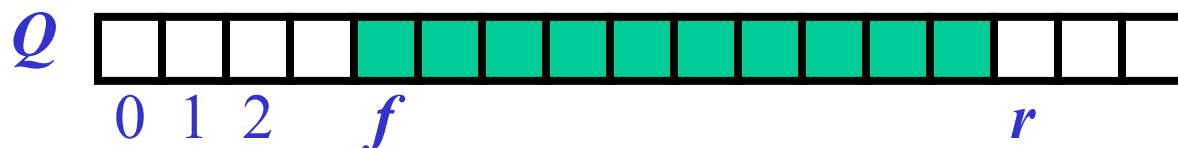
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# Array-based Queue

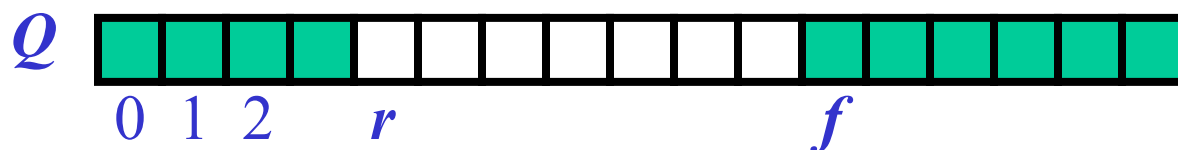
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- An array of size  $n$  in a circular fashion
- Two `ints` to track front and size
  - $f$ : index of the front element
  - `co`: number of stored elements

normal configuration



wrapped-around configuration

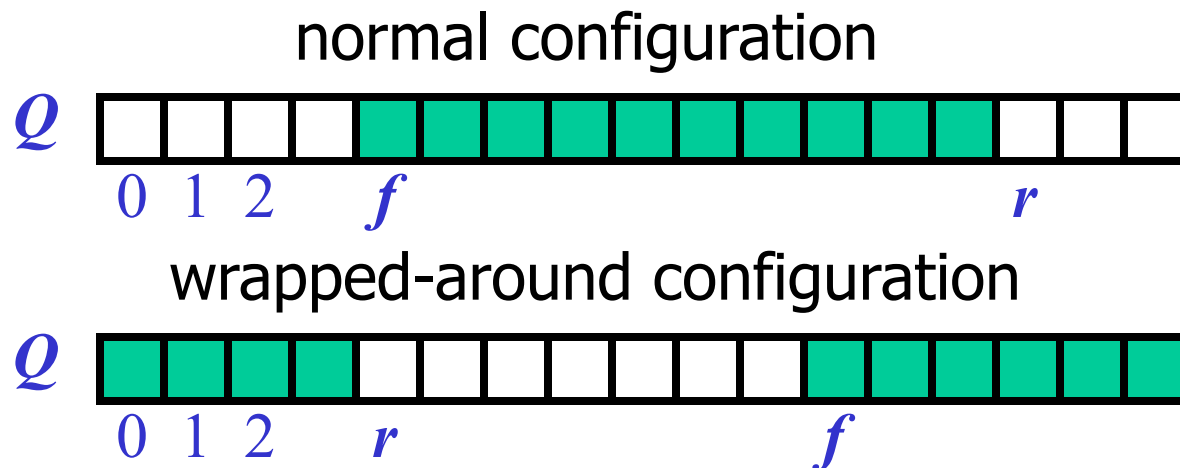


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# Circular Array and Queue

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- When the queue has fewer than  $n$  elements, location  $r = (f + co) \% n$  is the first empty slot past the rear of the queue





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# Start of Queue Implementation

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```
public class ArrayQueue<Q> implements QueueIntf<Q> {
    /** the default capacity for the backing array */
    private static final int CAPACITY = 40;
    /** The array in which the queue data is stored */
    private Q[] backingArray;
    /** The array location of the head of the queue */
    private int count;
    /** The array location of the end of the queue */
    private int frontLoc;
    /**
     * Create an array backed queue with the default capacity. */
    public ArrayQueue() {
        this(CAPACITY);
    }
    /**
     * Create an array backed queue with the given capacity
     * @param qSize the capacity for the queue */
    public ArrayQueue(int qSize) {
        count = 0;
        frontLoc = 0;
        backingArray = (Q[]) new Object[qSize];
    }
}
```

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`offer()` , `add()`

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- must handle case if the array becomes full
  - Limitation of the array-based implementation
    - `offer` returns false
    - `add` throws exception

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# Performance and Limitations for array-based Queue

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- Performance

- let  $n$  be the number of objects in the queue
- The space used is  $O(n)$
- Each operation runs in time  $O(1)$

- Limitations

- Max size is limited and can not be changed
- Pushing onto a full stack queue in an exception

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# Simulating a Bank

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