CSCI 132:
Basic Data Structures and Algorithms

Queues (Array Implementation (the better way))

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Fall 2023

Announcements

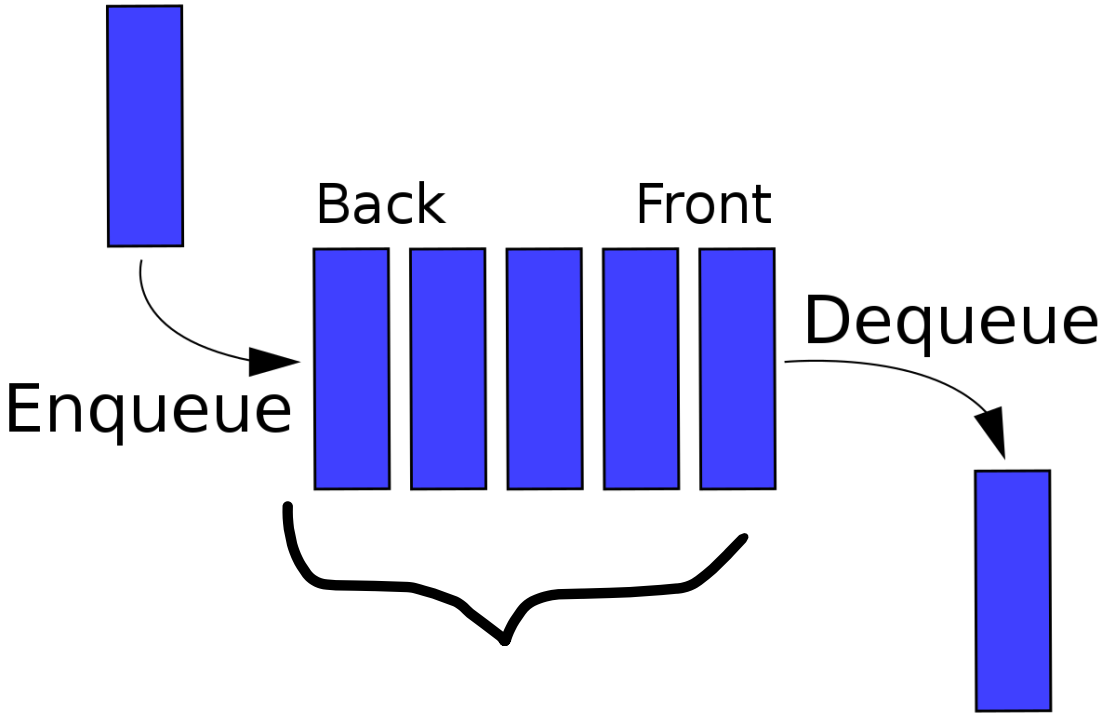
Lab 8 due tomorrow @ 11:59 PM
→ Using the code today, it should be pretty easy

Program 3 due Wednesday 11/1

NO CLASS ON FRIDAY AND MONDAY

Things to do while Reese is gone:
- Submit lab 8
- Work on program 3

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion

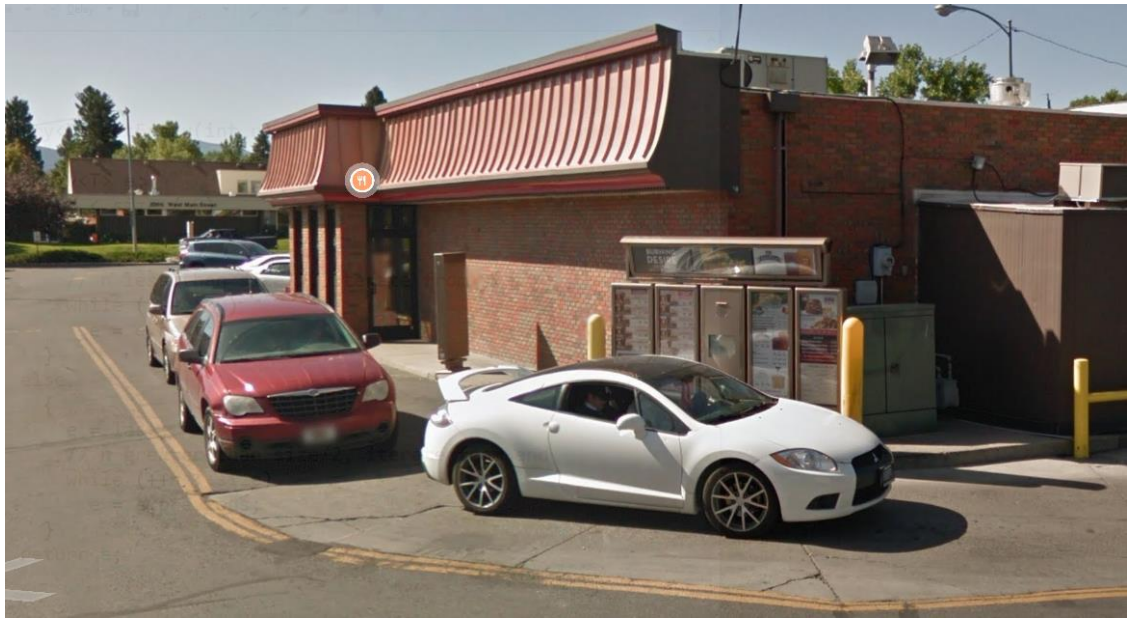


Once again, we need a data structure to hold the data of the queue

- Linked List Array

Elements get added to the **`Back`** of the Queue.

Elements get removed from the **`Front`** of the queue



```
public void dequeue() {
  if(this.size == 0) {
    System.out.println("empty...");
    return;
  }
  else {
    for (int i = 0; i < rear; i++) {
       this.data[i] = this.data[i + 1];
    }
    if(rear < capacity) {
       this.data[rear] = null;
    }
    rear--;
    this.size--;
  }
}
```

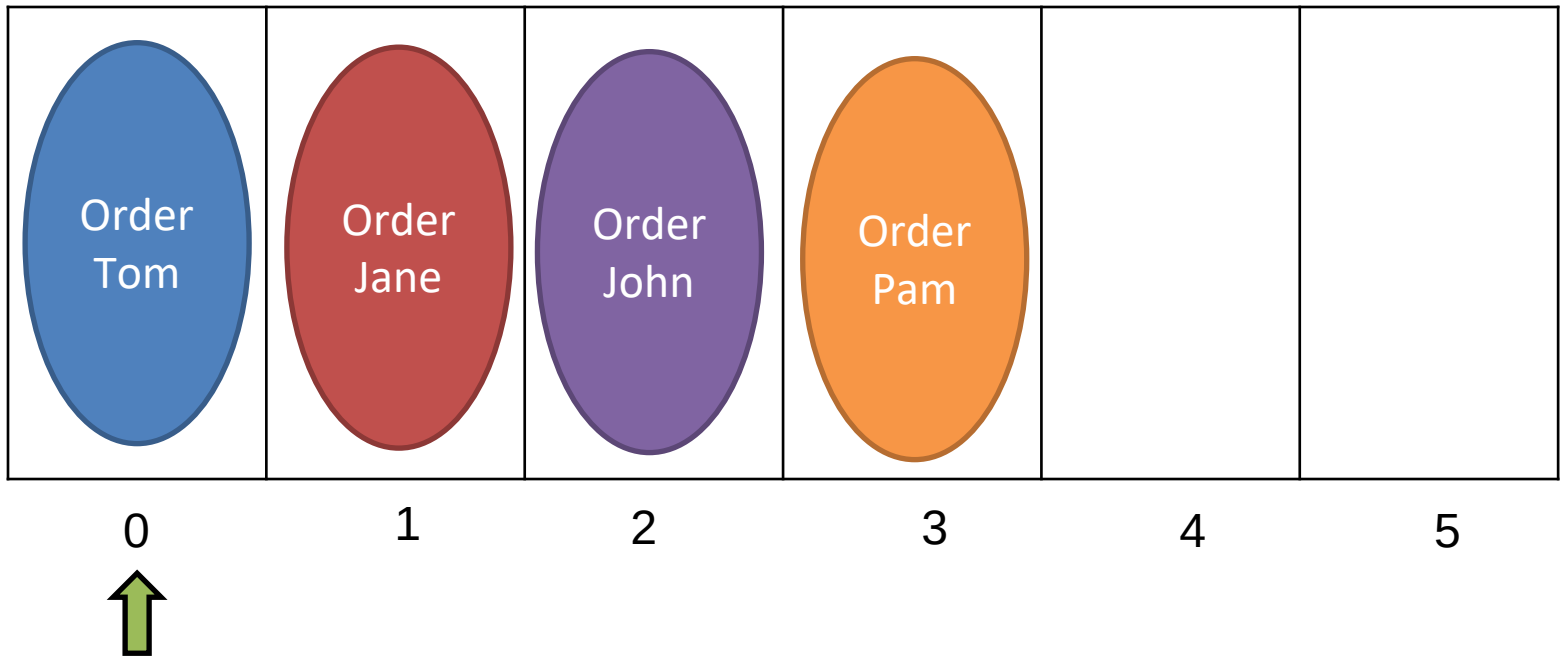
O(n)

This algorithm works *fine*, but the issue is that shifting data can be costly

(think about if this queue has 1000000 things in it→ we must shift 999999 elements!)

We need a better algorithm that runs in **constant time** for enqueuing and dequeuing

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



We are going to make use of the **modulus** (%) operator !

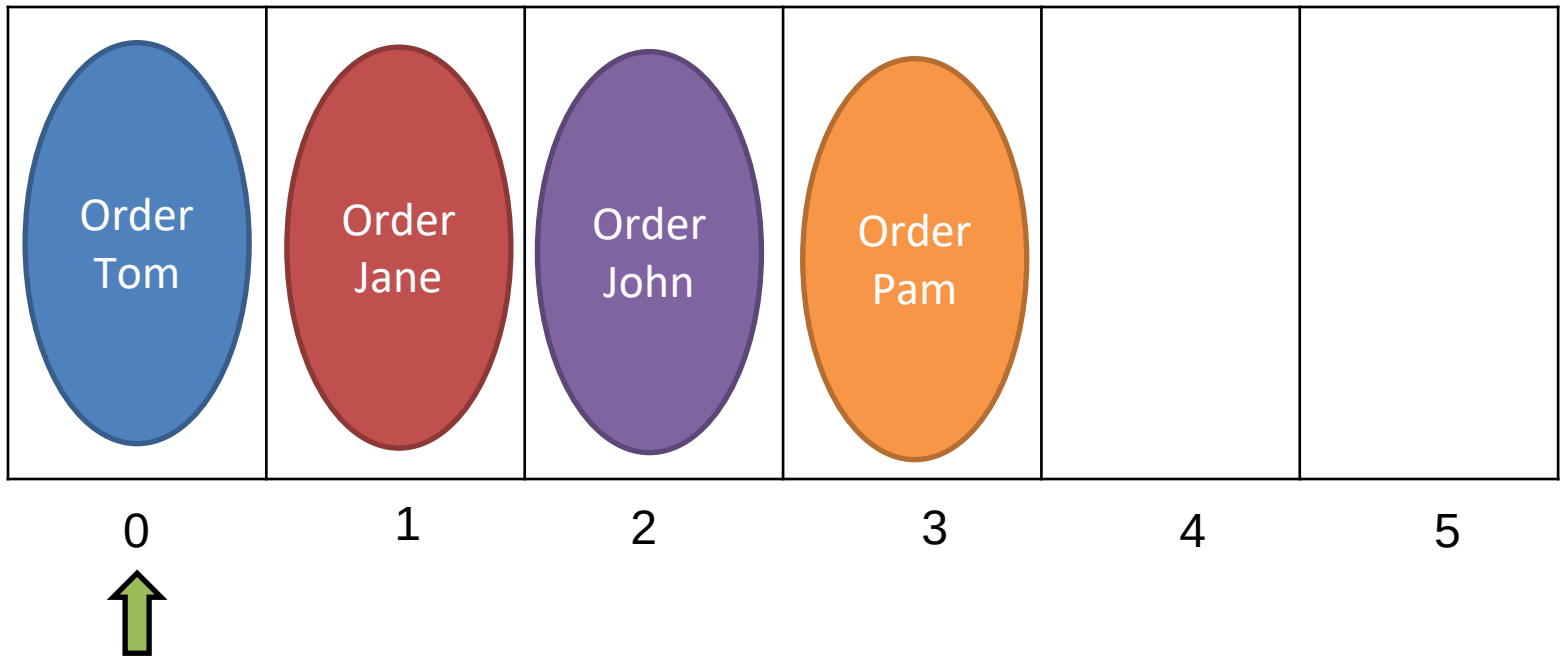
10 % 6 = 4

3 % 6 = 3

6 % 6 = 0

```
capacity = 6     front = 0
size = 4
```

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



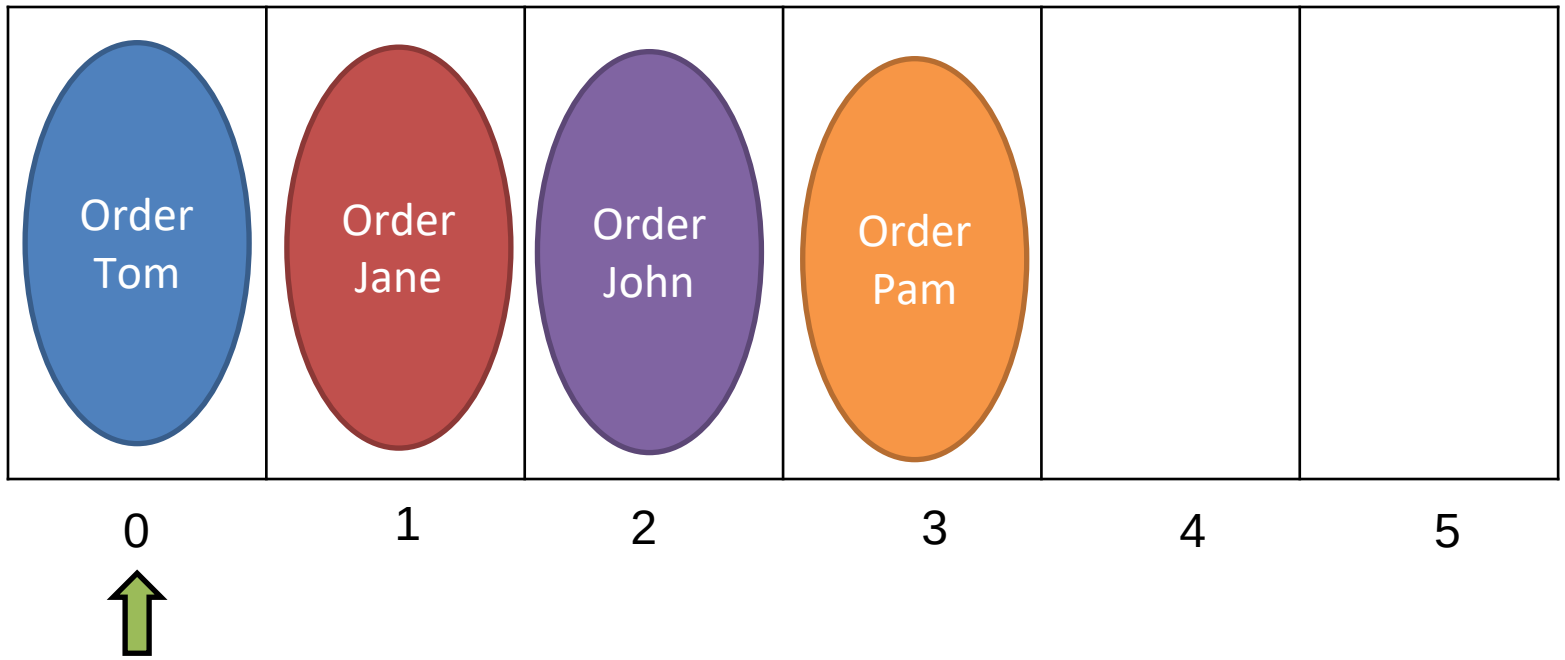

```
capacity = 6     front = 0
size = 4
```

Let's **enqueue**

Here is the formula for determining where to insert the new element

```
insert_spot = (front + size) % 6
```

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion




```
capacity = 6      front = 0
size = 4          insert_spot = 4
```

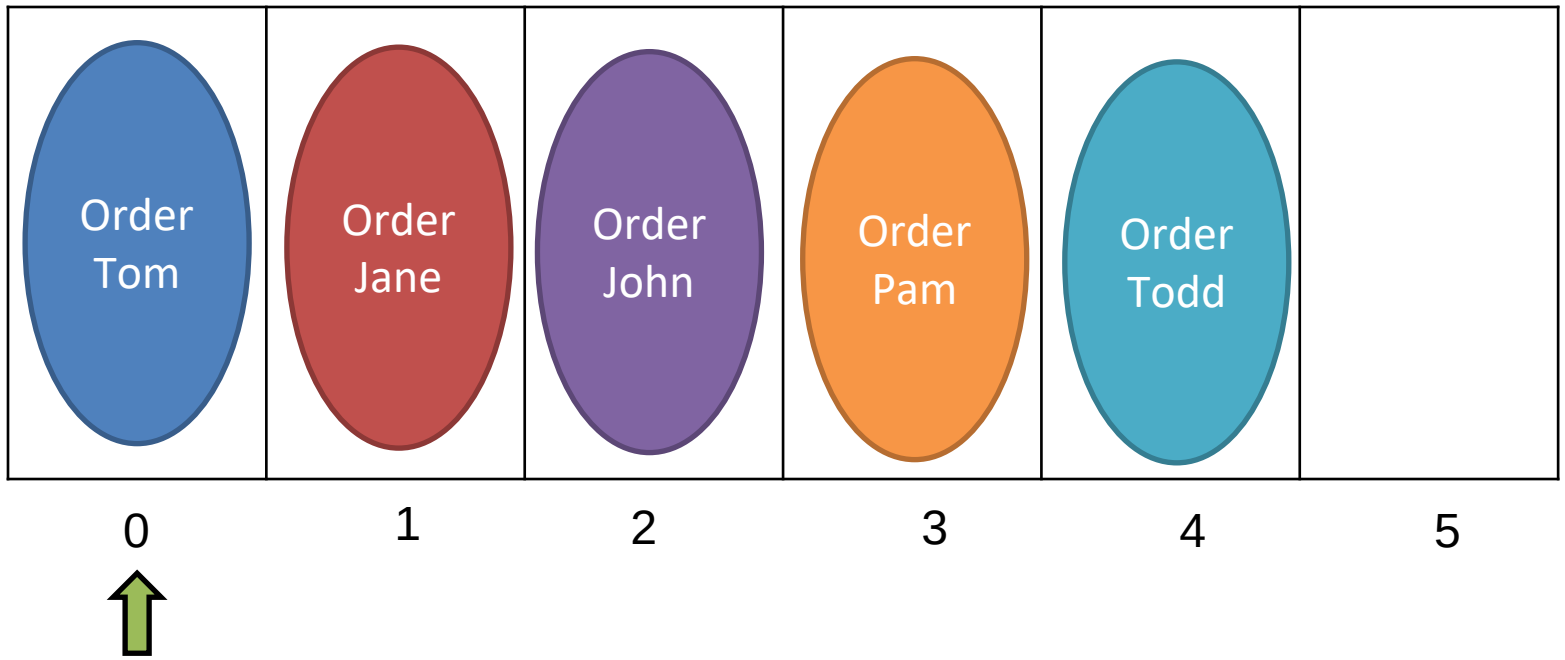
Let's **enqueue**

Here is the formula for determining where to insert the new element

```
insert_spot = (front + size) % 6
```

(0 + 4) % 6 = **Insert at spot 4**

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



Let's **enqueue**

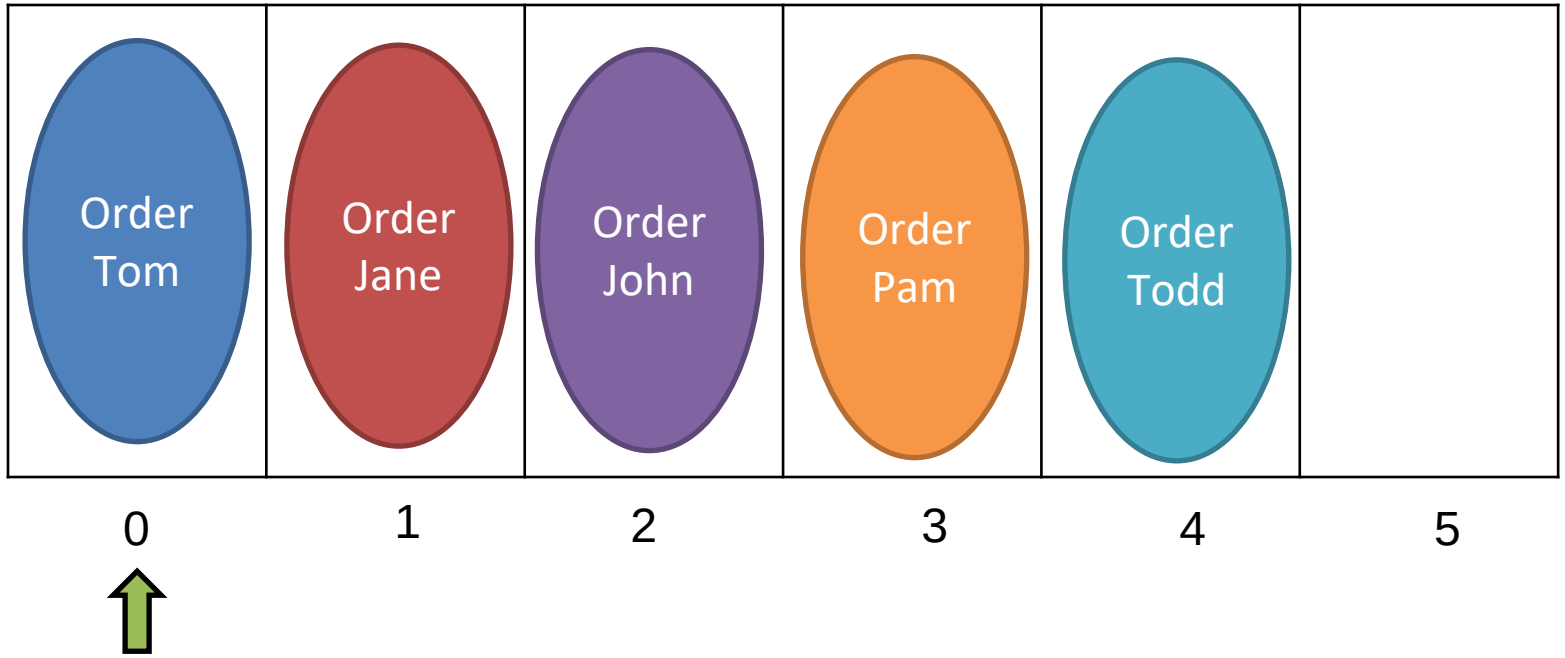
Here is the formula for determining where to insert the new element

```
insert_spot = (front + size) % 6
```

```
capacity = 6      front = 0
size = 4          insert_spot = 4
```

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion

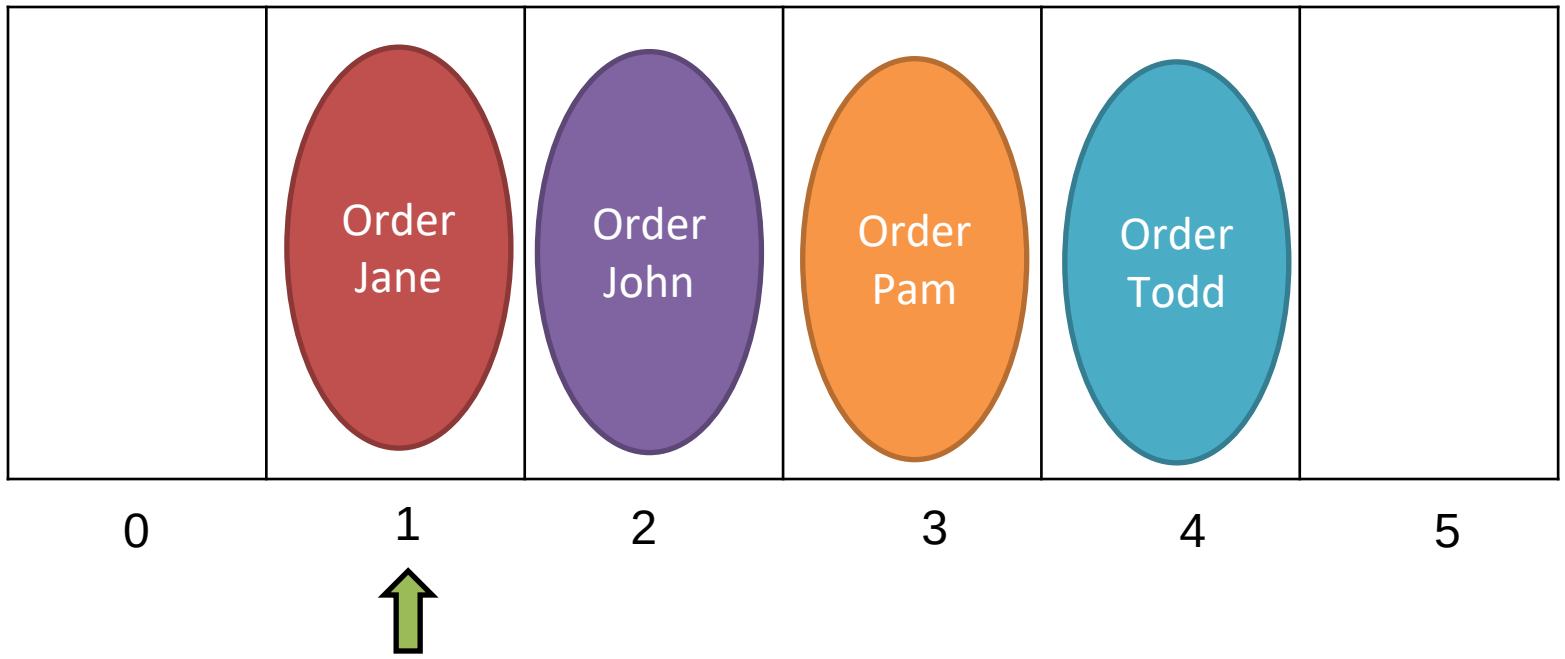
Let's **dequeue**




```
data[front] = null
```

```
capacity = 6      front = 0
size = 4          insert_spot = 4
```

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



Let's **dequeue**

```
data[front] = null
```

```
front = (front + 1) % 6
```

move the front pointer to the next element

= (0 + 1) % 6 = **1**

```
capacity = 6
size = 4
```

```
front = 1
insert_spot = 4
```

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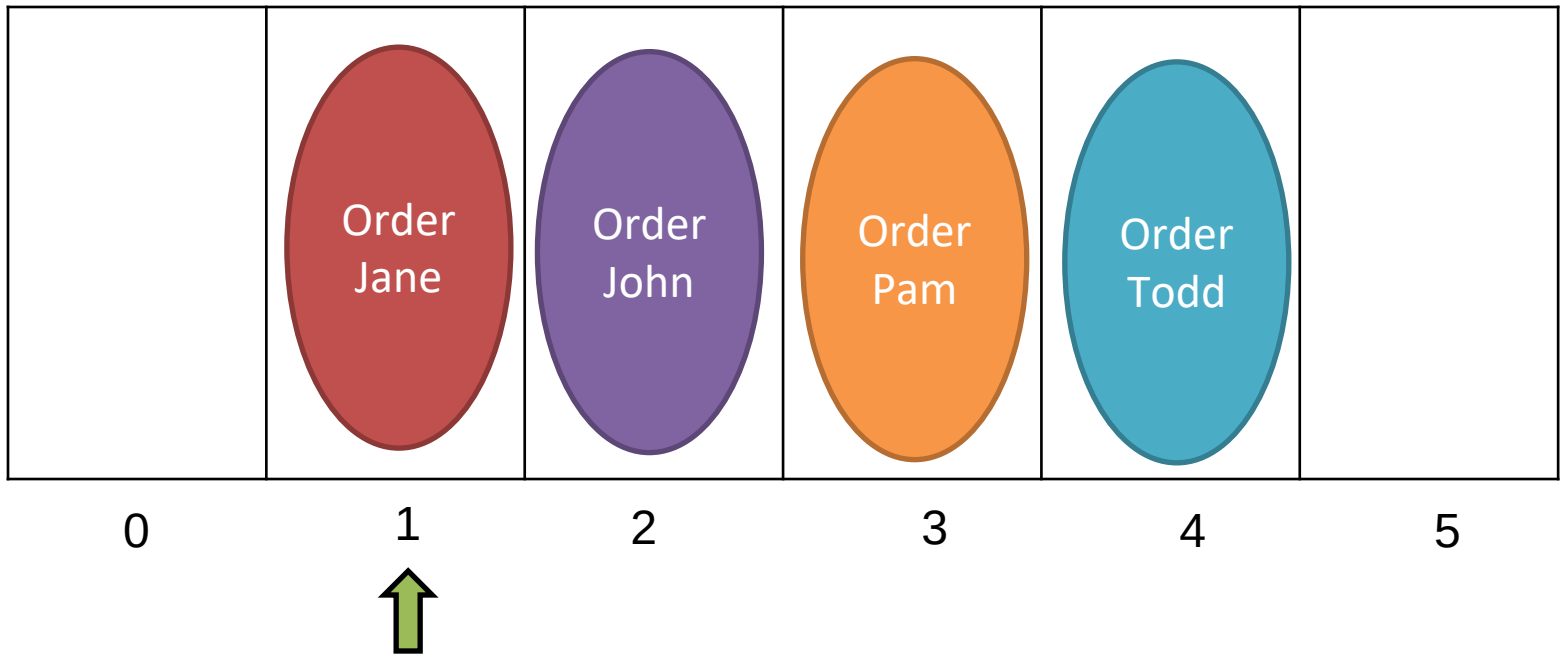


Let's **dequeue (again)**

```
data[front] = null
```

```
front = (front + 1) % 6
```

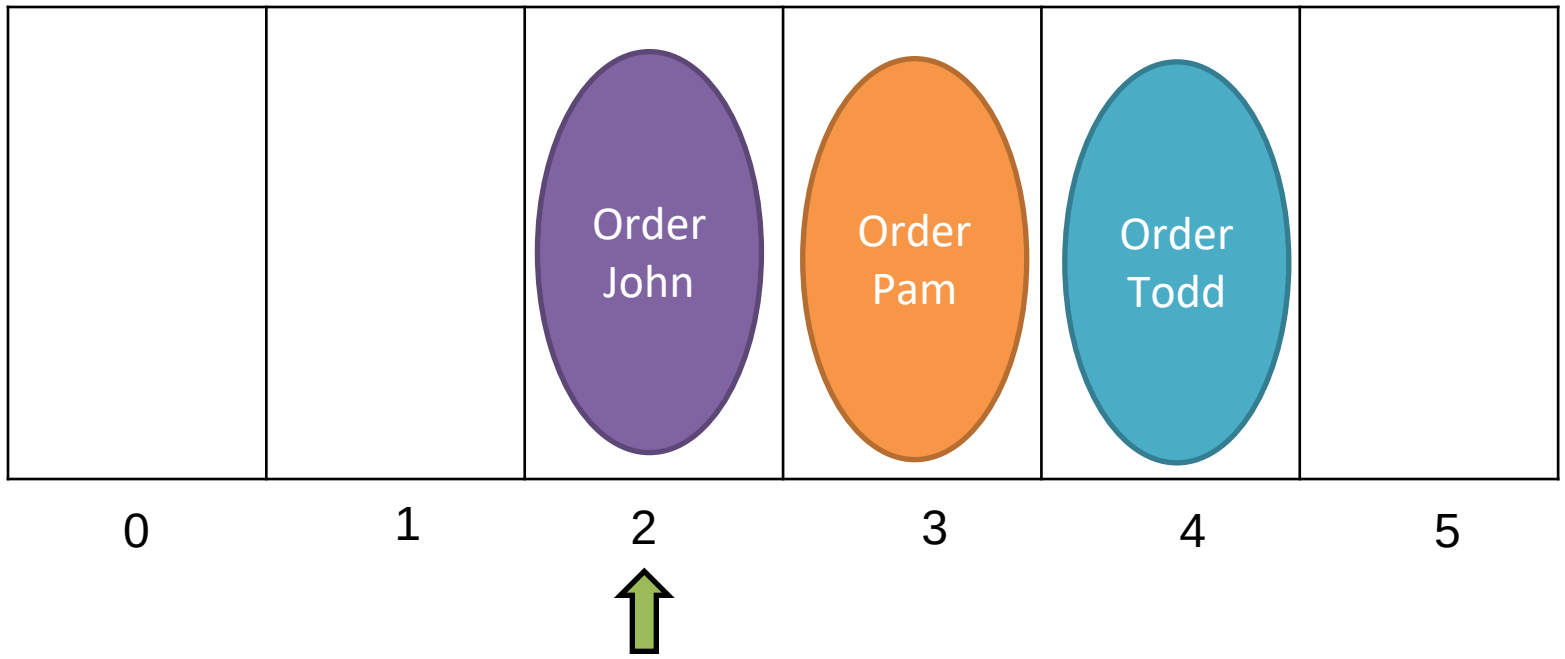
move the front pointer to the next element

= (0 + 1) % 6 = **1**

```
capacity = 6
size = 4
```

```
front = 1
insert_spot = 4
```

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



Let's **dequeue (again)**

```
data[front] = null
```

```
front = (front + 1) % 6
```

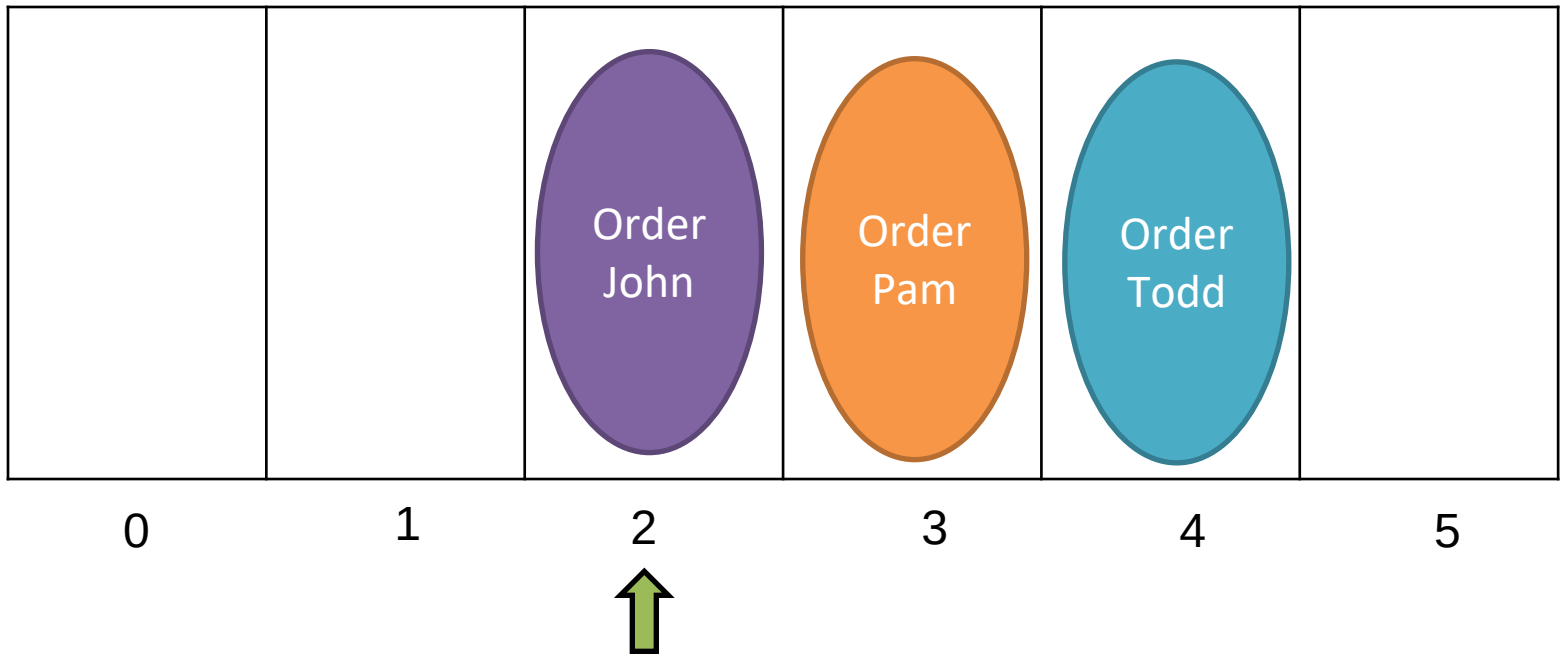
move the front pointer to the next element

= (1 + 1) % 6 = **2**

```
capacity = 6
size = 3
```

```
front = 2
insert_spot = 4
```

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



Let's **enqueue (again)**

```
insert_spot = (front + size) % 6
```

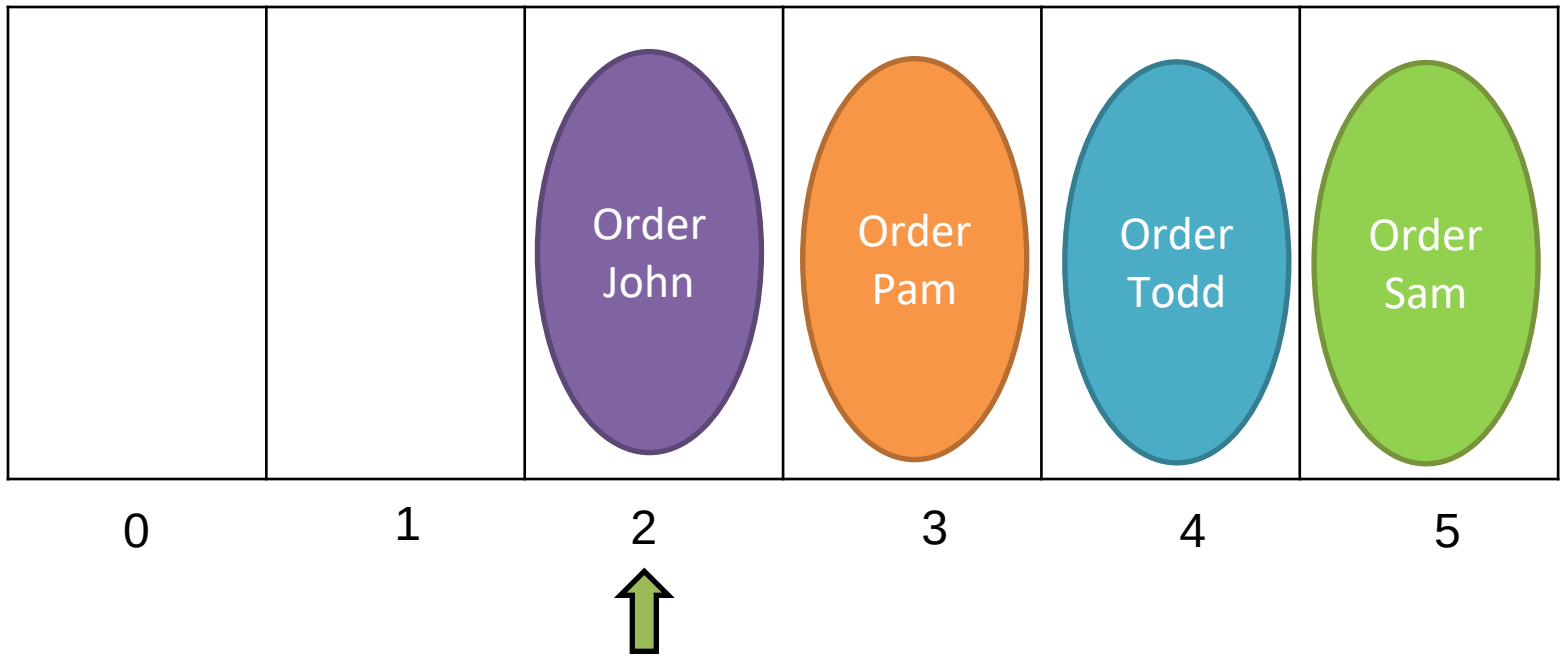
```
insert_spot = (2 + 3) % 6
```

5%6 = **5**


```
capacity = 6
size = 3
```

```
front = 2
insert_spot = 5
```

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



Let's **enqueue (again)**

```
insert_spot = (front + size) % 6
```

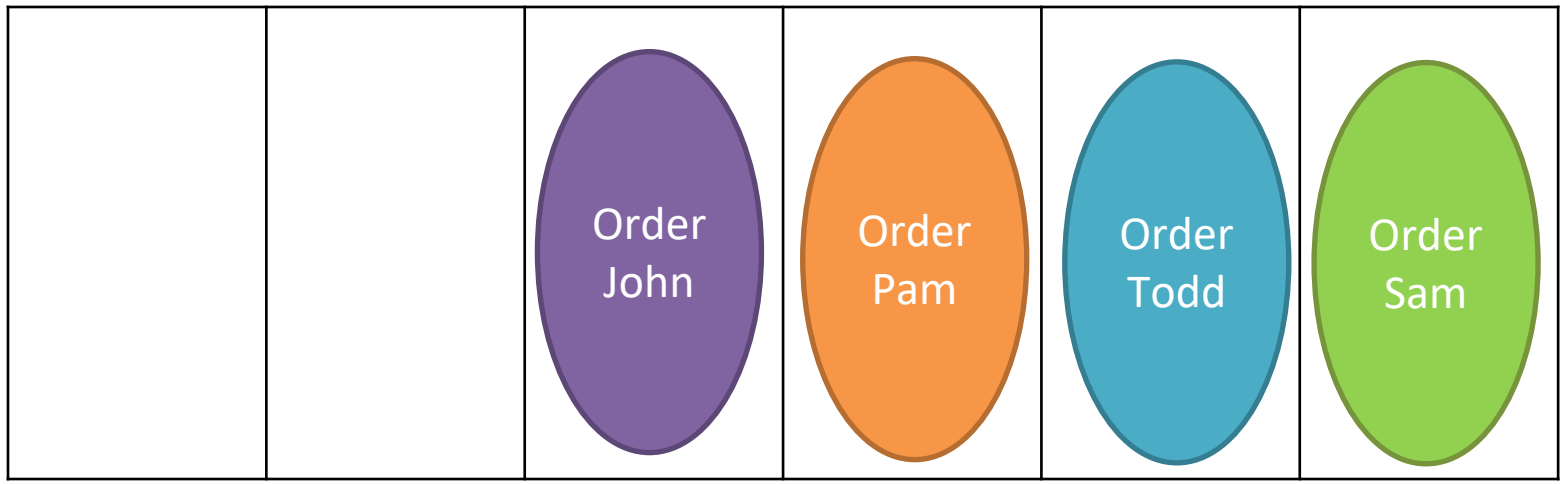
```
insert_spot = (2 + 3) % 6
```

5%6 = **5**

```
capacity = 6
size = 4
```

```
front = 2
insert_spot = 5
```

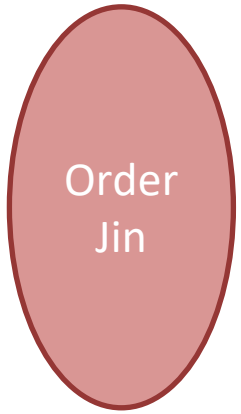
A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



Let's **enqueue (<u>again</u>)**

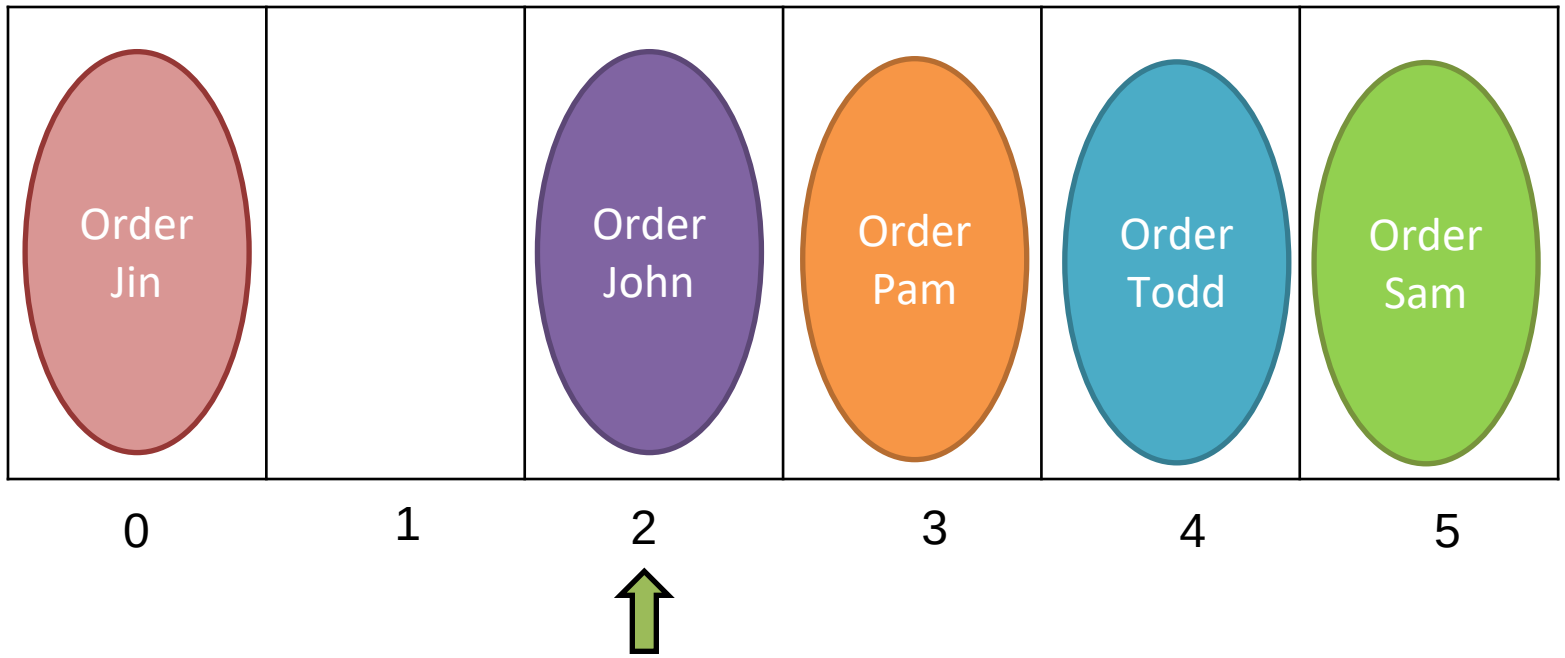
```
insert_spot = (front + size) % 6

(2 + 4) % 6  = 0
```




```
capacity = 6      front = 2
size = 4          insert_spot = 0
```

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion




```
capacity = 6      front = 2
size = 4          insert_spot = 0
```

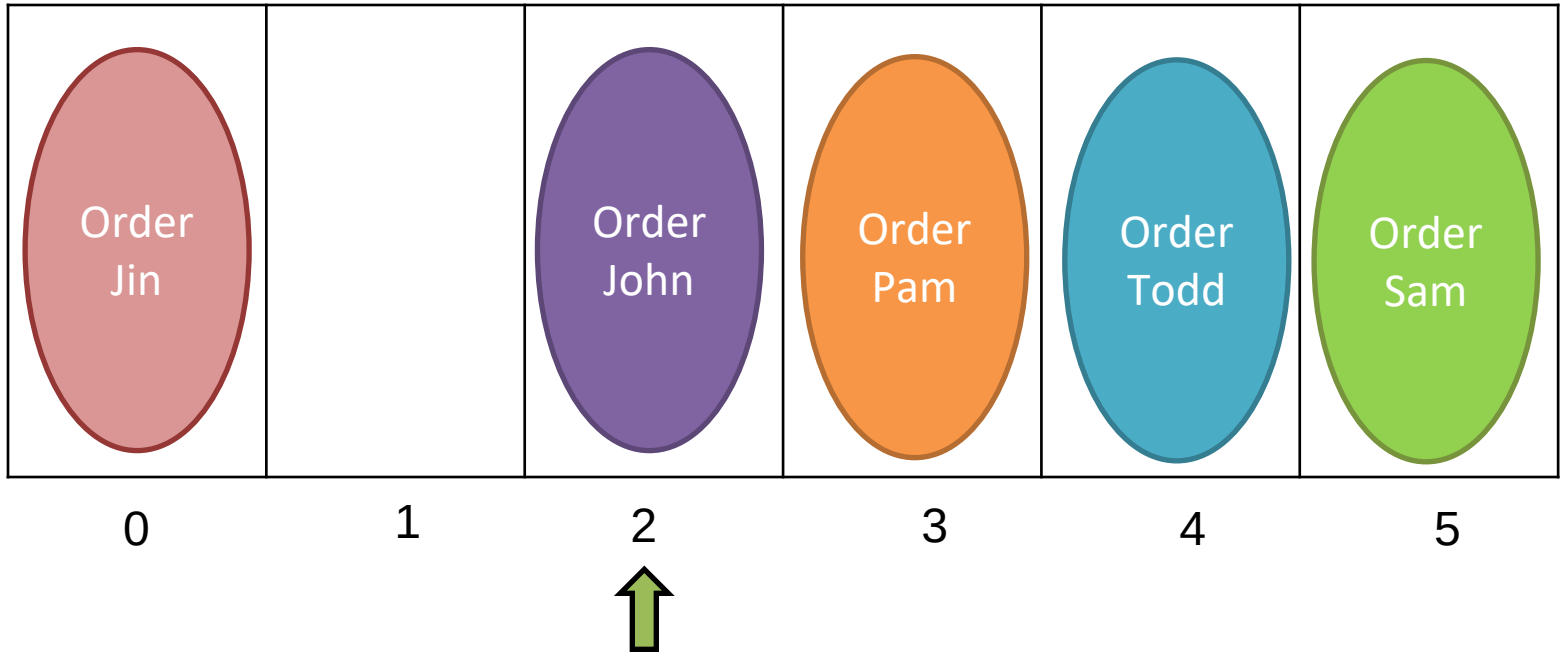
Let's **enqueue (<u>again</u>)**

```
insert_spot = (front + size) % 6

(2 + 4) % 6  = 0
```

The modulus operator allows us to "**wrap around**" in our array!

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion




```
capacity = 6
size = 4
```

```
front = 2
insert_spot = 0
```

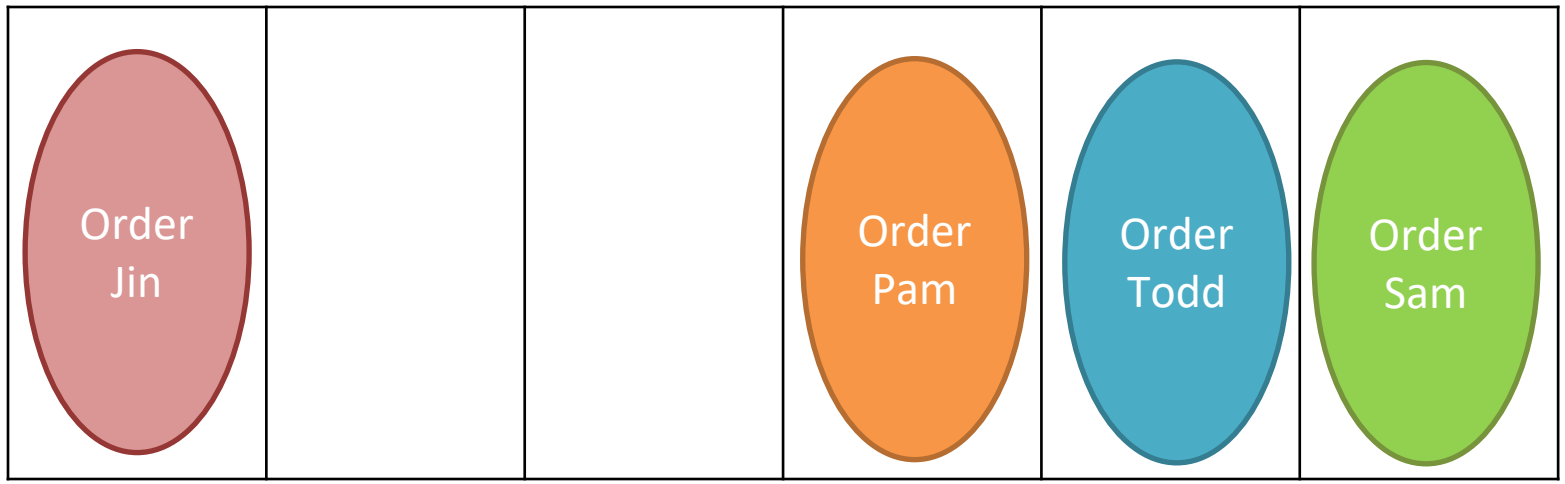
Let's **dequqe (again)**

```
data[front] = null
```

```
front = (front + 1) % 6
```

The modulus operator allows us to "**wrap around**" in our array!

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion




```
capacity = 6      front = 3
size = 4          insert_spot = 0
```

Let's **dequqe (<u>again</u>)**

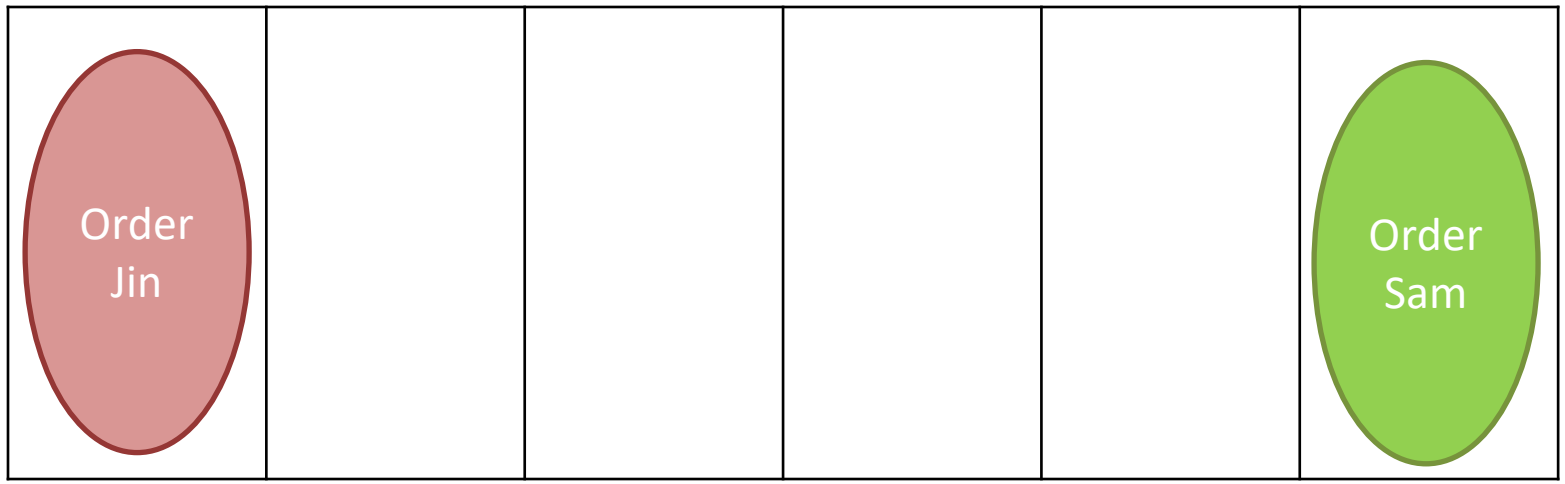
```
data[front] = null
```

```
front = (front + 1) % 6
```

(2+1) % 6 **= 3**

The modulus operator allows us to "**wrap around**" in our array!

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



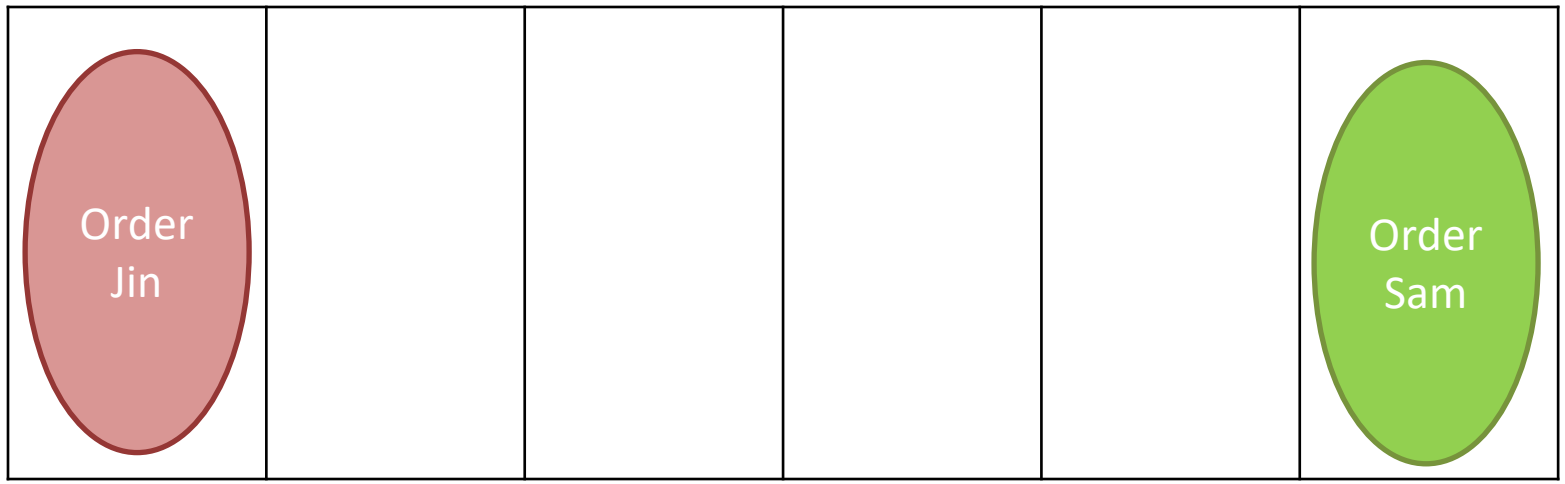
Let's **dequqe (<u>again</u>)**

```
data[front] = null

front = (front + 1) % 6
```

```
capacity = 6
size = 2
front = 5
insert_spot = 0
```

A **Queue** is a data structure that holds data, but operates in a First-in First-out (**FIFO**) fashion



Let's **dequqe (again)**

```
data[front] = null
```

```
front = (front + 1) % 6
```

Front = (5 + 1) % 6 **= 0**

```
capacity = 6
size = 2
```

```
front = 5
insert_spot = 0
```

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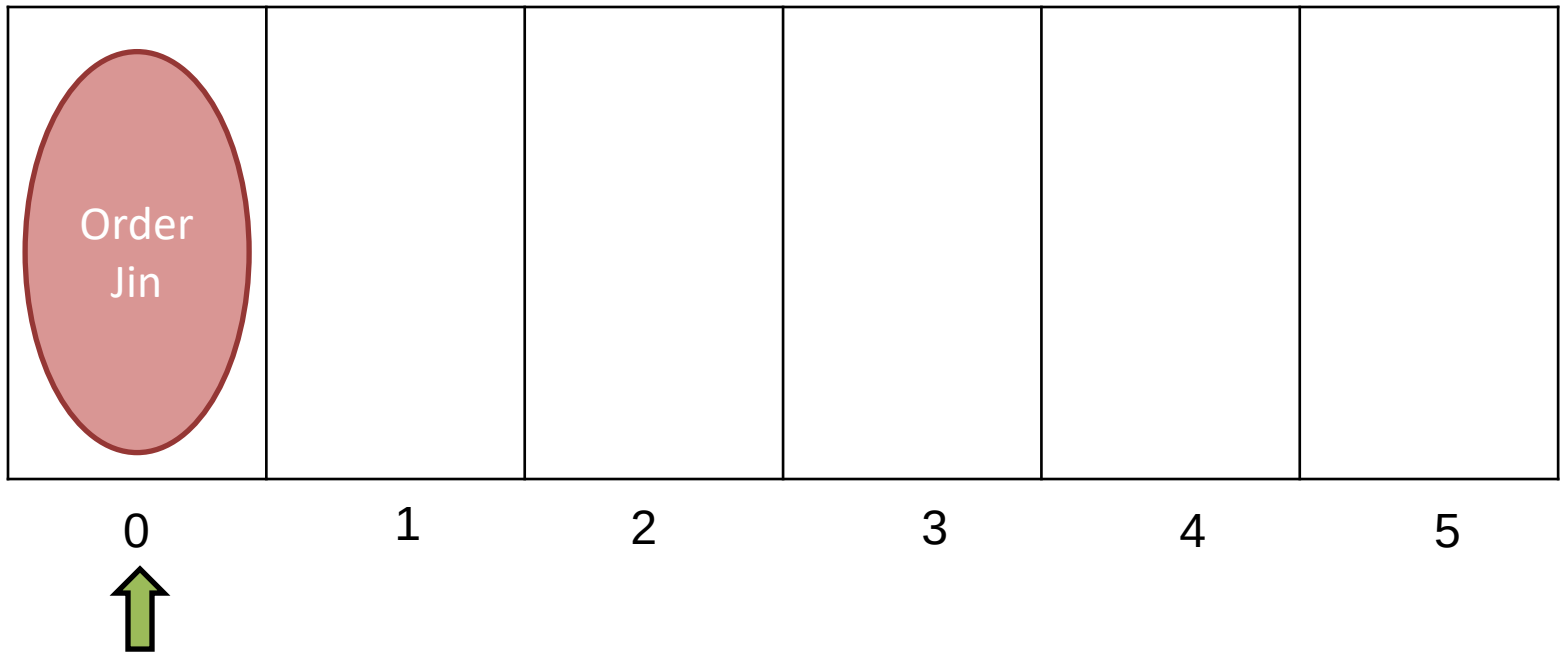

Let's **dequqe (again)**

```
data[front] = null
```

```
front = (front + 1) % 6
```

Front = (5 + 1) % 6 **= 0**

```
capacity = 6
size = 1
```

```
front = 0
insert_spot = 0
```

```java
public void enqueue(Order newOrder) {
    if(this.size == this.data.length) {
        System.out.println("Queue is full");
    }

    int insert_spot = (front + size) % (this.data.length);
    data[insert_spot] = newOrder;
    this.size++;

    System.out.println("Added "  +newOrder.getName() + " at index #" + insert_spot);
}
```

```java
public void dequeue() {


    if(this.size == 0) {
        System.out.println("Queue is empty...");
        return;
    }
    else {

        Order o = this.data[front];
        this.data[front] = null;
        front = (front + 1) % this.data.length;
        this.size--;
        System.out.println(o.getName() + " order was removed ");
    }

}
```

```
public void printQueue() {
        int start = front;
        int counter = 1;
        int n = 0;
        while( n != this.size ) {
                System.out.println(counter + ". " + this.data[start].getName());
                start = (start+1) % this.data.length;
                counter++;
                n++;
        }
}
```

This method will print out the queue in the correct order (there is probably a better way to write this)

The while loop stops once we've printed all N elements in the queue

Queue Runtime Analysis

```
public QueueLinkedList() {
        this.orders = new LinkedList<Order>();
        this.size = 0;
}
```

```
public QueueArray2() {
        this.orders = new Order[6];
        this.size = 0;
        this.front = 0;
        this.capacity = this.orders.length; //6
}
```

	Linked List	Array
Creation		
Enqueue		
Dequeue		
Peek		
Print Queue		

Queue Runtime Analysis

```
public QueueLinkedList() {
        this.orders = new LinkedList<Order>();
        this.size = 0;
}
```

O(1)

```
public QueueArray2() {
        this.orders = new Order[6];
        this.size = 0;
        this.front = 0;
        this.capacity = this.orders.length; //6
}
```

O(n), n = | array |

	Linked List	Array
Creation	O(1)	O(n)
Enqueue		
Dequeue		
Peek		
Print Queue		

Queue Runtime Analysis

```
public void enqueue(Order newOrder) {

        this.orders.addLast(newOrder);
        this.size++;

}
```

```
public void enqueue(Order newOrder) {

        if(this.size == this.capacity) {
                System.out.println("Error... queue is full");
                return;
        }

        int insert_spot = (front + size) % capacity;
        this.orders[insert_spot] = newOrder;

        this.size++;
        System.out.println("Added " + newOrder.getName() + " at index #" + insert_spot);
}
```

	Linked List	Array
Creation	O(1)	O(n)
Enqueue		
Dequeue		
Peek		
Print Queue		

Queue Runtime Analysis

```
public void enqueue(Order newOrder) {

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O(1)
O(1)
O(1)

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        this.orders[insert_spot] = newOrder;

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        System.out.println("Added " + newOrder.getName() + " at index #" + insert_spot);
}
```

O(1)
O(1)
O(1)
O(1)
O(1)

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue		
Peek		
Print Queue		

Queue Runtime Analysis

```
public Order dequeue() {
        if(this.size != 0) {
                Order removed = this.orders.removeFirst();
                System.out.println(removed.getName() + "'s order
                size--;
                return removed;
        }
        else {
                return null;
        }
}
```

```
public void dequeue() {

        if(this.size == 0) {
                System.out.println("Error... queue is empty");
                return;
        }
        else {
                Order o = this.orders[front];
                this.orders[front] = null;
                front = (front + 1) % capacity;
                this.size--;
                System.out.println(o.getName() + "'s order was removed");

        }

}
```

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue		
Peek		
Print Queue		

Queue Runtime Analysis

```
public Order dequeue() {
        if(this.size != 0) {
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        else {
                return null;
        }
}
```

O(1)

O(1)

```
public void dequeue() {

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                return;
        }
        else {
                Order o = this.orders[front];
                this.orders[front] = null;
                front = (front + 1) % capacity;
                this.size--;
                System.out.println(o.getName() + "'s order was removed");

        }

}
```

O(1)

O(1)

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue	O(1)	O(1)
Peek		
Print Queue		

Queue Runtime Analysis

```
return this.orders.getFirst()
```

```
return this.orders[front]
```

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue	O(1)	O(1)
Peek		
Print Queue		

Queue Runtime Analysis

```
return this.orders.getFirst()
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O(1)

```
return this.orders[front]
```
O(1)

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue	O(1)	O(1)
Peek	O(1)	O(1)
Print Queue		

Queue Runtime Analysis

```
public void printQueue() {
        int counter = 1;
        for(Order each_order: this.orders) {
                each_order.printOrder(counter);
                counter++;
        }
}
```

```
public void printQueue() {

        int start = front;
        int counter = 1;
        int n = 0;
        while(n != this.size) {
                System.out.println(counter + ". " + this.orders[start].getName());
                start = (start + 1) % capacity;
                counter++;
                n++;
        }


}
```

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue	O(1)	O(1)
Peek	O(1)	O(1)
Print Queue		

Queue Runtime Analysis

```
public void printQueue() {
        int counter = 1;
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            each_order.printOrder(counter);
            counter++;
        }
}
```

O(1) O(n) O(1) O(1)

n = # of elements in queue

```
public void printQueue() {

        int start = front;
        int counter = 1;
        int n = 0;
        while(n != this.size) {
                System.out.println(counter + ". " + this.orders[start].getName());
                start = (start + 1) % capacity;
                counter++;
                n++;
        }


}
```

O(1) O(1) O(1) O(n) O(1)

n = # of elements in queue

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue	O(1)	O(1)
Peek	O(1)	O(1)
Print Queue	O(n)	O(n)

Takeaway: Adding and removing elements from a **queue** runs in constant time (`O(1)`)

(FIFO)

Takeaway: Adding and removing elements from a **stack** runs in constant time (`O(1)`)

(LIFO)

Queue Runtime Analysis

	Linked List	Array
Creation	O(1)	O(n)
Enqueue	O(1)	O(1)
Dequeue	O(1)	O(1)
Peek	O(1)	O(1)
Print Queue	O(n)	O(n)

Stack Runtime Analysis

	w/ Array	w/ Linked List
Creation	O(n)	O(1)
Push()	O(1)	O(1)
Pop()	O(1)	O(1)
peek()	O(1)	O(1)
Print()	O(n)	O(n)