

# Queues

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KTH

HT22

# a stack

- Operations: `push()` and `pop()`,
- First value pushed is the last item popped - *last in first out*

# a stack

- Operations: `push()` and `pop()`,
- First value pushed is the last item popped - *last in first out*

Perfect when guiding an execution of a program.

# when a stack fails

# when a stack fails



# when a stack fails



Please push yourself on the stack  
and it will soon be your turn.

# the queue

# the queue

First in first out.



# the queue

First in first out.

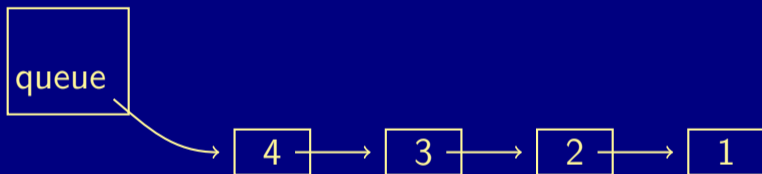
- enqueue(): Add item to the queue.

# the queue

First in first out.

- enqueue(): Add item to the queue.
- dequeue() : Remove item that has been the longest in the queue.
- empty() : Is the queue empty?

# a linked list implementation



# a linked list implementation

```
public class Queue()<T> {  
  
    Node queue;  
  
    private class Node {  
        T item;  
        Node next;  
  
        private Node(T itm, Node nxt) {  
            this.item = itm;  
            this.next = nxt;  
        }  
    }  
}
```

:

# a linked list implementation

```
    :  
    public enqueue(T itm) {  
        this.queue = Node(itm, queue);  
    }
```

# a linked list implementation

```
public dequeue() {
    if (this.queue == null)
        return null;
    Node prv = null;
    Node nxt = this.queue;
    while (nxt.next != null) {
        prv = nxt;
        nxt = nxt.next;
    }
    if (prv == null)
        this.queue = null;
    else
        prv.next = null;
    return nxt.item;
}
```

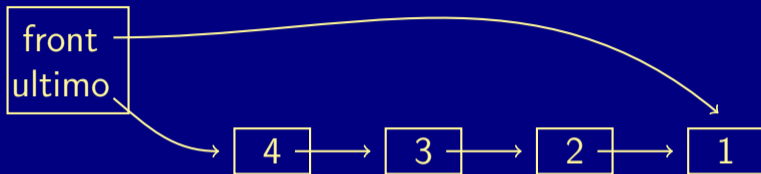
# a linked list implementation

# a linked list implementation

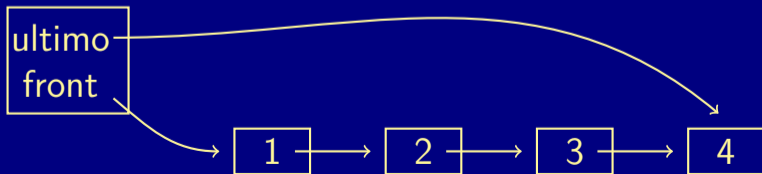
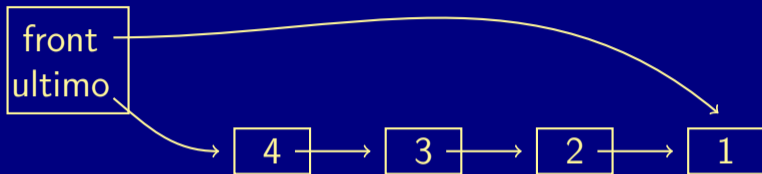
There must be a simpler way.



# a linked list implementation



# a linked list implementation



# a linked list implementation

```
public class Queue() <T> {  
  
    Node front;  
    Node ultimo;  
    :
```

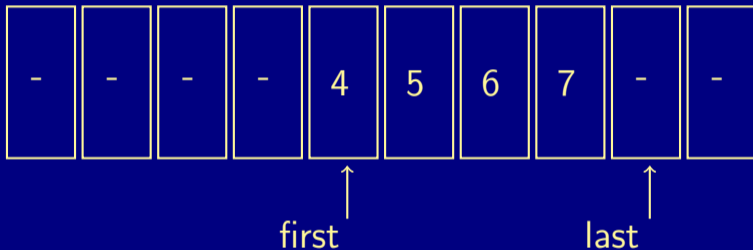
# let's try an array

```
public class QueueArray<T> {  
  
    T[] queue;  
  
    int first = 0;  
    int last = 0;  
  
    int size = 10;  
  
    public QueueArray() {  
        this.queue = (T[]) new Object[this.size];  
    }  
    :  
}
```

# the empty array

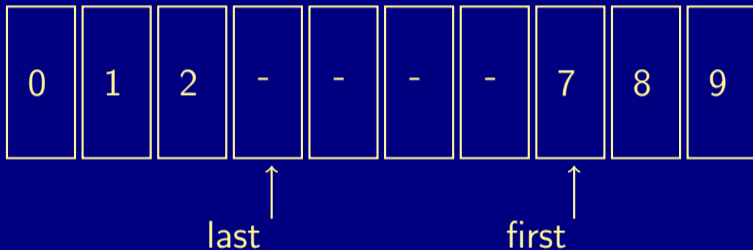
```
public boolean empty() {  
    return (first == last);  
}
```

when  $\text{first} \leq \text{last}$



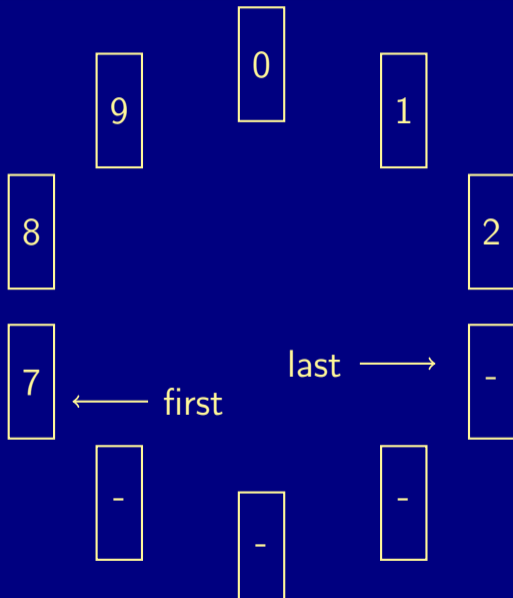
size = 10

when  $\text{last} < \text{first}$



size = 10

# modulo the size





# dynamic size

- What should we do if the queue is full?

# dynamic size

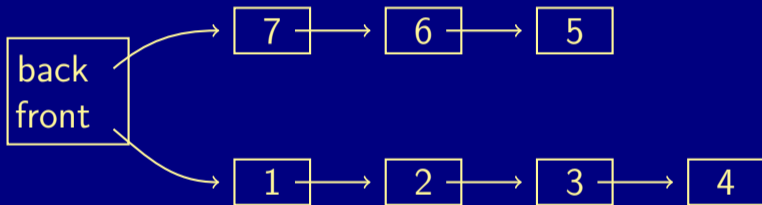
- What should we do if the queue is full?
- Should we shrink the size of the array?

# an alternative implementation

# an alternative implementation

An implementation often used in functional programming languages.

# an alternative implementation



# a linked list, almost as before

```
public class Queue()<T> {  
  
    Node back;  
    Node front;  
  
    private class Node {  
        T item;  
        Node next;  
  
        private node(T itm, Node nxt) {  
            this.item = itm;  
            this.next = nxt;  
        }  
    }  
}
```

# a linked list, almost as before

```
public void enqueue(T itm) {  
    back = Node(itm, back);  
}
```

```
public T dequeue() {  
    T itm = front.item;  
    front = front.next;  
    return itm;  
}
```

```
:
```

# a linked list, almost as before

```
public void enqueue(T itm) {
    back = Node(itm, back);
}

public T dequeue() {
    T itm = front.item;
    front = front.next;
    return itm;
}
:
```

Perfect, .... just one small detail.



# when to use queues

- Concurrent programs: handle requests in the order that they arrive.

# when to use queues

- Concurrent programs: handle requests in the order that they arrive.
- Breadth-first traversal of a tree, task are generated but need not be solved right away.