

CHAPTER 7

Queues

Data Abstraction and Problem Solving with JAVA:
Walls and Mirrors
Carrano / Prichard

Figure 7.1

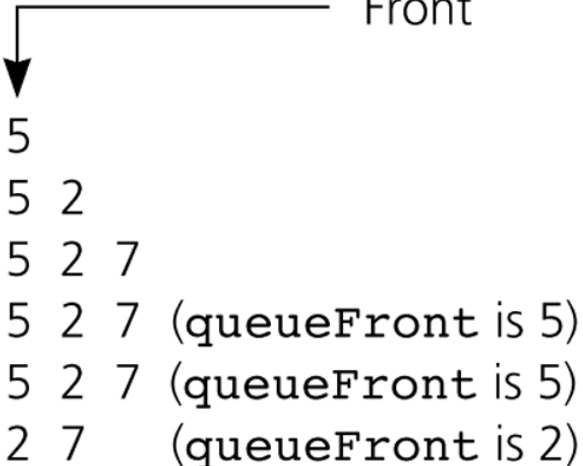
Some queue operations

Operation

```
queue.createQueue()  
queue.enqueue(5)  
queue.enqueue(2)  
queue.enqueue(7)  
queueFront = queue.peek()  
queueFront = queue.dequeue()  
queueFront = queue.dequeue()
```

Queue after operation

Front



```
5  
5 2  
5 2 7  
5 2 7 (queueFront is 5)  
5 2 7 (queueFront is 5)  
2 7 (queueFront is 2)
```

Figure 7.2

The results of inserting a string into both a queue and a stack

String: abcbd

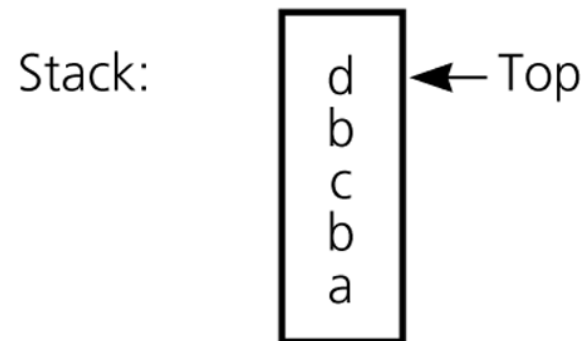
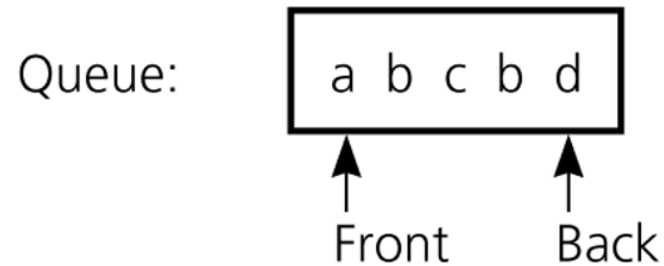


Figure 7.3a

A reference-based implementation of a queue: a) a linear linked list with two external references; b) a circular linear linked list with one external reference

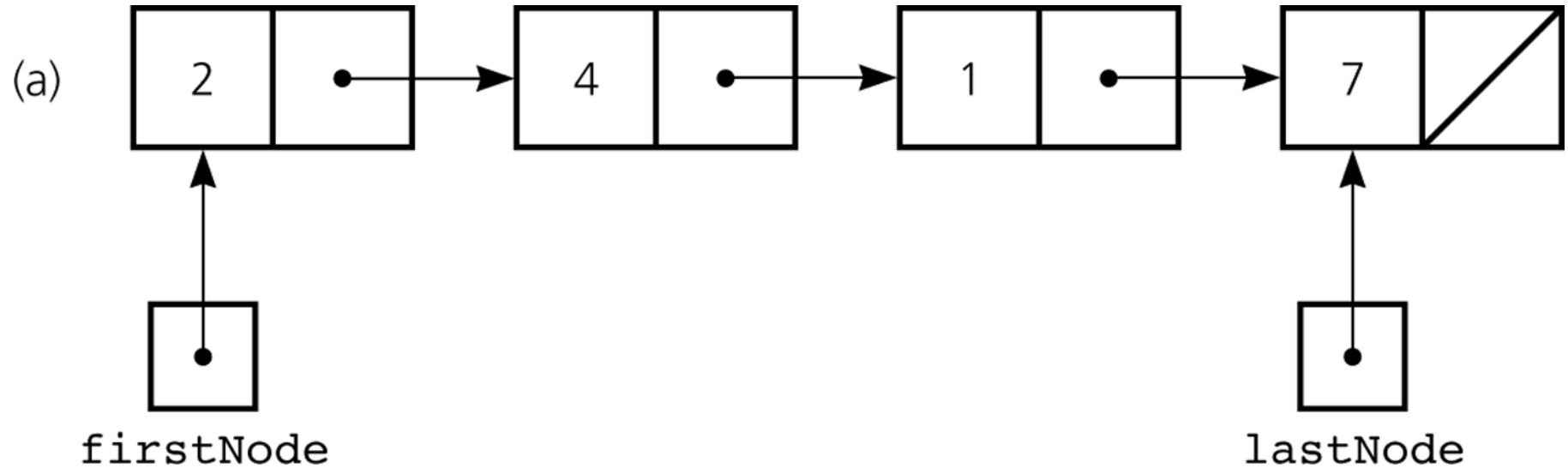


Figure 7.3b

A reference-based implementation of a queue: a) a linear linked list with two external references; b) a circular linear linked list with one external reference

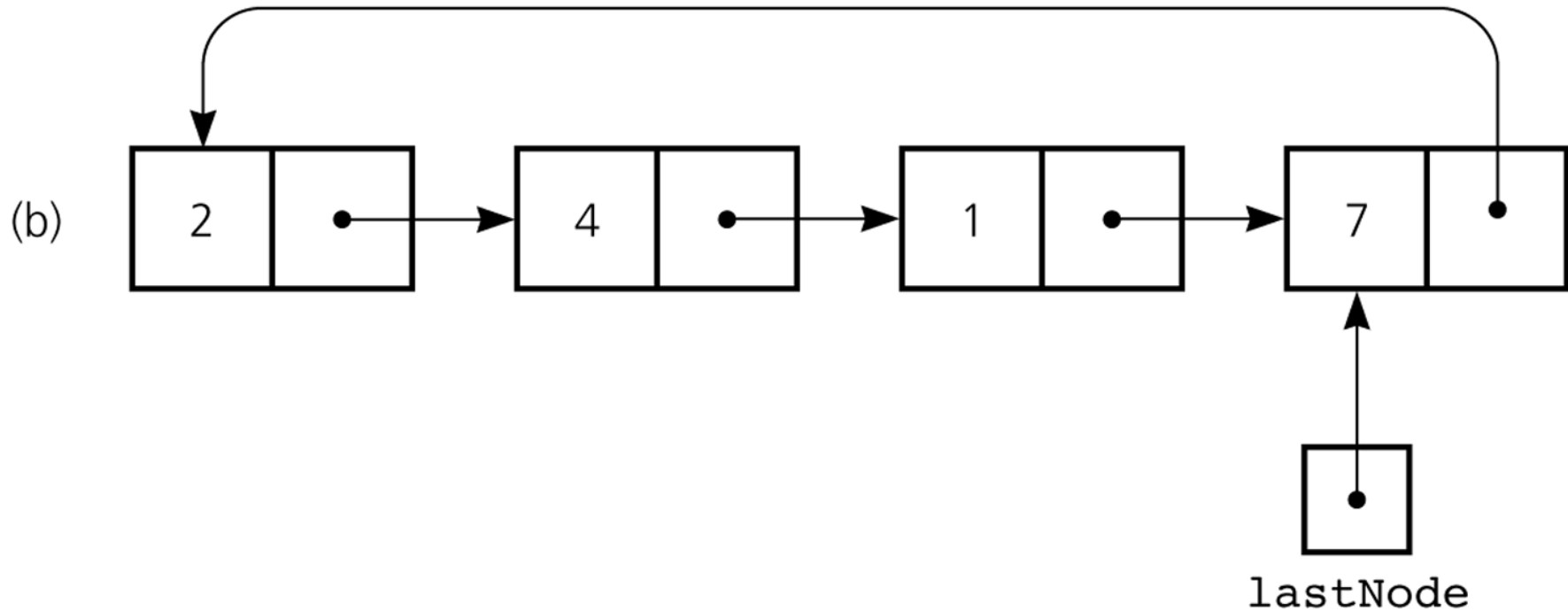


Figure 7.4

Inserting an item into a nonempty queue

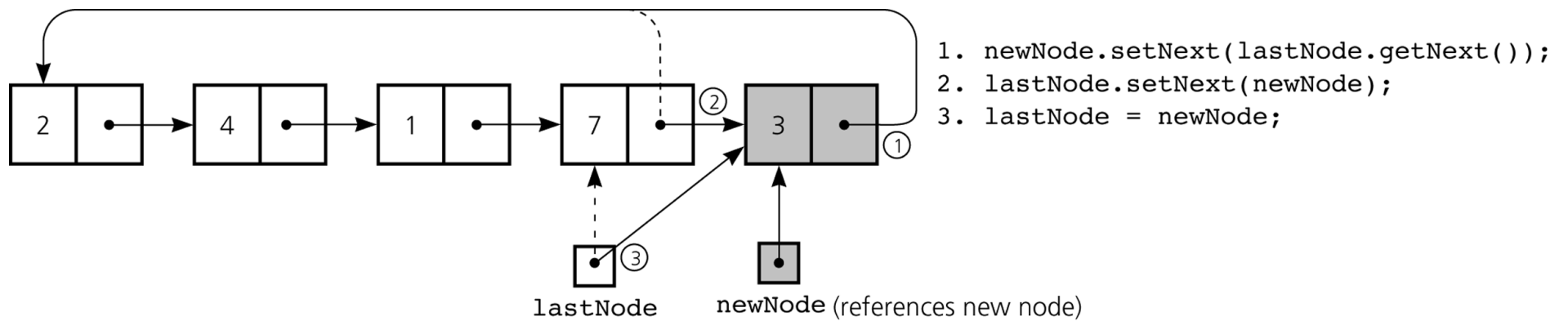


Figure 7.5

Inserting an item into an empty queue: a) before insertion; b) after insertion

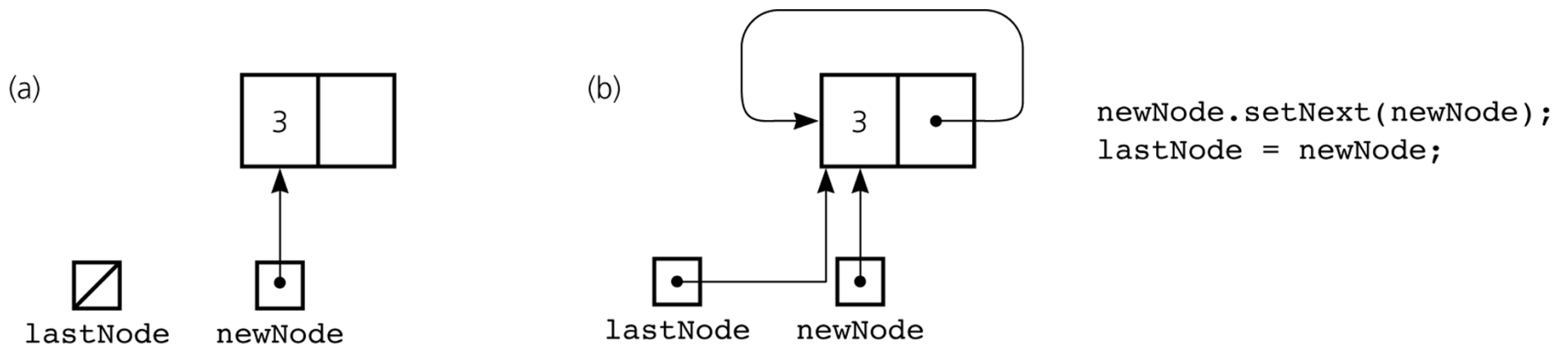


Figure 7.6

Deleting an item from a queue of more than one item

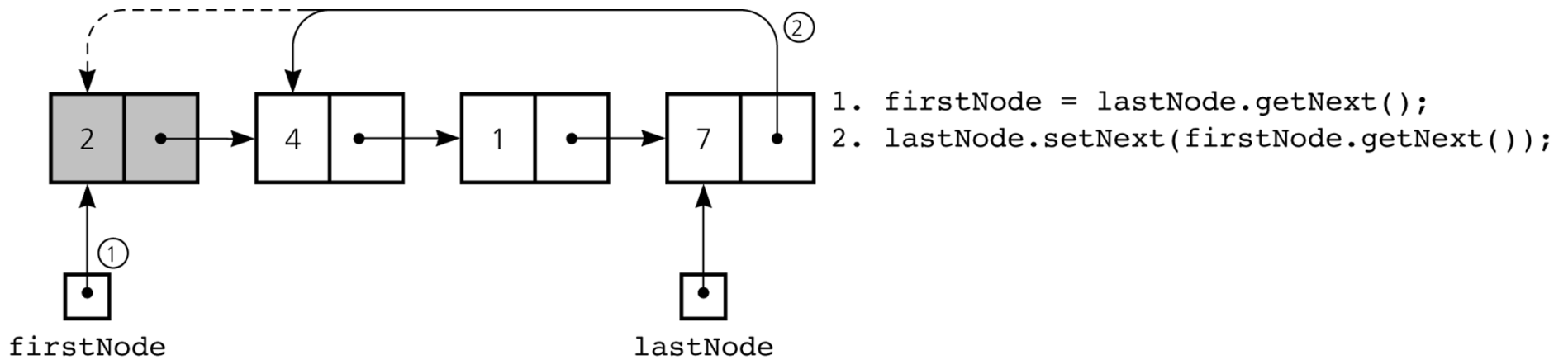


Figure 7.7

a) A naive array-based implementation of a queue; b) rightward drift can cause the queue to appear full

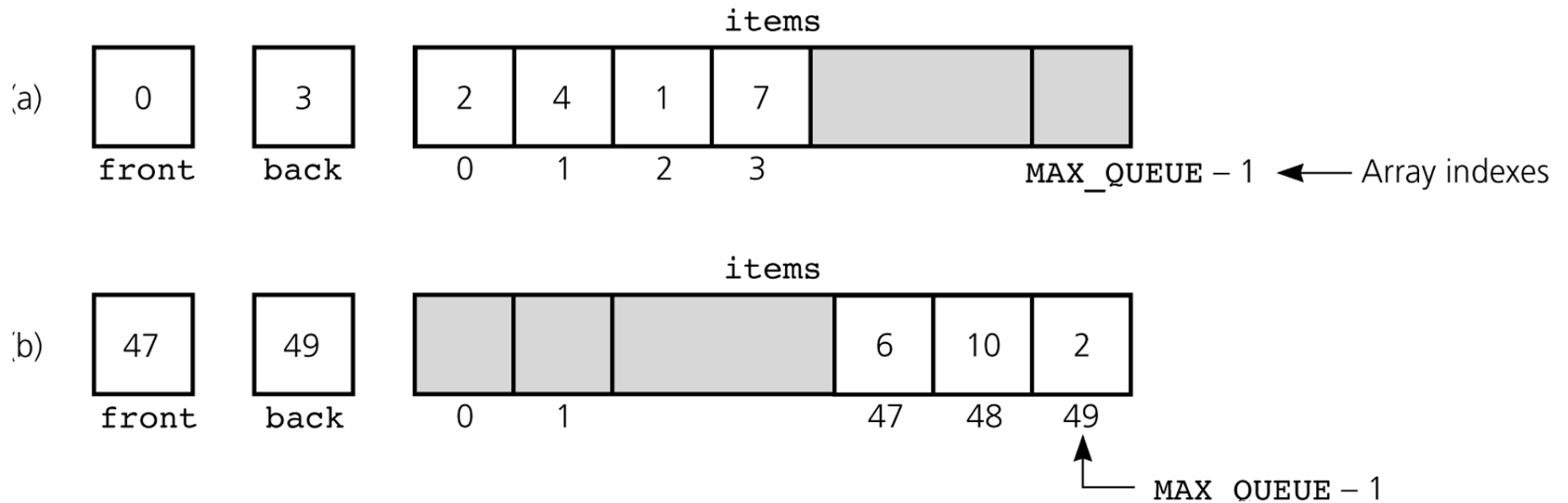


Figure 7.8

A circular implementation of a queue

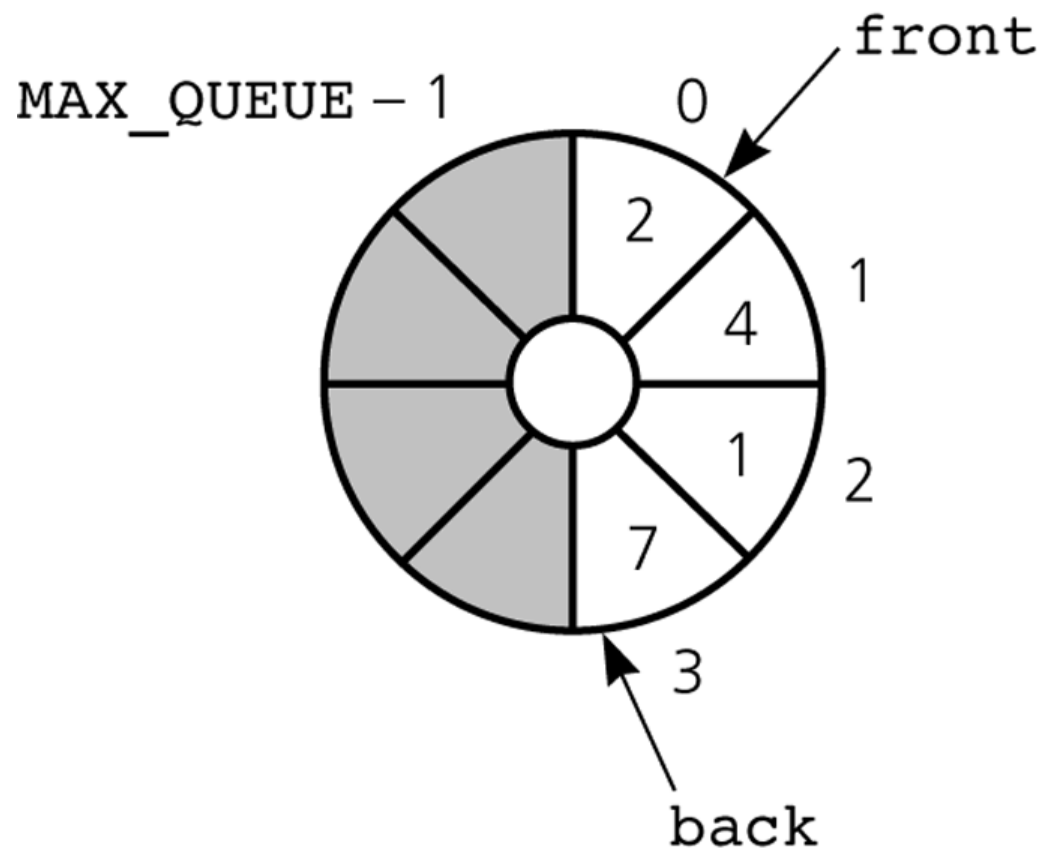


Figure 7.9

The effect of some operations of the queue in Figure 7-8

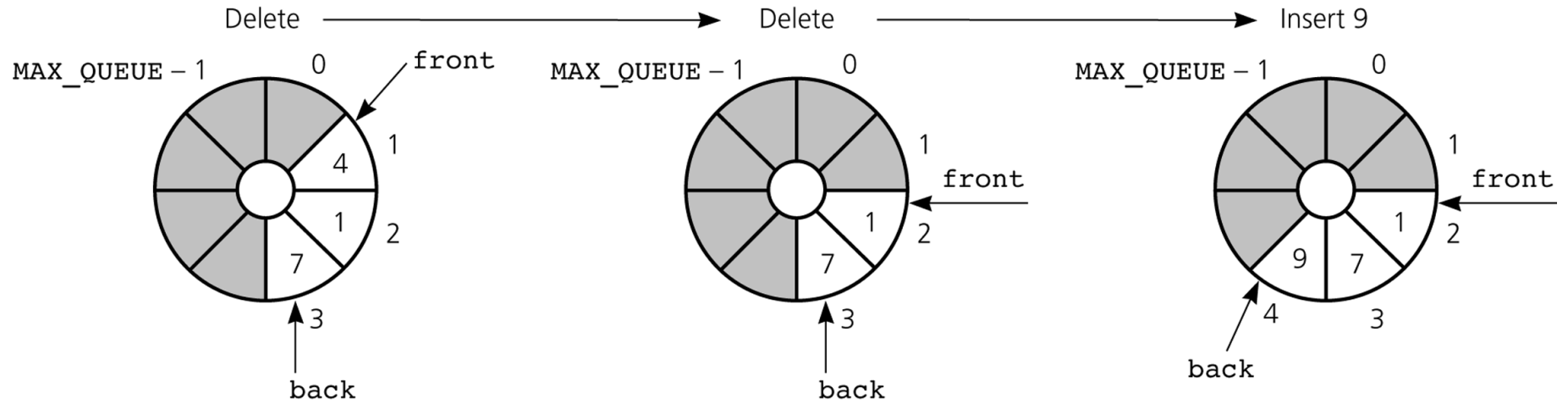


Figure 7.10a

a) *front* passes *back* when the queue becomes empty

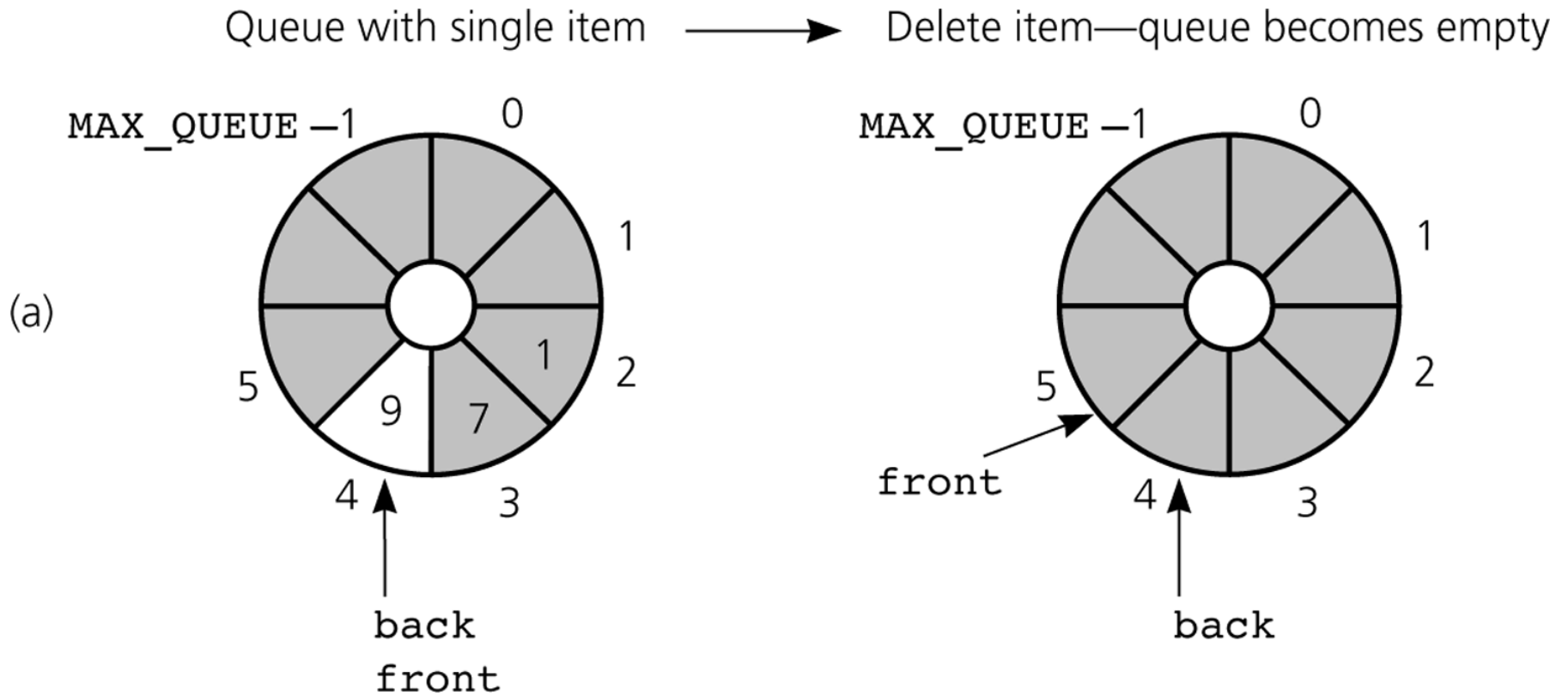


Figure 7.10b

b) *back* catches up to *front* when the queue becomes full

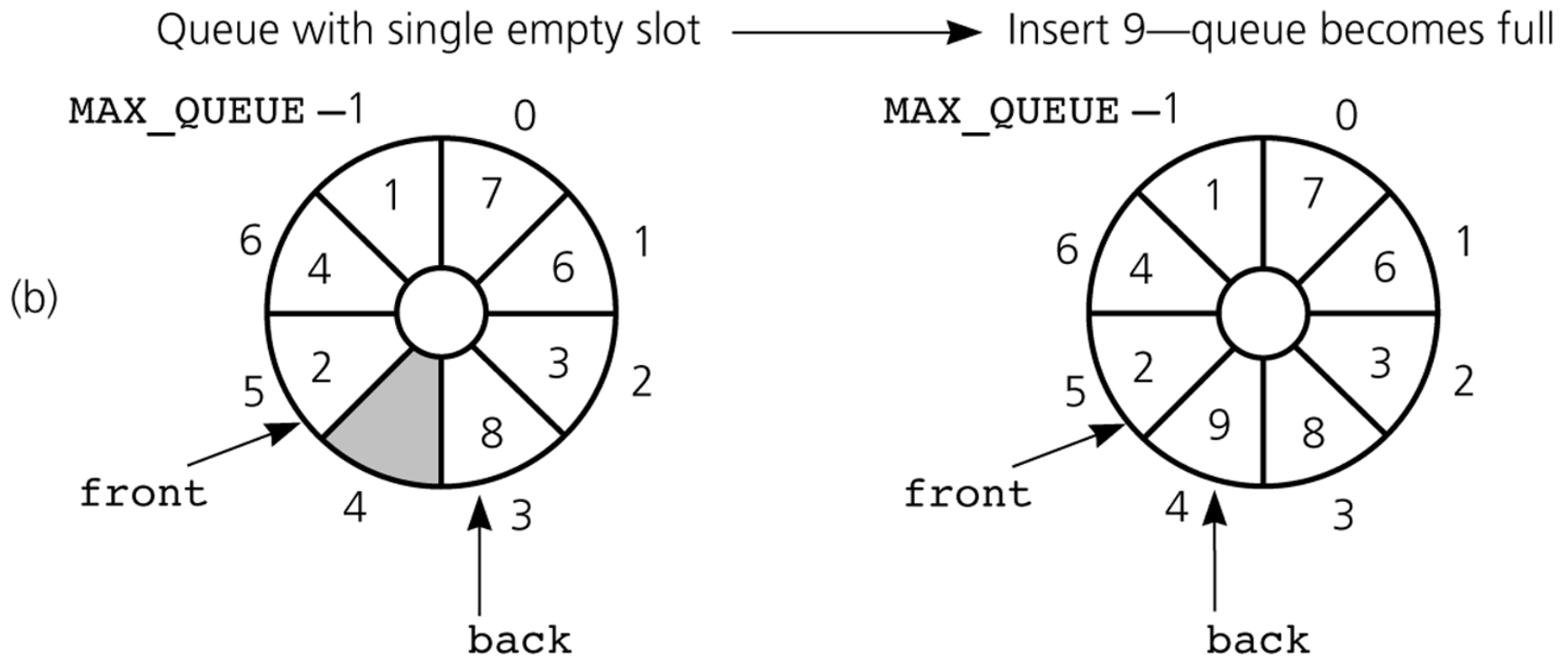
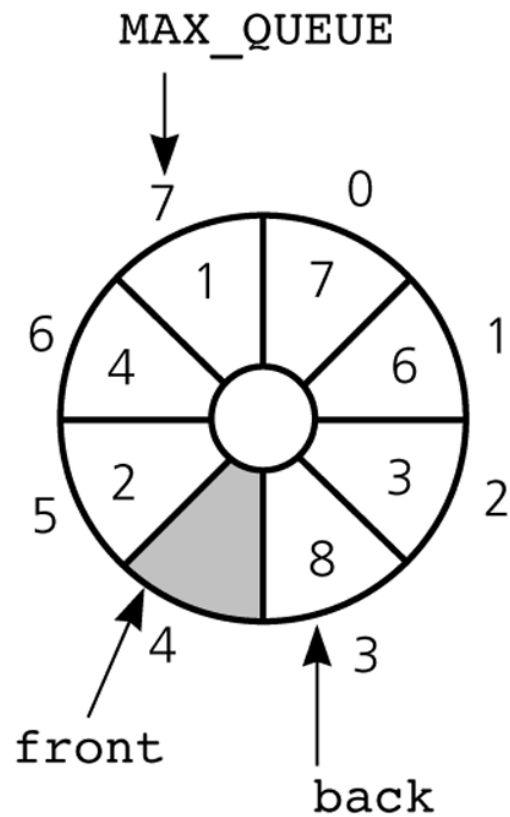
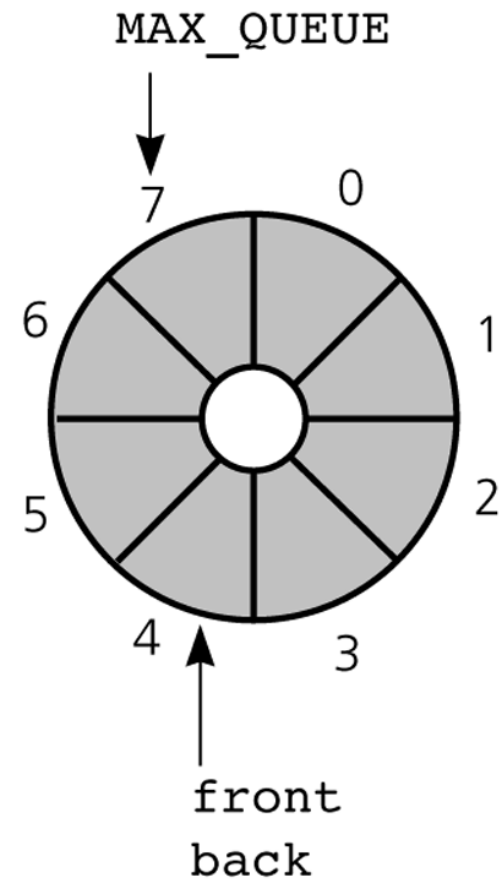


Figure 7.11

A more efficient circular implementation: a) a full queue; b) an empty queue



(a)



(b)

Figure 7.12

An implementation that uses the ADT list

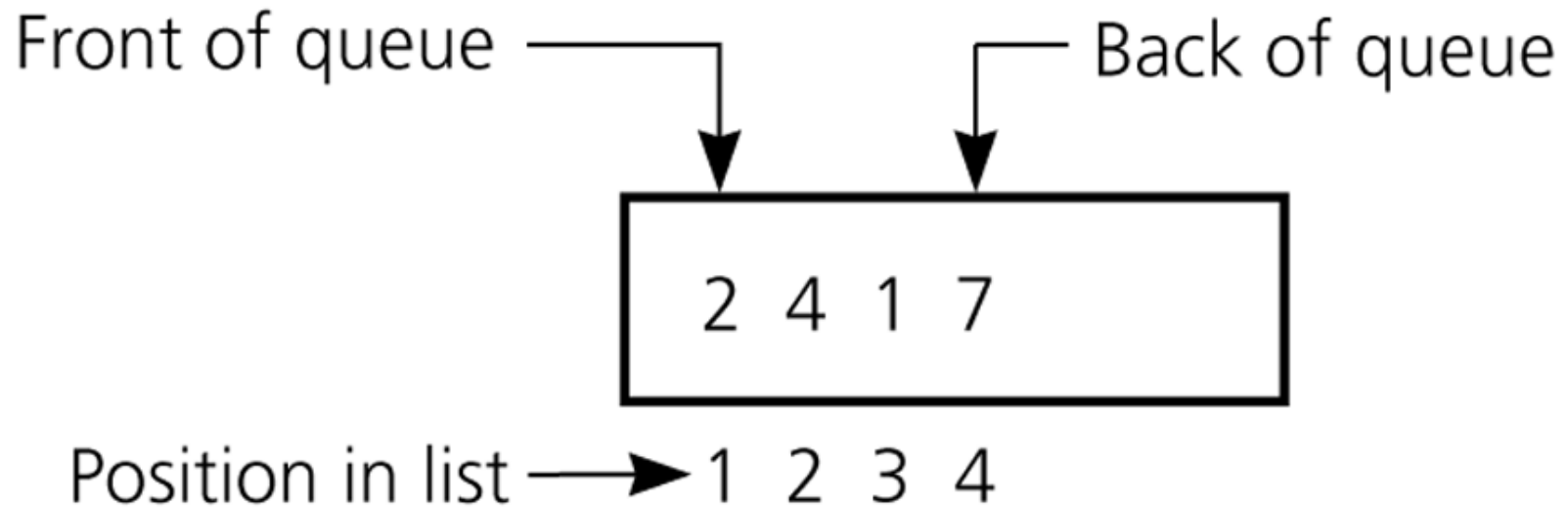


Figure 7.13a and 7.13b

A blank line at at time a) 0; b) 12

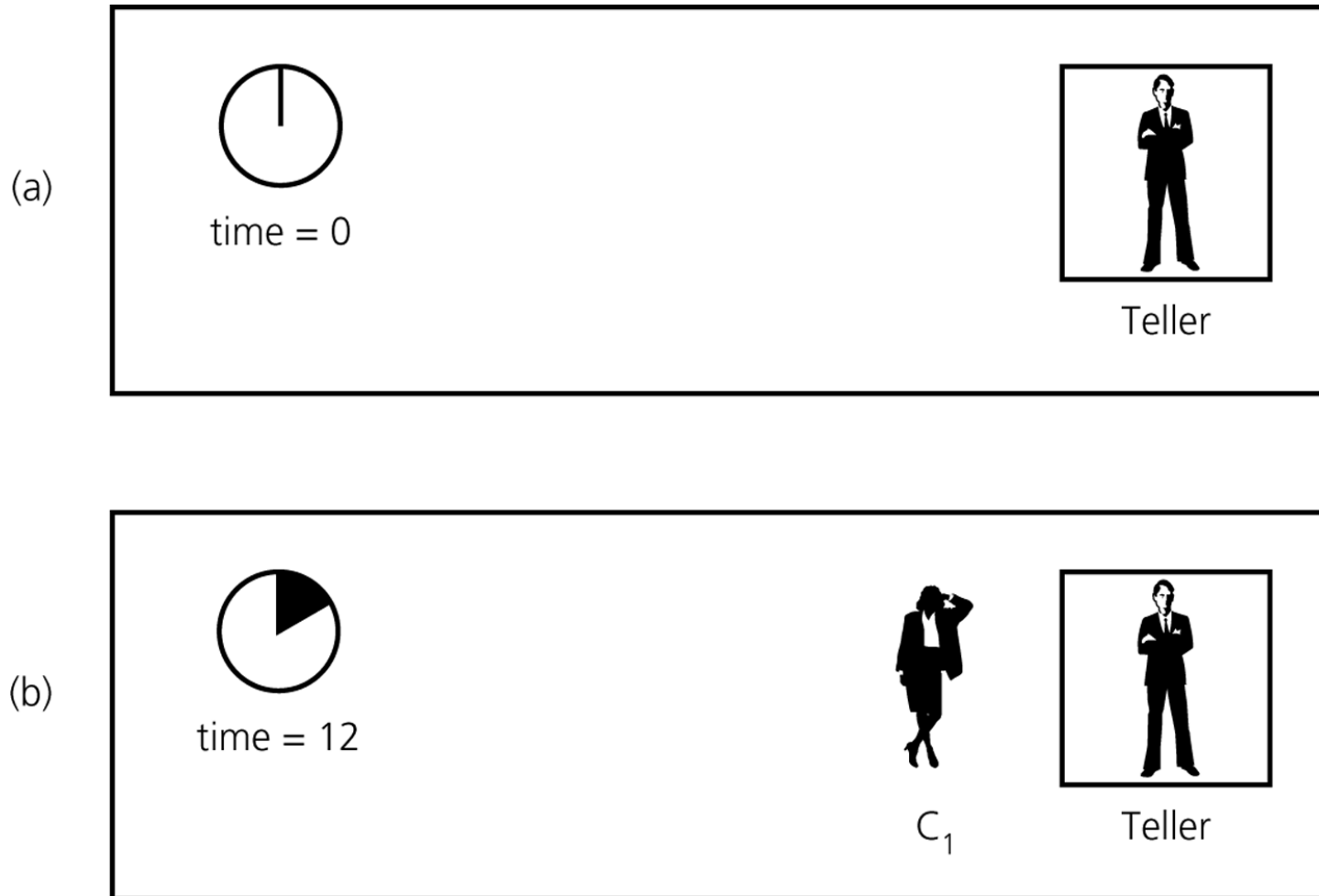
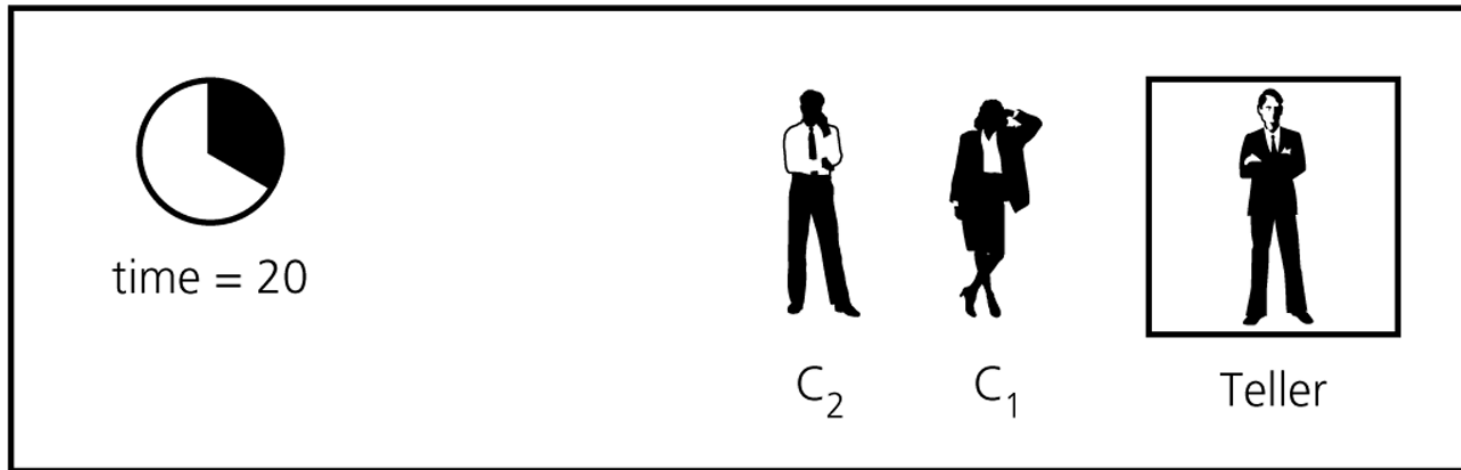


Figure 7.13c and 7.13d

A blank line at at time c) 20; d) 38

(c)



(d)



Figure 7.14

A typical instance of the event list

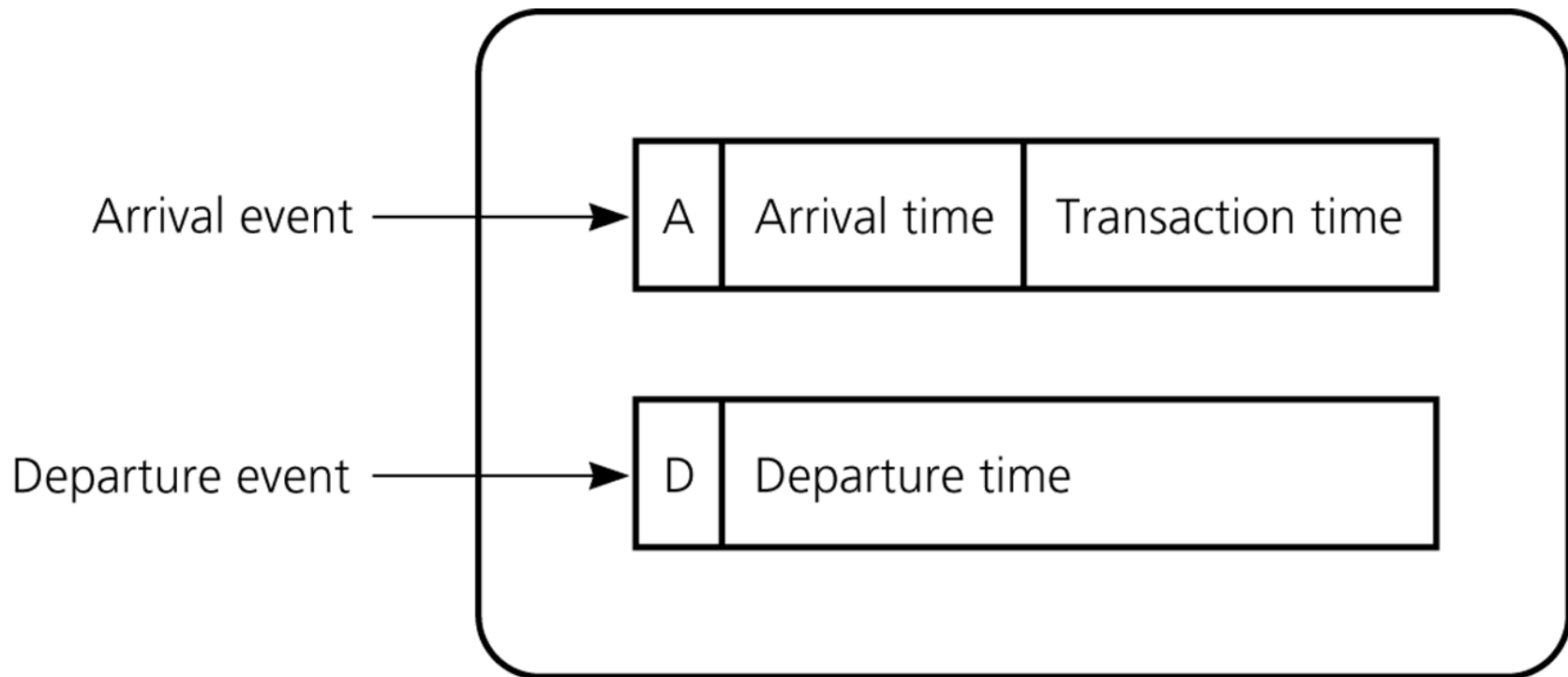


Figure 7.15

A Partial trace of the bank simulation algorithm for the data

20 5 23 2
22 4 30 3

Time	Action	bankQueue (front to back)	eventList (beginning to end)
0	Read file, place event in <code>eventList</code>	(empty)	A 20 5
20	Update <code>eventList</code> and <code>bankQueue</code> : Customer 1 enters bank	20 5	(empty)
	Customer 1 begins transaction, create departure event	20 5	D 25
	Read file, place event in <code>eventList</code>	20 5	A 22 4 D 25
22	Update <code>eventList</code> and <code>bankQueue</code> : Customer 2 enters bank	20 5 22 4	D 25
	Read file, place event in <code>eventList</code>	20 5 22 4	A 23 2 D 25
23	Update <code>eventList</code> and <code>bankQueue</code> : Customer 3 enters bank	20 5 22 4 23 2	D 25
	Read file, place event in <code>eventList</code>	20 5 22 4 23 2	D 25 A 30 3
25	Update <code>eventList</code> and <code>bankQueue</code> : Customer 1 departs	22 4 23 2	A 30 3
	Customer 2 begins transaction, create departure event	22 4 23 2	D 29 A 30 3

Self-Test Exercise 6 asks you to complete this trace.