Announcements

Office Hours this week
  Monday, Tuesday, Thursday:  2:30—4:00
  Wednesday:  2:30—4:00 (May be canceled)
  Friday:  canceled

Quiz on Wednesday (covers stacks, array implementation of queues)

Lab partners:  We are in the middle of stacks and queues,
  New Partners Friday

Queues
  Uses:
    scheduling work inside a computer
    printing
    simulations (e.g., traffic at a stop light, customers in store)
    many advanced algorithms

Logical interface

Common implementations
  Arrays:  several interpretations
  Lists:  tomorrow
Queue user interface
Data type (for storing strings on a queue)

typedef . . . {

} stringQueue;

Operations:
Vote 1 Which header is appropriate for an initializeQueue operation?

A. void initializeQueue (stringQueue queue)
B. void initializeQueue (stringQueue * queue)
C. Either A or B
D. Something else?

Vote 2: Which header is appropriate for an isEmpty operation?

A. int isEmpty (stringQueue queue)
B. int isEmpty (stringQueue * queue)
C. Either A or B (no preference)
D. A preferred (but B would work)
E. B preferred (but A would work)
Queue user interface
Data type (for storing strings on a queue)

typedef . . . { 
    } stringQueue;

Operations:
/* initialize queue referenced by the parameter */
void initializeQueue (stringQueue * queue)

/* return whether the queue is empty */
int isEmpty (stringQueue queue)

/* return whether the queue is full */
int isFull (stringQueue queue)

/* insert given item into back of the queue */
int enqueue (stringQueue * queue, char* item)

/* removes front item from queue referenced by parameter */
char * dequeue (stringQueue * queue)
Array Implementation of a Queue

Elements of a queue (e.g., a, b, c, d, e) are stored in an array.

Idea 1: head of list at position 0, end of list at variable last

<table>
<thead>
<tr>
<th>Index</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>a</td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
</tr>
<tr>
<td>notes</td>
<td>front</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

On dequeue, slide elements left:

<table>
<thead>
<tr>
<th>Index</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
<td></td>
</tr>
<tr>
<td>notes</td>
<td>front</td>
<td></td>
<td></td>
<td></td>
<td>last</td>
</tr>
</tbody>
</table>

This approach is:

A. both enqueue, dequeue efficient
B. enqueue efficient; dequeue not
C. dequeue efficient; enqueue not
D. neither efficient
Array Implementation of a Queue

Elements of a queue (e.g., a, b, c, d, e) are stored in an array

Idea 2: variables head, tail keep track of ends of queue

<table>
<thead>
<tr>
<th>Index</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>notes</td>
<td>head</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

On dequeue, remaining elements not moved:

<table>
<thead>
<tr>
<th>Index</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>notes</td>
<td>head</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This approach is:

A. both enqueue, dequeue efficient  
B. enqueue efficient; dequeue not  
C. dequeue efficient; enqueue not  
D. neither efficient
Array Implementation of a Queue

Elements of a queue (e.g., a, b, c, d, e) are stored in an array.

Idea 2: variables head, tail keep track of ends of queue

State after several enqueues and dequeues:

What should happen when tail gets to end of array:

A. declare queue full, and accept no more elements
B. slide elements, so head at 0
C. restart tail with index 0; when head eventually gets to end, it also restarts at 0 (indices wrap around as elements enter and leave queue)
Array Implementation variations

<table>
<thead>
<tr>
<th>Index</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>b</td>
<td>c</td>
<td>d</td>
<td>e</td>
<td>f</td>
</tr>
</tbody>
</table>

Possible interpretations of head, tail
1. tail indicates index where item just added (e.g., 5)
2. tail indicates index where next item will be added (e.g., 6)

Initialization of queue variables, assuming first element will be placed in array at index 0

- Option 1: Initialize tail=6 for interpretation 1
- Option 2: Initialize tail=0 for interpretation 1
- Option 3: Initialize tail=6 for interpretation 2
- Option 4: Initialize tail=0 for interpretation 2

Which options would work properly?
A. Options 1, 3  
B. Options 1, 4  
C. Options 2, 3  
D. Options 2, 4  
E. Something else
Array Implementation variations

Possible interpretations of head, tail
1. head indicates index where next element will be removed (e.g., 6)
2. head indicates index where front item just removed (e.g., 0)

Initialization of queue variables, assuming first element will be placed in array at index 0

- Option 1: Initialize head=6 for interpretation 1
- Option 2: Initialize head=0 for interpretation 1
- Option 3: Initialize head=6 for interpretation 2
- Option 4: Initialize head=0 for interpretation 2

Which options would work properly?

A. Options 1, 3   B. Options 1, 4   C. Options 2, 3   D. Options 2, 4   E. Something else