

# Queues, Deques and Priority Queues

## Chapter 10



# Contents

- The ADT Queue
  - A Problem Solved: Simulating a Waiting Line
  - A Problem Solved: Computing the Capital Gain in a Sale of Stock
  - Java Class Library: The Interface **Queue**

# Contents

- The ADT Deque
  - A Problem Solved: Computing the Capital Gain in a Sale of Stock
  - Java Class Library: The Interface **Deque**
  - Java Class Library: The Class **ArrayDeque**
- The ADT Priority Queue
  - A Problem Solved: Tracking Your Assignments
  - Java Class Library: The Class **PriorityQueue**

# Objectives

- Describe operations of ADT queue
- Use queue to simulate waiting line
- Use queue in program that organizes data in first-in, first-out manner
- Describe operations of ADT deque

# Objectives

- Use deque in program that organizes data chronologically and can operate on both oldest and newest entries
- Describe operations of ADT priority queue
- Use priority queue in program that organizes data objects according to priorities

# Queue

- Another name for a waiting line
  - Used within operating systems
  - Simulate real world events
  - First in, first out (FIFO)
- Consider double ended queue (deque)
  - Possible to manipulate both ends of queue
- When multiple queues exist, priority can be established

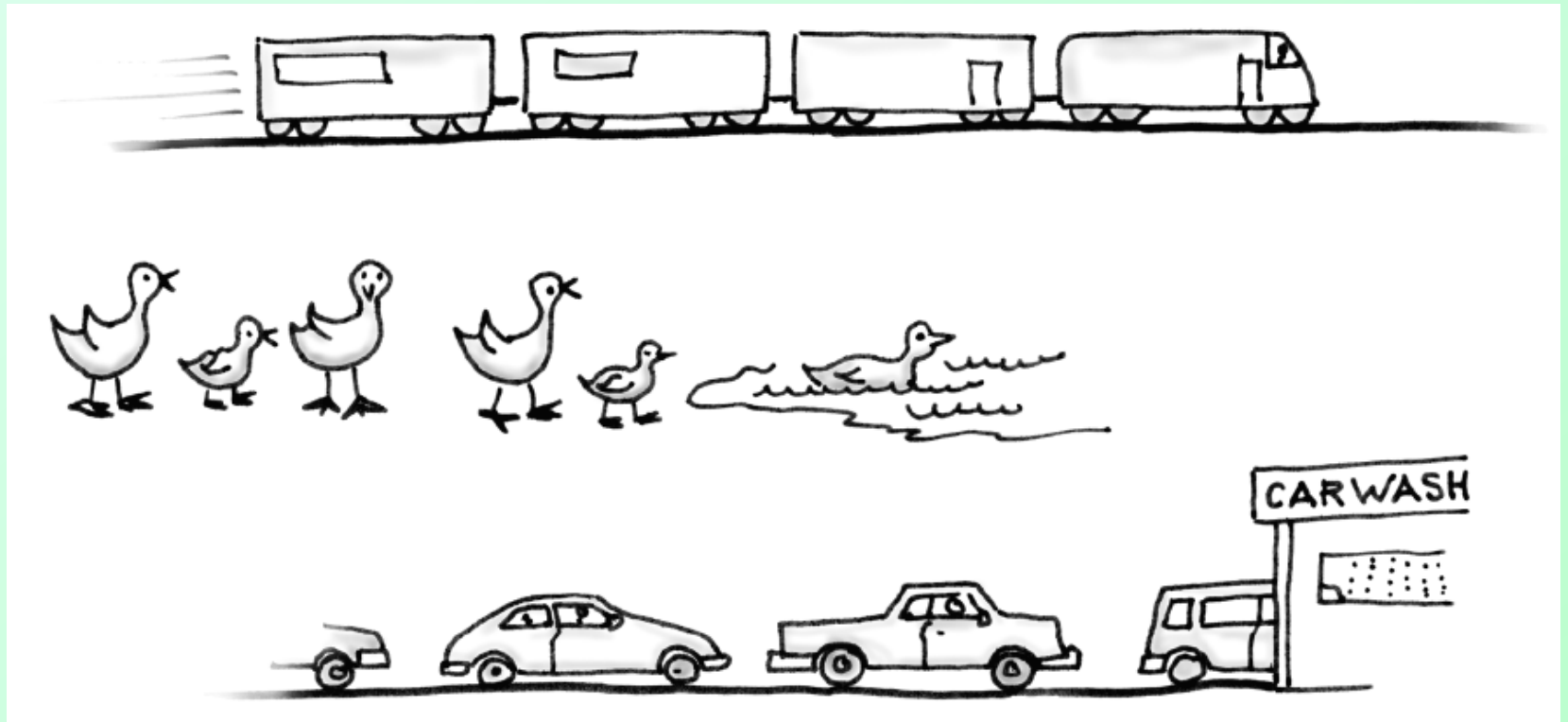


Figure 10-1 Some everyday queues

# Abstract Data Type: Queue

- A collection of objects in chronological order and having the same data type
- Operations
  - enqueue(newEntry)
  - dequeue()
  - getFront()
  - isEmpty()
  - clear()
- Interface for Queue, [Listing 10-1](#)

Note: Code listing files must be in same folder as PowerPoint files for links to work



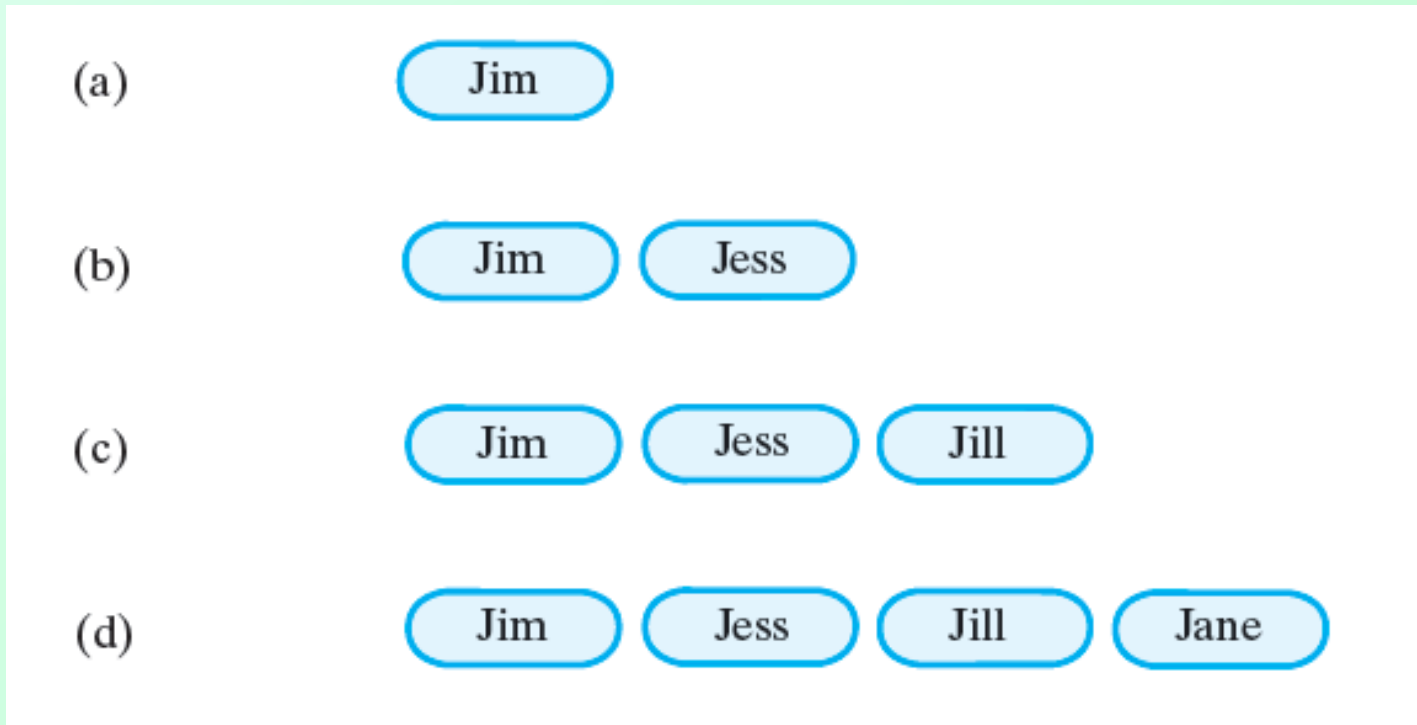


Figure 10-2 A queue of strings after (a) enqueue adds *Jim*;  
(b) enqueue adds *Jess*; (c) enqueue adds *Jill*;  
(d) enqueue adds *Jane*;

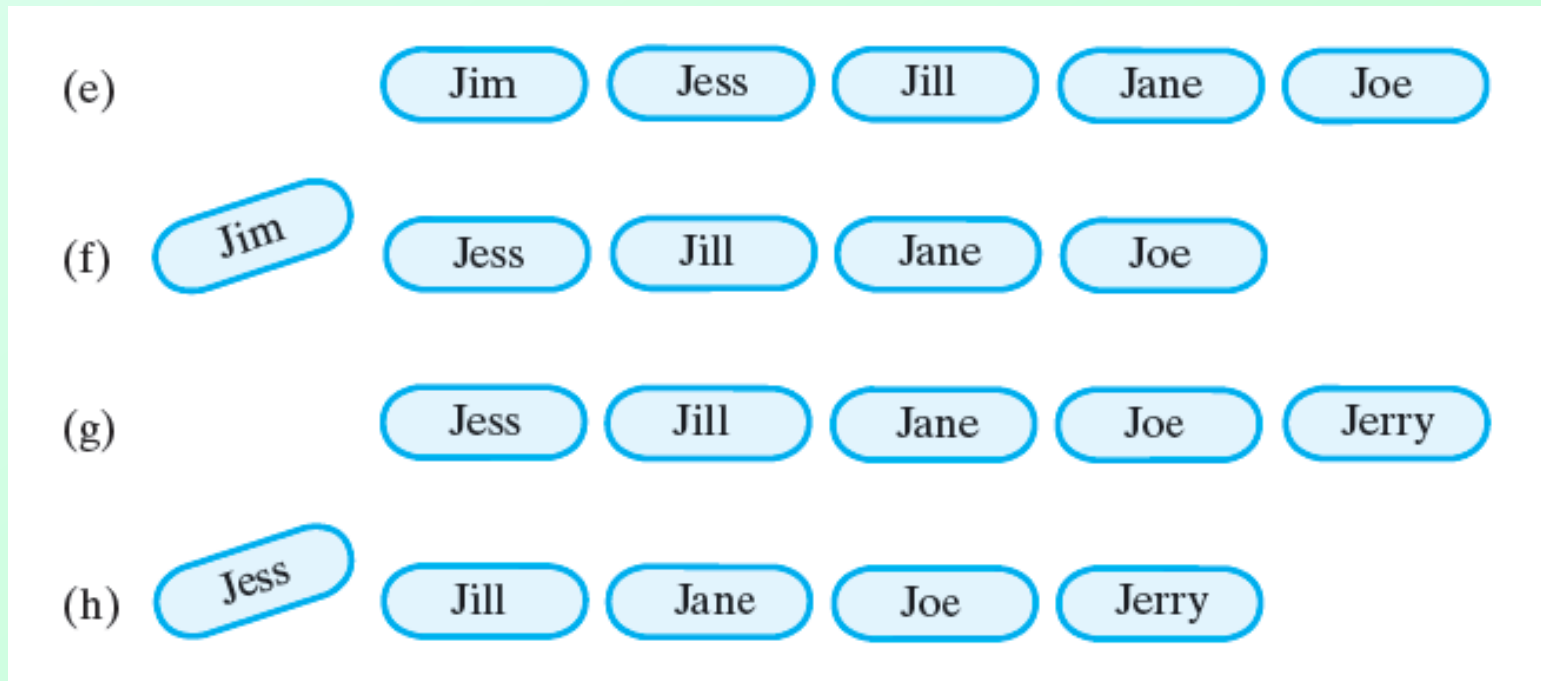


Figure 10-2 A queue of strings after (e) enqueue adds *Joe*; (f) dequeue retrieves and removes *Jim*; (g) enqueue adds *Jerry*; (h) dequeue retrieves and removes *Jess*;

**Question 1** After the following nine statements execute, what string is at the front of the queue and what string is at the back?

```
QueueInterface<String> myQueue = new LinkedListQueue<String>();  
myQueue.enqueue("Jim");  
myQueue.enqueue("Jess");  
myQueue.enqueue("Jill");  
myQueue.enqueue("Jane");  
String name = myQueue.dequeue();  
myQueue.enqueue(name);  
myQueue.enqueue(myQueue.getFront());  
name = myQueue.dequeue();
```

1. *Jill* is at the front, *Jess* is at the back.

# Simulating a Waiting Line

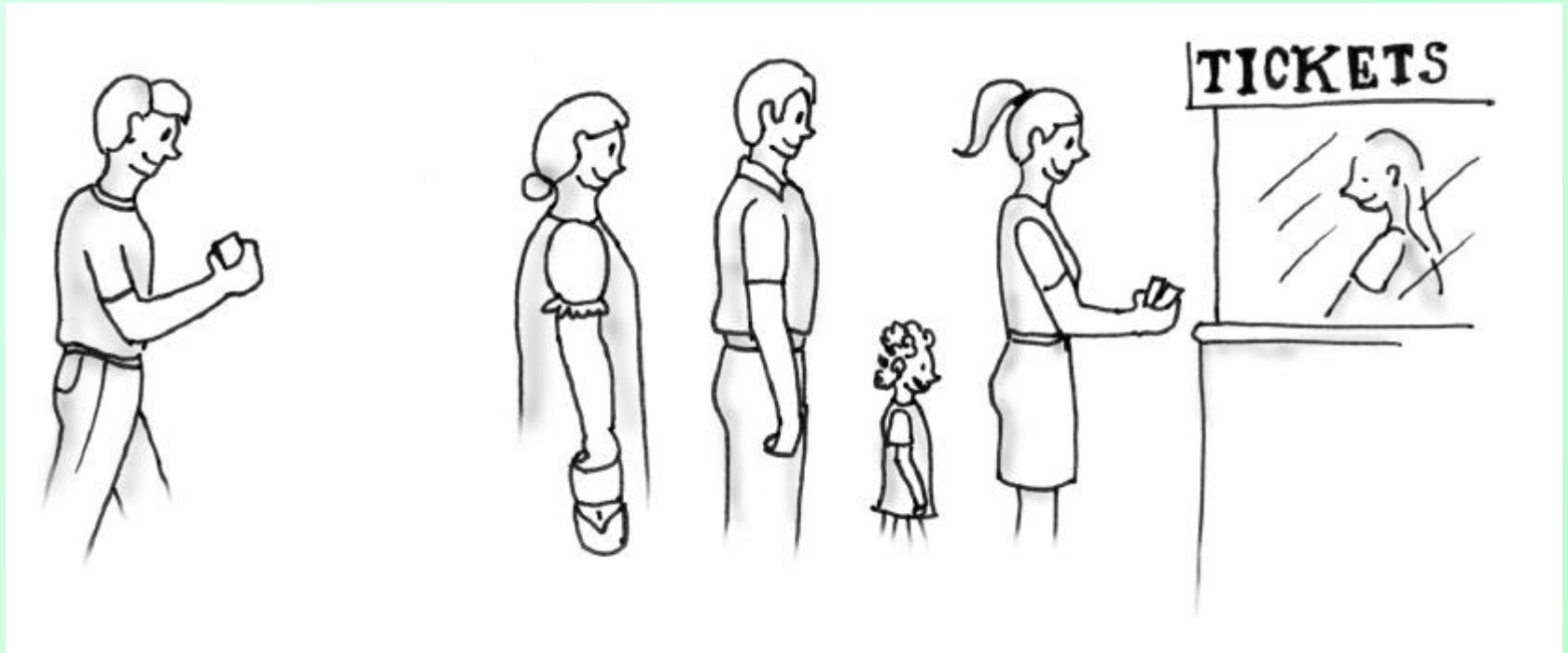


Figure 10-3 A line, or queue, of people

<i>WaitLine</i>
<i>Responsibilities</i>
<i>Simulate customers entering and leaving a waiting line</i>
<i>Display number served, total wait time, average wait time, and number left in line</i>
<i>Collaborations</i>
<i>Customer</i>

Figure 10-4 A CRC card for the class `WaitLine`

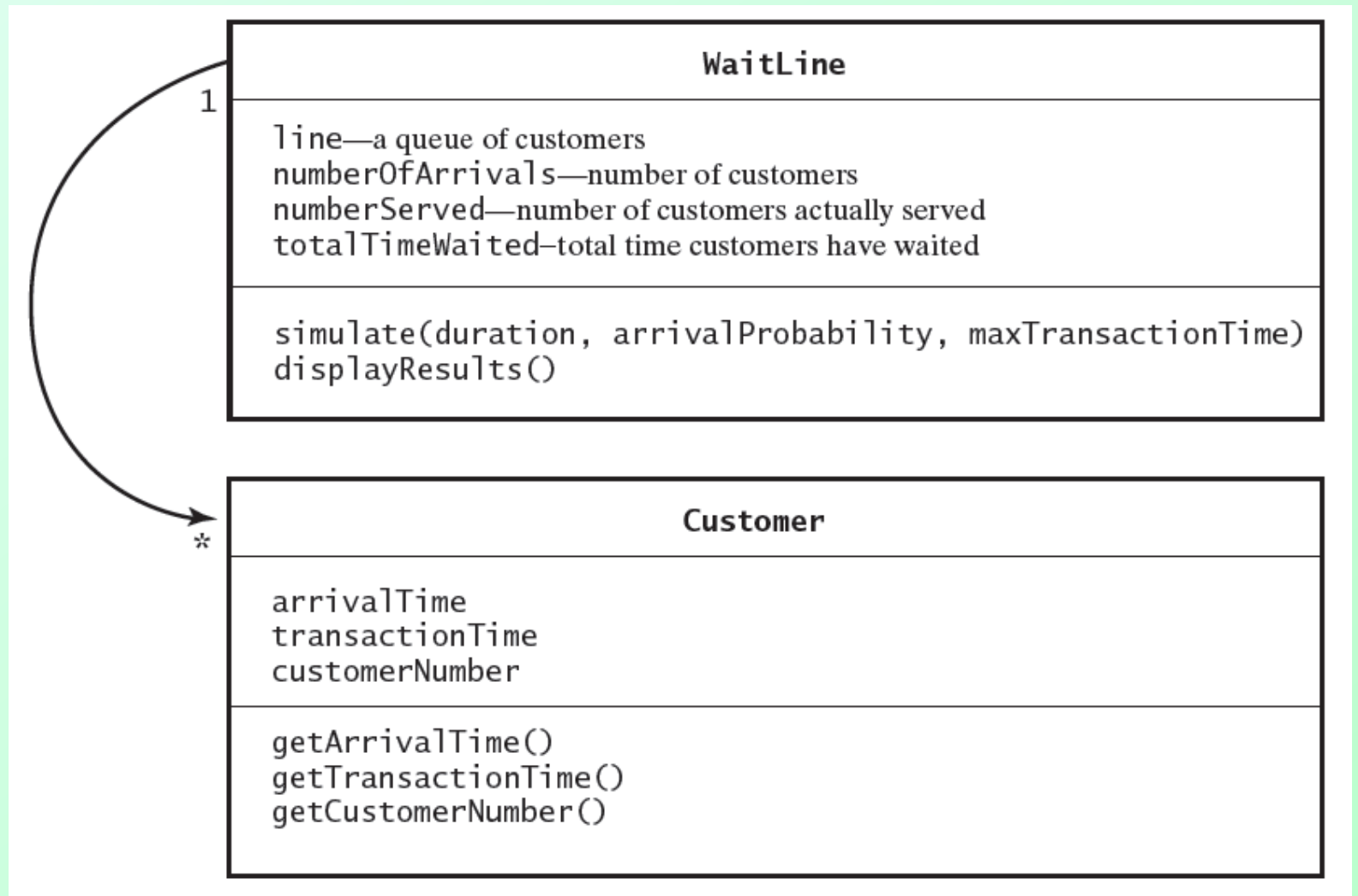


Figure 10-5 A diagram of the classes **WaitLine** and **Customer**

# Algorithm for simulate

```
Algorithm simulate(duration, arrivalProbability, maxTransactionTime)
transactionTimeLeft = 0
for (clock = 0; clock < duration; clock++)
{
    if (a new customer arrives)
    {
        numberOfArrivals++
        transactionTime = a random time that does not exceed maxTransactionTime
        nextArrival = a new customer containing clock, transactionTime, and
                     a customer number that is numberOfArrivals
        line.enqueue(nextArrival)
    }

    if (transactionTimeLeft > 0) // if present customer is still being served
        transactionTimeLeft--
    else if (!line.isEmpty())
    {
        nextCustomer = line.dequeue()
        transactionTimeLeft = nextCustomer.getTransactionTime() - 1
        timeWaited = clock - nextCustomer.getArrivalTime()
        totalTimeWaited = totalTimeWaited + timeWaited
        numberServed++
    }
}
```



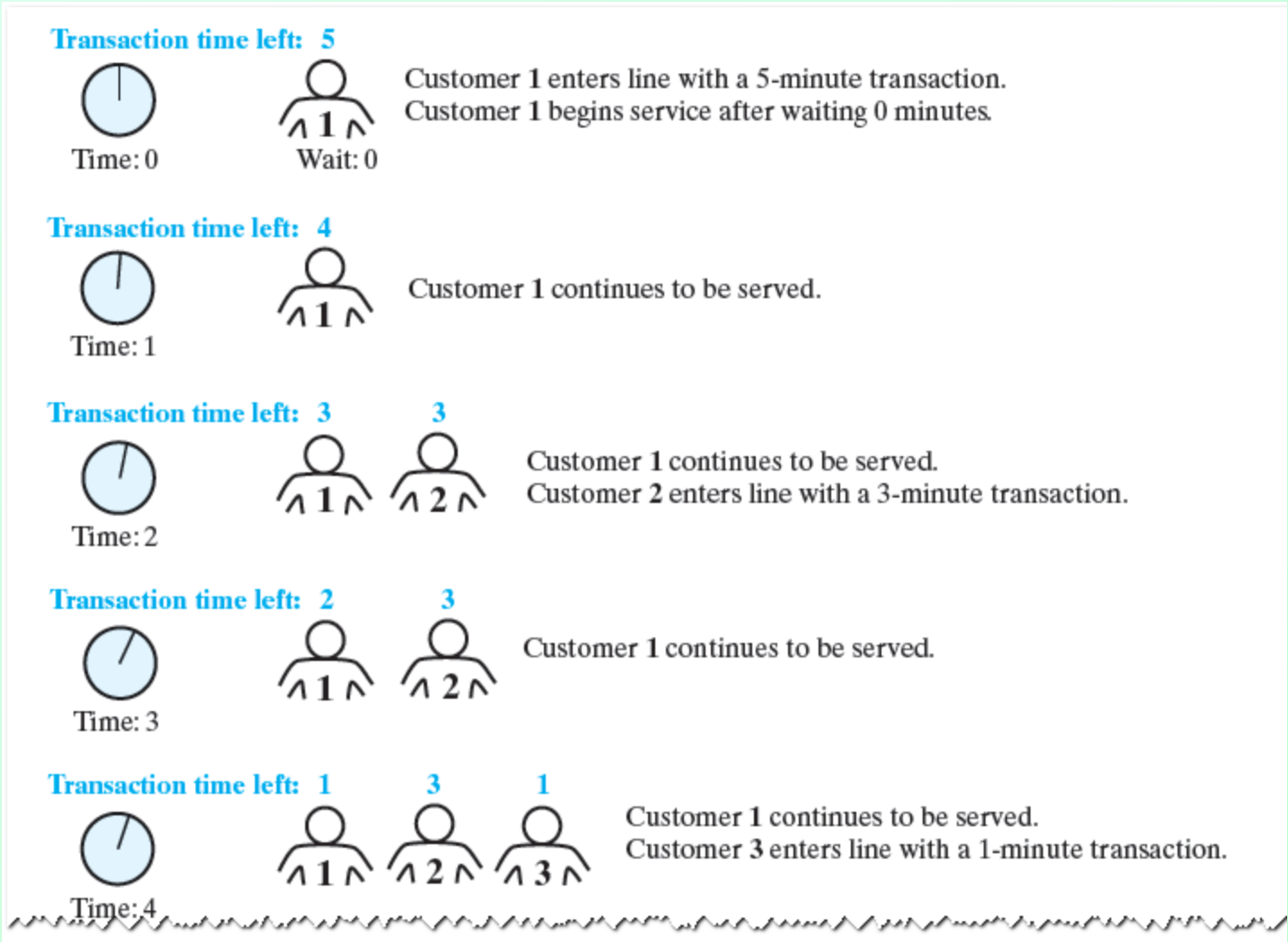


Figure 10-6 A simulated waiting line

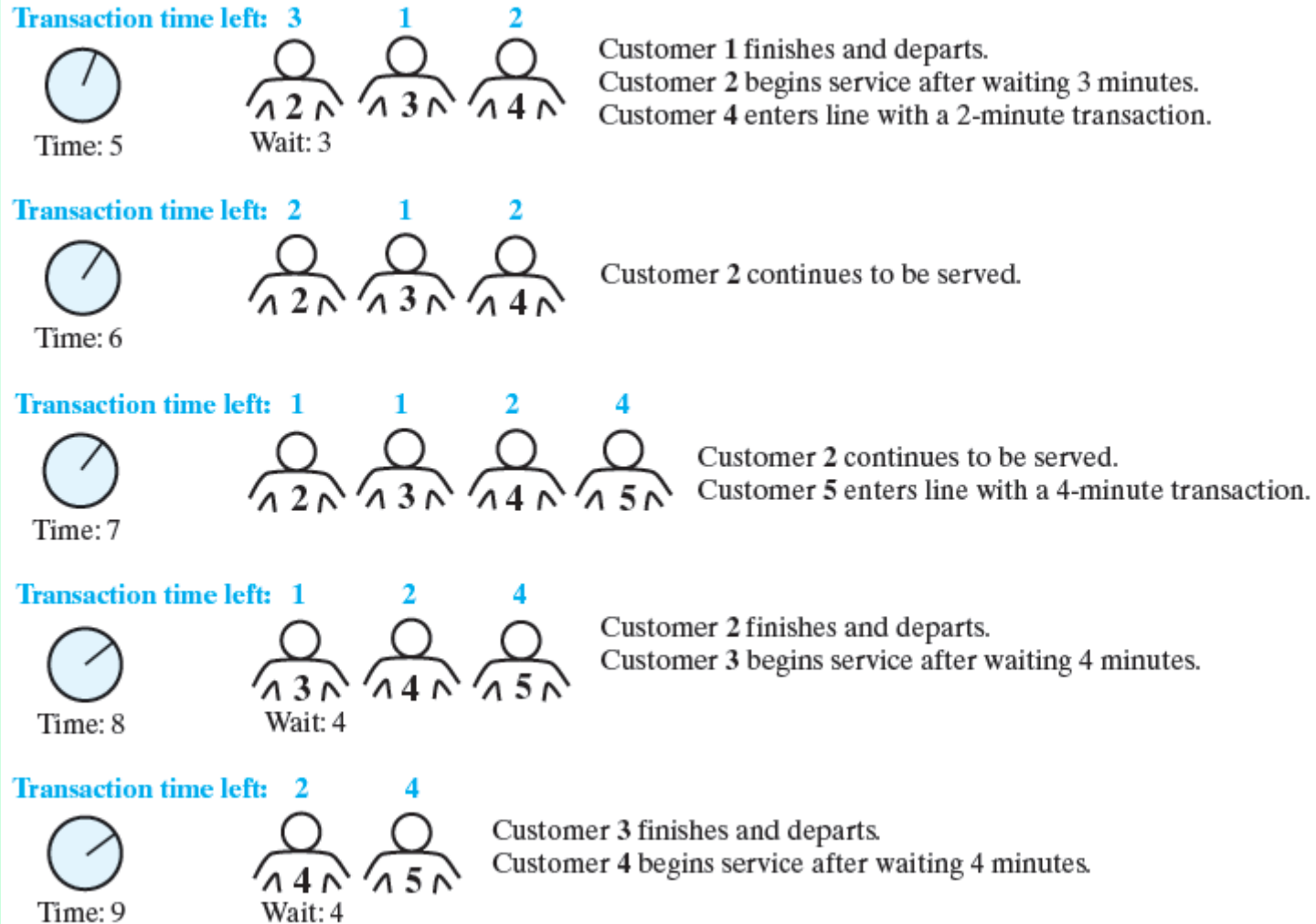


Figure 10-6 A simulated waiting line

**Question 2** Consider the simulation begun in Figure 10-6.

- a.** At what time does Customer 4 finish and depart?
- b.** How long does Customer 5 wait before beginning the transaction?

- 2. a. 11.**  
**b. 4.**

# Class WaitLine

- Implementation of class **WaitLine**

## Listing 10-2

- Statements

```
WaitLine customerLine = new WaitLine();  
customerLine.simulate(20, 0.5, 5);  
customerLine.displayResults();
```

- Generate line for 20 minutes
  - 50 percent arrival probability
  - 5-minute maximum transaction time.
- View sample output

# Computing Capital Gain for Stock Sale

- Buying  $n$  shares at  $\$d$ 
  - Then selling – gain or lose money
- We seek a way to
  - Record your investment transactions chronologically
  - Compute capital gain of any stock sale.
- We design a class, **StockPurchase**

<i>StockLedger</i>
<i>Responsibilities</i>
<i>Record the shares of a stock purchased, in chronological order</i>
<i>Remove the shares of a stock sold, beginning with the ones held the longest</i>
<i>Compute the capital gain (loss) on shares of a stock sold</i>
<i>Collaborations</i>
<i>Share of stock</i>

Figure 10-7 A CRC card for the class **StockLedger**

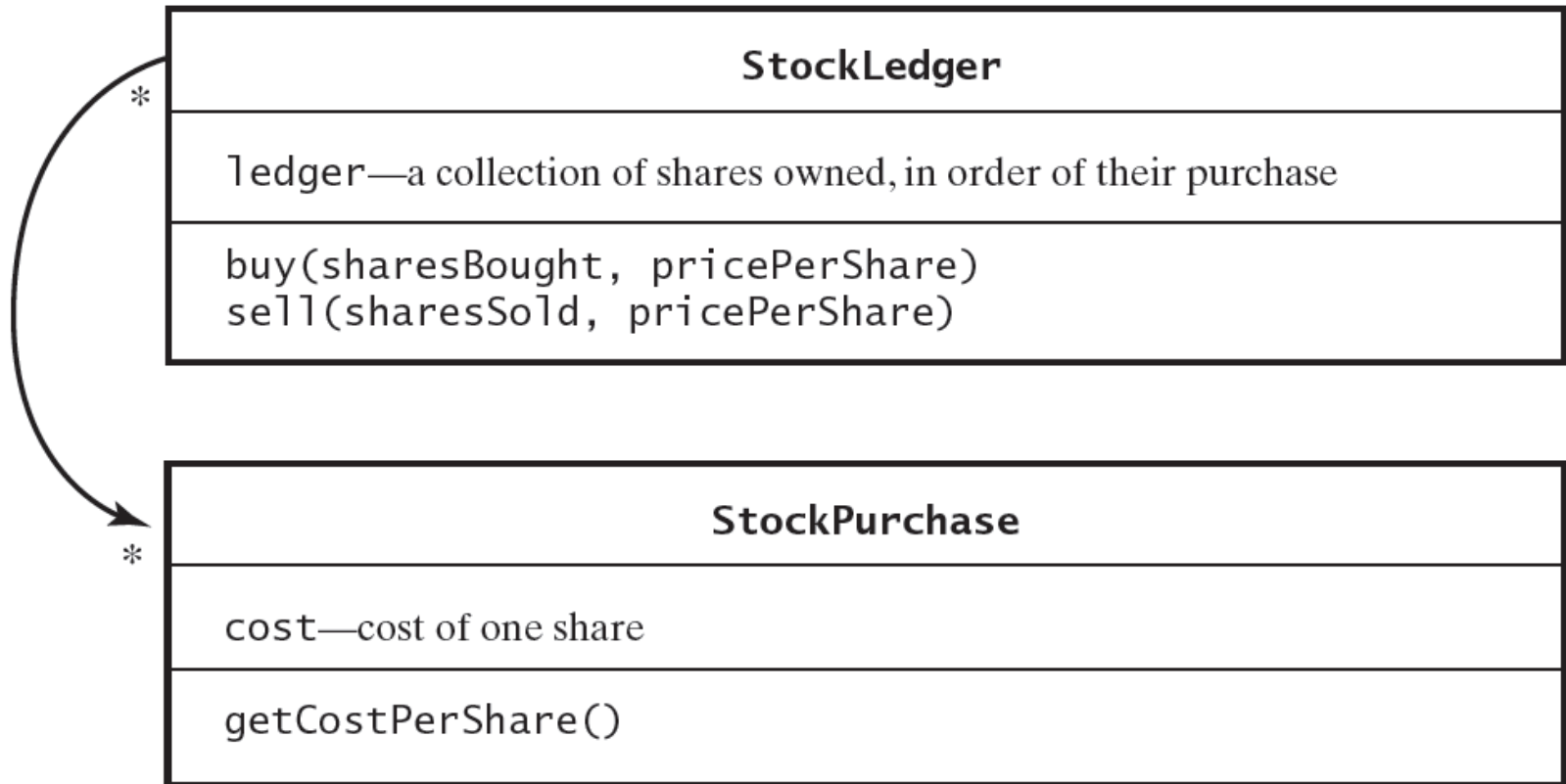


Figure 10-8 A diagram of the classes **StockLedger** and **StockPurchase**



# Computing Capital Gain for Stock Sale

- View class implementation  
[Listing 10-3](#)

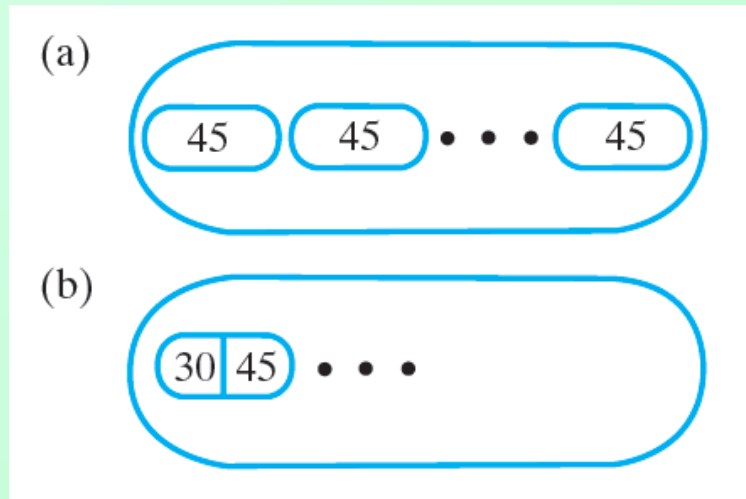


Figure 10-9 A queue of (a) individual shares of stock;  
(b) grouped shares

# Java Class Library

- Interface [java.util.Queue](#)
  - `public boolean add(T newEntry)`
  - `public boolean offer(T newEntry)`
  - `public T remove()`
  - `public T poll()`
  - `public T element()`
  - `public T peek()`
  - `public boolean isEmpty()`
  - `public void clear()`
  - `public int size()`

# ADT Deque

- Need for an ADT which offers
  - Add, remove, retrieve
  - At both front and back of a queue
- Double ended queue
  - Called a *deque*
  - Pronounced “deck”
- Actually behaves more like a double ended stack

# ADT Deque

- Note deque interface, [Listing 10-4](#)

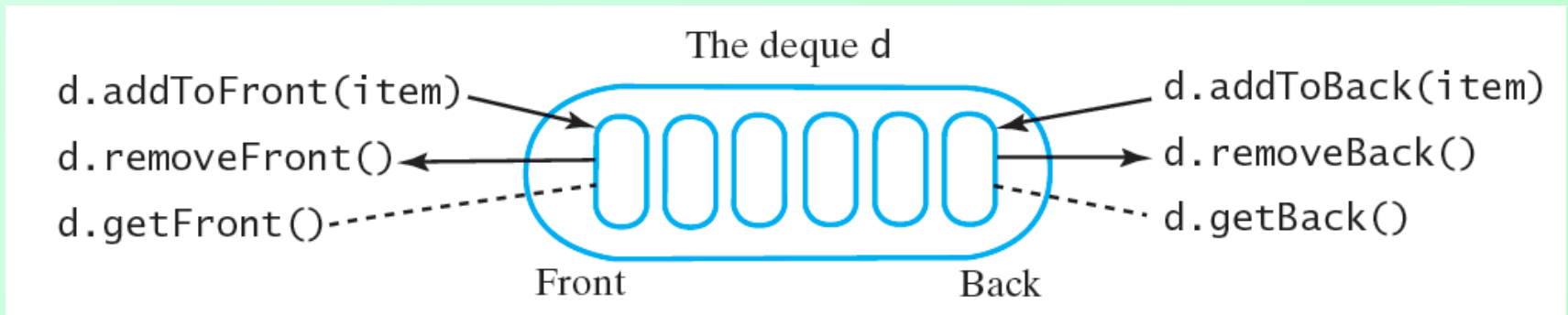


Figure 10-10 An instance *d* of a deque

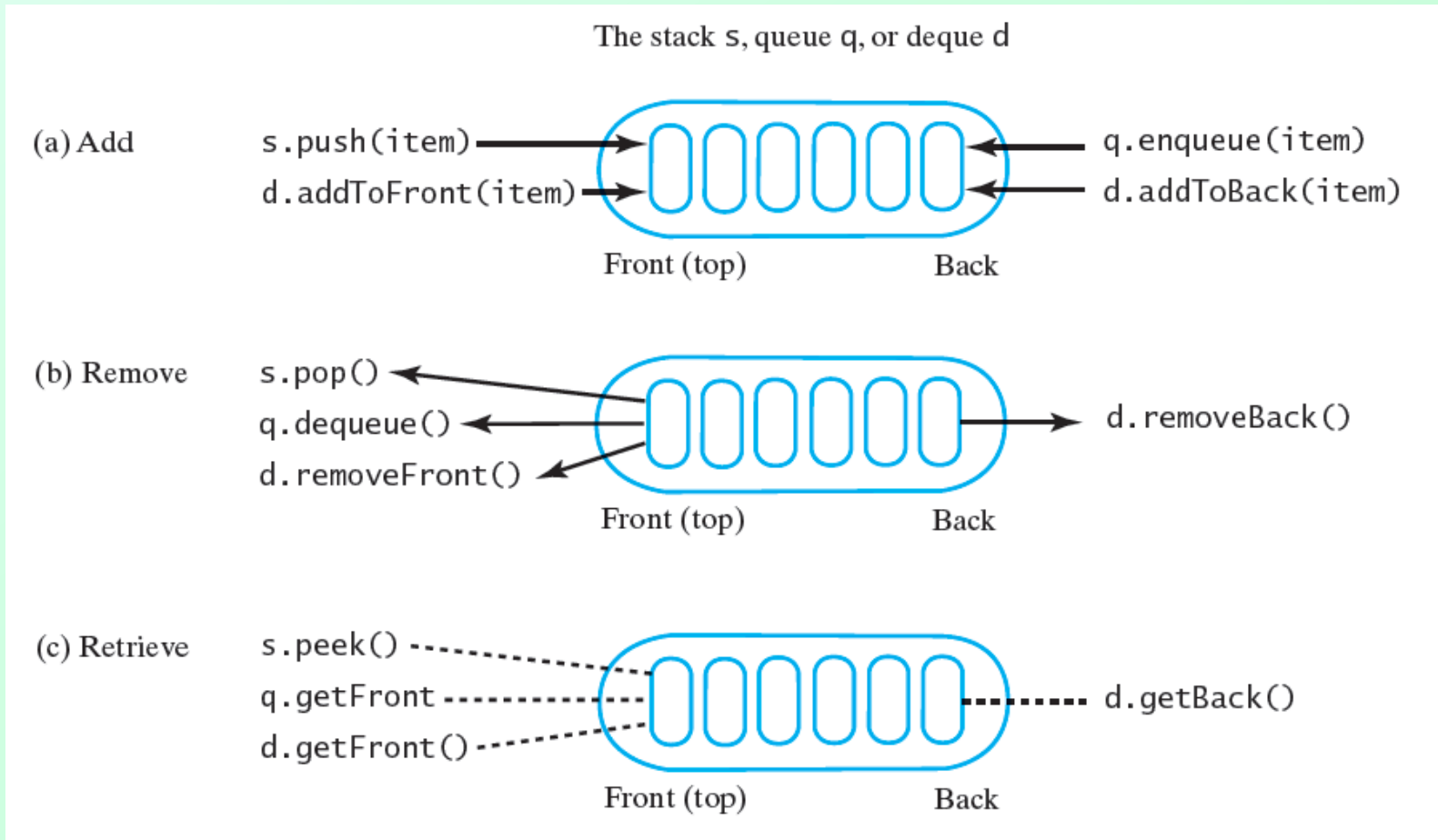


FIGURE 10-11 A comparison of operations for a stack s, a queue q, and a deque d: (a) add; (b) remove; (c) retrieve

**Question 3** After the following nine statements execute, what string is at the front of the deque and what string is at the back?

```
DequeInterface<String> myDeque = new LinkedDeque<String>();  
myDeque.addToFront("Jim");  
myDeque.addToBack("Jess");  
myDeque.addToFront("Jill");  
myDeque.addToBack("Jane");  
String name = myDeque.getFront();  
myDeque.addToBack(name);  
myDeque.removeFront();  
myDeque.addToFront(myDeque.removeBack());
```

**3. *Jill* is at the front, *Jane* is at the back.**

# Computing Capital Gain for Stock Sale

- Revise implementation of class **StockLedger**
  - Data field **ledger** now an instance of deque
  - Note method **buy**

```
public void buy(int sharesBought, double pricePerShare)
{
    StockPurchase purchase = new StockPurchase(sharesBought, pricePerShare);
    ledger.addToBack(purchase);
} // end buy
```

- View method **sell**, [Listing 10-A](#)



# Java Class Library

- Interface [java.util.Deque](#)
  - `public void addFirst(T newEntry)`
  - `public boolean offerFirst(T newEntry)`
  - `public void addLast(T newEntry)`
  - `public boolean offerLast(T newEntry)`
  - `public T removeFirst()`
  - `public T pollFirst()`
  - `public T removeLast()`
  - `public T pollLast()`

# Java Class Library

- **Interface Deque**
  - `public T getFirst()`
  - `public T peekFirst()`
  - `public T getLast()`
  - `Public T peekLast()`
  - `public boolean isEmpty()`
  - `public void clear()`
  - `public int size()`

# Java Class Library

- `Deque` extends `Queue`
- Thus inherits
  - `add`, `offer`, `remove`, `poll`, `element`, `peek`
- Adds additional methods
  - `push`, `pop`

# Java Class Library

- Class **ArrayDeque**
  - Implements **Deque**
- Note – has methods appropriate for **deque**, **queue**, and **stack**
  - Could be used for instances of any of these
- Constructors
  - `public ArrayDeque()`
  - `public ArrayDeque(int initialCapacity)`

# ADT Priority Queue

- Contrast bank queue and emergency room queue(s)
- ADT priority queue organizes objects according to their priorities
- Note interface, [Listing 10-5](#)

**Question 4** After the following statements execute, what string is at the front of the priority queue and what string is at the back?

```
PriorityQueueInterface<String> myPriorityQueue =  
new LinkedPriorityQueue<String>();  
myPriorityQueue.add("Jane");  
myPriorityQueue.add("Jim");  
myPriorityQueue.add("Jill");  
String name = myPriorityQueue.remove();  
myPriorityQueue.add(name);  
myPriorityQueue.add("Jess");
```

4. *Jane* is at the front, *Jim* is at the back.

# Problem: Tracking Your Assignments

- Consider tasks assigned with due dates
- We use a priority queue to organize in due date order

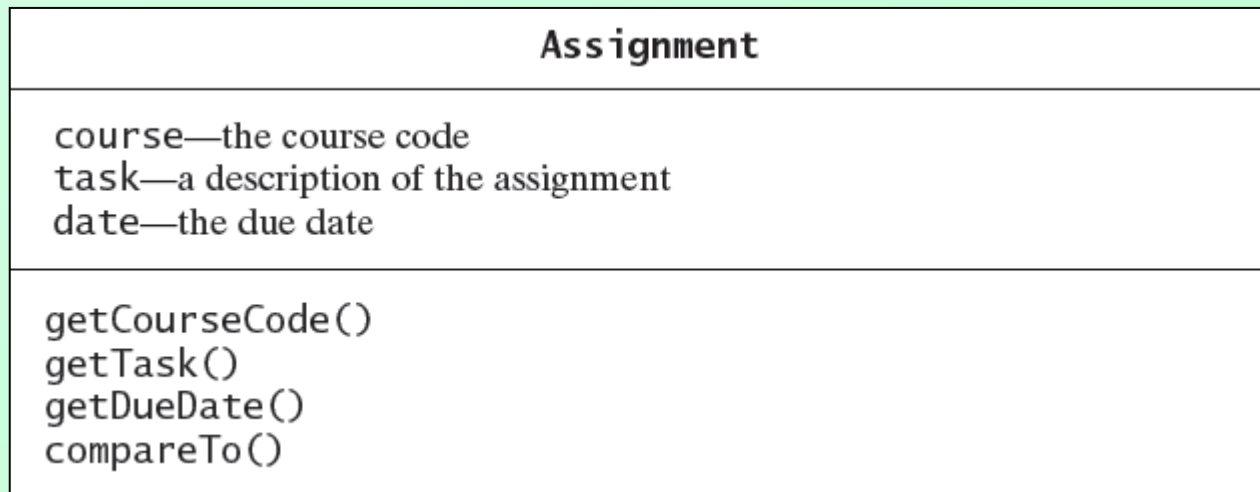


Figure 10-12 A diagram of the class **Assignment**



# Tracking Your Assignments

- Note implementation of class **AssignmentLog**, [Listing 10-6](#)

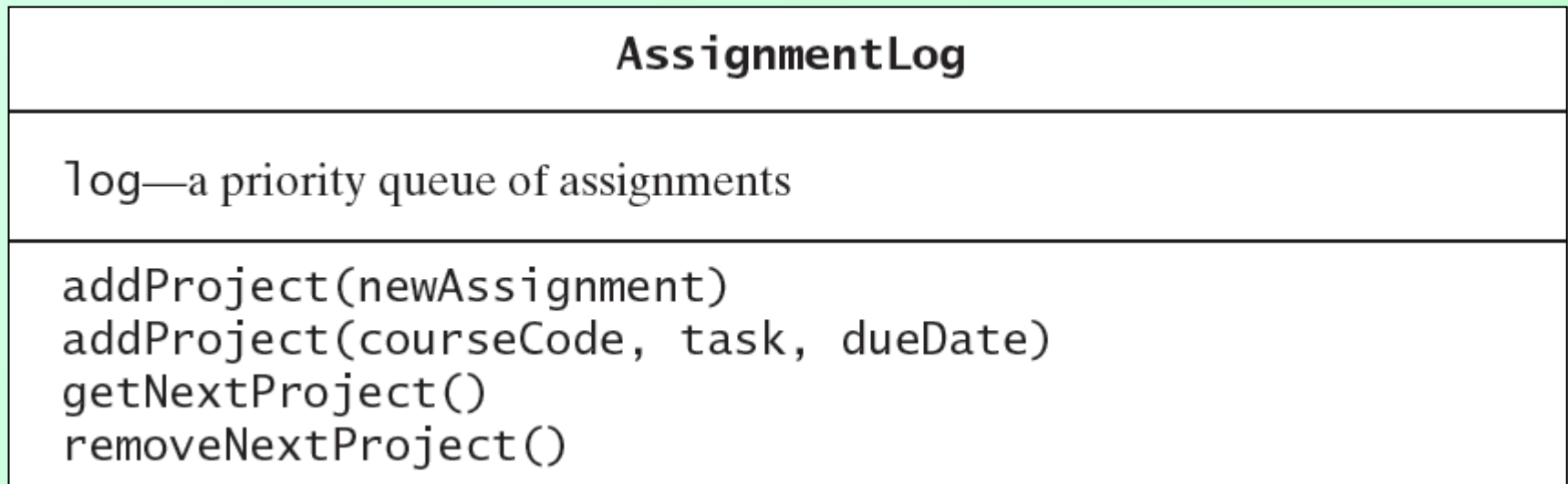


Figure 10-13 A diagram of the class **AssignmentLog**

# Java Class Library

- Class `PriorityQueue` constructors and methods
  - `public PriorityQueue()`
  - `public PriorityQueue(  
int initialCapacity)`
  - `public boolean add(T newEntry)`
  - `public boolean offer(T newEntry)`
  - `public T remove()`
  - `public T poll()`

# Java Class Library

- Class `PriorityQueue` methods, ctd.
  - `public T element()`
  - `public T peek()`
  - `public boolean isEmpty()`
  - `public void clear()`
  - `public int size()`

# Lab4a StoreSim

- Kind of like the WaitLine example above
- Simpler in terms of data
- The Queue only holds integers
  - Representing arrival time for each customer

# Lab4a StoreSim

- Each minute, customers Arrive with the following probability:
  - 50% of the time: 0 people
  - 25% of the time: 1 person
  - 25% of the time: 2 persons

## How to Code It:

Generate random number 0,1,2, or 3

If 0 or 3, numArrivals = 0 (nobody came)

If 1, numArrivals = 1

If 2, numArrivals = 2

# Serving

# Minute: 0

- Queue: (empty)  
No customers served

# Arrivals

Minute: 0

- Two customers arrive

- Queue:

[ 0, 0]

# Serving

Minute: 1

- Queue:

Serve customer:

timeArrived: 0

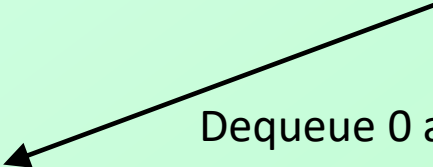
customersServed: 1

waitTime: 1

totalWaitTime: 1

[0]

Dequeue 0 and store in timeArrived





# Arrivals

Minute: 1

- Two customers arrive

- Queue:

[ 0, 1, 1 ]

# Serving

Minute: 2

- Queue:

Serve customer:

timeArrived: 0

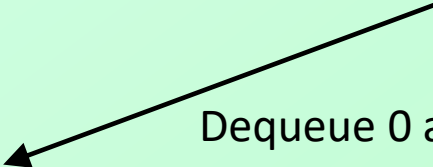
customersServed: 2

waitTime: 2

totalWaitTime: 3

[1, 1]

Dequeue 0 and store in timeArrived



# Arrivals

Minute: 2

- One customer arrives

- Queue:

[ 1, 1, 2]

# Serving

Minute: 3

- Queue:

Serve customer:

timeArrived: 1

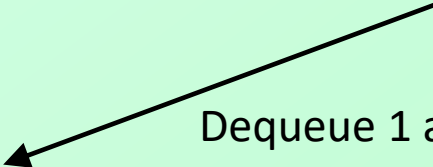
customersServed: 3

waitTime: 2

totalWaitTime: 5

[1, 2]

Dequeue 1 and store in timeArrived



# Arrivals

Minute: 3

- Two customers arrive

- Queue:

[ 1, 2, 3, 3]

# Serving

Minute: 4

- Queue:

Serve customer:

timeArrived: 1

customersServed: 4

waitTime: 3

totalWaitTime: 8

[2, 3, 3]

Dequeue 1 and store in timeArrived



# Arrivals

Minute: 4

- No customers arrive

- Queue:

[ 2, 3, 3]

# Serving

Minute: 5

- Queue:

Serve customer:

timeArrived: 2

customersServed: 5

waitTime: 3

totalWaitTime: 11

[3, 3]

Dequeue 2 and store in timeArrived





# Arrivals

Minute: 5

- Two customers arrive

- Queue:

[ 3, 3, 5, 5]

End

Chapter 10