# Lecture 16: Queues 

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Fall 2017
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## Stack

- Interface Stack<E> \{
- void push(E value)
- E pop()
- E peek()
- Example: Trays in cafeteria
- Last In - First Out (LIFO)

No changes to middle of list ever!


## Stack Applications

- Run-time stack:
- See sum program
- Backtracking
- Solving Maze
- Evaluating expression in postfix form:
- (52-((5 + 7) * 4) $\Rightarrow 5257+4 *-\Rightarrow 4$
- Tools to parse programs
- Undo


## Evaluation of postfix expressions

1. Create a stack to store operands (or values).
2. Scan the given expression and do following for every scanned element.
3. If the element is a number, push it into the stack push(operand)
4. If the element is a operator, pop operands for the operator from stack.

Evaluate the operator and push the result back to the stack
result1 = pop $\}$
result2 $=$ pop()
result = result2 operator result1 push(result)
3. When the expression is ended, the number in the stack is the final answer peek()

## Stack Implementations

- ArrayList:
- Which end should be head?
- How complex for push, pop, peek?
- SinglyLinkedList:
- Which end should be head?
- How complex for push, pop, peek?
- Space differences?
- What if there are several stacks?
- java.util.Stack based on Vector - don't use!
- ArrayDeque is better choice (more details later)


## Queue

- FIFO: Waiting in line
- Operations:
- enqueue (at end) - or add
- dequeue (from beginning) - or remove
- Examples:
- Simulations
- Event queue
- Keeping track when searching


## Queue Implementations

- SinglyLinkedList:
- Which end should be front, rear?
- How complex for enqueue, dequeue?
- ArrayList:
- Which end should be front, rear?
- How complex for enqueue, dequeue?
- Space differences?


## Dequeue

- Steque:
- Add and remove from one end. Only add from other.
- java.util.Deque: Double-Ended Queue
- Can add or remove from either end.
- Resizable array implementation
- Faster than Java Stack class when used as stack, faster than LinkedList (doubly-linked) when used as queue.

