Queue

Long Answer Type Questions [4 marks each]

Question 1:

Define member function delque() to perform delete operation on a linked queue where each node has the following structure :

```
struct node
{
    char name[20]
    int marks;
    node *link;
    };
    class queue
    {
    node *front, 'rear;
    public :
    queue() {front=rear=NULL;
    }
    void delque ( );
    };
    [CBSE Comptt., 2014]
```

Answer:

```
void queue : : delque ()
{
if ( front != NULL)
{
node *Temp = front;
cout << Temp -> name << Temp
->marks;
front = front->link;
delete Temp;
if(front == NULL)
rear = NULL;
}
else
cout << "Queue is empty";</pre>
}
(4 marks for correct program)
```

Question 2:

Give the necessary declaration of linked' implemented Queue containing players information (as defined in the following definition of Node). Also write a user defined function in C++ to delete one Player's information from the Queue. *[CBSE Comptt., 2013]*

```
struct node
{
  int Player No ;
  char PlayerName[20];
Node*Link;
}
```

Answer:

NODE *QUEUEDEL(Node * front, int val, char val2[])

```
{
Node *temp;
if (front ==NULL)
                     [1]
cout<<"Queue EMPTY";</pre>
{
else
{
temp=front ;
temp®PlayerNo=val;
                    [1]
strcpy (temp®PlayerName, val2);
front=front®Link;
                   [1]
delete temp;
}
return (front);
} [1]
```

Question 3:

Write a function QDELETE () in C++ to perform delete operation on a Linked Queue, which contains Passenger no and Passenger name. Consider the following definition of Node in the code,

```
struct node
{
long int Pno;
char Pname [20];
node *Link;
}; [O.D, 2013]
```

Answer:

//Function to delete queue elements Node * QUEUE (Node * front, int val, char vail [])

```
{
Node *temp;
if (front == NULL)
cout <<"Queue Empty";
else
{
temp = front;
temp®Pno=val;
strcpy (temp®Pname, vail);
front = front®Link;
delete temp;
}
return (front);
} [4]</pre>
```

Question 4:

Write a function QINSERT() in C+ + to perform insert operation on a Linked Queue, which contains Client no and Client name. Consider the following definition of NODE in the code of . QINSERT (). [Delhi, 2013]

```
struct Node
{
long int Cno; // Client No
char Cname [20]; //
Client Name
Node *Next;
};
```

Answer:

Function to Insert element Node * QINSERT (Node *rear, int val),

```
char val []
{
Node *temp;
temp = new Node;
temp®Cno = val;
strcpy (temp®Cname, val);
temp®NEXT=NULL;
rear®NEXT=temp;
rear=temp;
return (rear);
} [4]
```

Question 5:

Write a function in C++ to perform Insert operation in a circular Queue containing Layer's information (represented with the help of an array of structure Player). **[CBSE SQP 2013]**

```
struct Player
{
    long PID; //Player ID
    char Pname [20]; } //Player Name
    Player*Link;
}
```

Answer:

```
void Insert ( )
{
PLAYER *P = new PLAYER;
cout <<"Enter Player ID & Name";</pre>
cin>>P→PID;
gets (P \rightarrow Pname);
P®Link=NULL;
if ((fronts = NULL) && (rear == NULL))
{
front = rear = P_i;
}
else
{
rear@Link = P;
rear = P;
}
}
     [4]
```

Question 6:

Write a function in C++ to perform insert operation in a static circular queue containing book's information (represented with the help of an array of structure BOOK). **[O.D, 2012]**

```
struct BOOK
{
long Accno; //Book Accession Number char Title[20]; //Book
Title
};
```

Answer:

```
struct BOOK
{
long Accno; char Title [20] ;
int front, rear;
}B [10] ;
void insert()
{
if (r e a r = = s i z e - 1 \& \& f r o n t = = 0 || front == rear + 1)
{
cout<<"\n Circular queue is full"; return;</pre>
}
else if(rear==-1)
{
rear++;
front++;
}
else if(rear==size-1)
rear=0;
else
{
rear++;
}
cout<<"Enter Title : " ;</pre>
cin>>B[rear] . Title;
cout<<"Enter Accno : ";</pre>
cin>>B[rear] . Accno;
}
     [4]
```

Question 7:

Write a function in C++ to perform insert operation in a dynamic queue containing DVD's information (represented with the help of an array of structure DVD). **[Delhi, 2012]**

Answer:

/*Function in C++ to perform insert in a dynamic queue is given as*/

```
struct DVD
{
long No; // DVD Number
char Title[20]; // DVD Title
DVD *Link
};
void insert(struct DVD *start, char data[20] );
{
```

```
DVD *q, *temp;
// Dynamic memory has been allocated for a node
temp=(DVD*)malloc(size of (DVD));
temp=Title[20]=data[20];
temp"Next=NULL;
if (start = = NULL) /*Element
inserted at end*/
while (q"Next ! = NULL)
q=q.Next;
q.Next = temp;
} [4]
```

Question 8:

Write the definition of a member function INSERT() for a class QUEUE in C++, to insert a CUSTOMER in a dynamically allocated Queue of items considering the following code which is already written as a part of the program,

```
struct CUSTOMER
{
  int CNO; char CNAME[20];
  CUSTOMER *Link;
 };
  Class QUEUE
  {
   CUSTOMER *R,*F;
   Public:
   QUEUE() {R=NULL;F=NULL;}
   void INSERT();
   void DELETE()
   -QUEUE();
 }; [CBSE SQP 2013]
```

Answer:

```
void QUEUE : : INSERT ()
{
CUSTOMER*T=New CUSTOMER;
cin>>T>>;
gets(T→CNAME);
//OR cin>>T>>CNAME;
T → LINK = NULL;
if (R==NULL)
{
F=T; R=T;
}
else
```

{ $R \rightarrow LINK = T; R = T;$ }

(1 Mark for correct a new code) (1/2 Mark for entering data to new code) (1/2Mark for assigning NULL to link of the new code) (1/2 Mark for assigning front to the first code as L=T) (1/2 Mark for linking the last node to new code as $R \rightarrow Link=T$) (1 Mark for assign Read to the new code as R=T)