

CSI 33 LECTURE NOTES (Ojakian)

Topic 7: Queues

OUTLINE

(References: 5.3)

1. Queues
 2. Applications of Queues
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1. Basic Operations of Queue

- (a) Recall the Mathematician child class of RPG Character. Note that the theorems are a queue.
- (b) Two fundamental operations: enqueue and dequeue
- (c) May have a few others: queue size and look-at-front

PROBLEM 1. *See Queue class written in Python. Experiment with it.*

PROBLEM 2. *How is this inefficient, and how could we use a linked list to improve it? Actually you will program this in the next HW!*

2. Queue: Making a pass through data

PROBLEM 3. *Write a class StringProcess on which you can do the following:*

- (a) *Load and unload a string*
- (b) *A method which takes a list of one character symbols and removes these from the string.*
- (c) *A method which takes a string and inserts this between each character in the string.*

3. Application to Simulation

PROBLEM 4. *Look at and experiment with simulation code.*