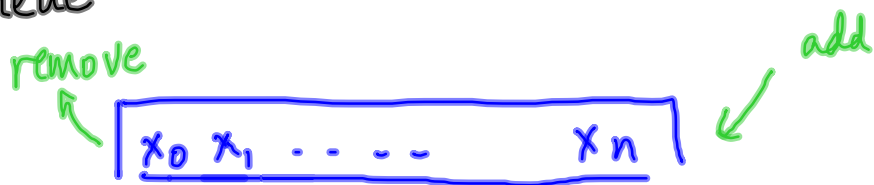


# Queue

remove



FRONT

REAR

2 operations

addq

appends at rear

removeq

extract front element

```
class Queue:
```

```
def __init__(self, initlist=[]):  
    self.queue = initlist
```

```
def addq(self, x):
```

```
    (self.queue).append(x)
```

```
def removeq(self):
```

```
    if len(self.queue) > 0:
```

```
        z = self.queue[0]
```

```
        del (self.queue[0])
```

```
        return(z)
```

*q.addq(17)*

*y = q.removeq()*

*[1,3,5]*

Examining the contents of an object

`str(x)`  $\dashrightarrow$  string representation of `x`

Special function `--str--` which is called when we use `str()` on an object

```
def --str--(self):  
    return (str(self.queue))
```

What about

```
q = Queue([1,3,5])
```

```
print(q.queue)
```

This works, but it shouldn't, in principle!

```
q.queue.append(77)
```

Also "works"!

Need a separation of private & public

Typically

Data representation is private

Interface functions are public

Python has no way to specify this

Everything is public!

Can use class functions internally

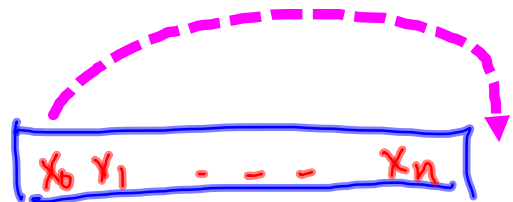
Add rotateq()



`y = self.removeq()`

`self.addq(y)`

like `q.removeq()`



Handle empty queue case appropriately

Can also define auxiliary local functions

```
def reverseq(self):
```

```
    def f(l):  
        l.reverse()
```

```
    f(self.queue)
```

"normal"

local function definition  
^



Can we use class functions as "globally" defined fns

`q = Queue(l)`

`q.addq(v)`

|  
implicitly bound to self

`q = Queue(l)`

`Queue.addq(q, v)`

↑  
explicitly pass a  
parameter for self

```
raise ExceptionName("message")
```

generates an exception that can be caught & handled by a caller

Back to OO

Classes, Objects

Hierarchy of classes

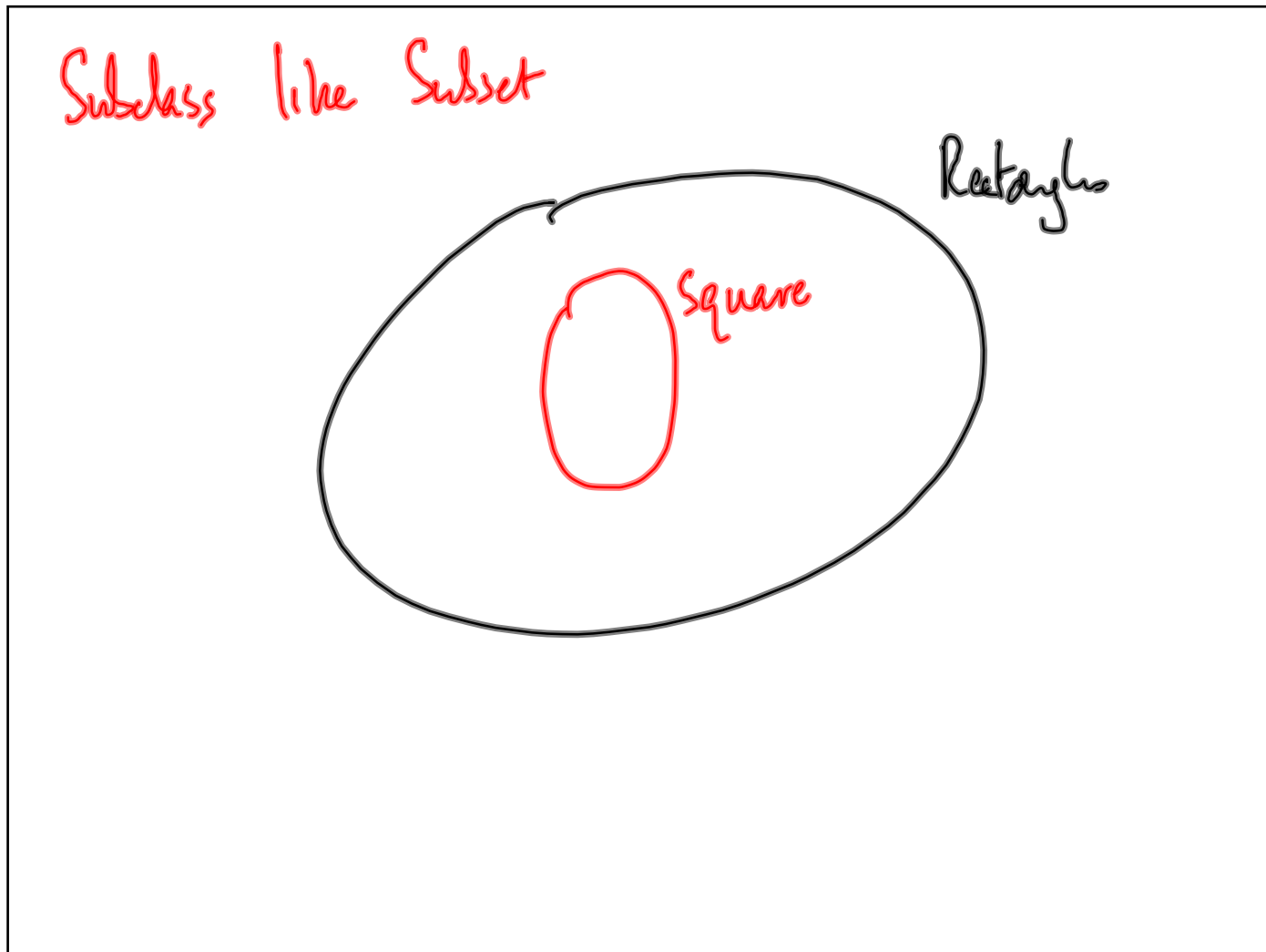
Define a special case of a known class

```
class Rectangle:
```

Subclass

```
class Square:
```

Every Square is a  
Rectangle!



```
class Rectangle:
```

```
    def __init__(self, l, h):
```

```
        self.length = l
```

```
        self.height = h
```

```
    def area(self):
```

```
        return (self.length * self.height)
```

```
r = Rectangle(4,7)
```

```
r.area()
```

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```
class Square (Rectangle):
```

subclass

```
def __init__(self, s):
```

```
    self.length = s
```

```
    self.width = s
```

```
s = Square(7)
```

```
s.area()
```

↓  
call Rectangle.area

```
def area(self):
```

```
    return (25)
```

} Overrides  
inherited function

"Inheritance"

In particular, all exceptions are objects that inherit from `Exception`

```
class MyException(Exception):
```

```
    pass
```

```
    :
```

```
raise MyException(message)
```

← do nothing!

```
try:
```

```
    :
```

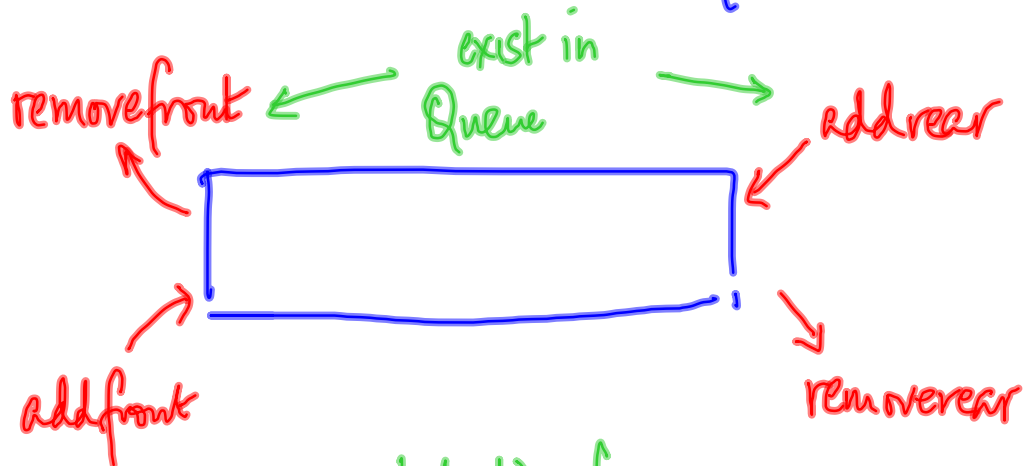
```
except MyException:
```

```
    :
```

## Classes & inheritance.

Double Ended Queue

deque



rotateq() for  
a Deque is same as Queue



```
def Deque(Quene):
```

```
    def __init__(self, initlist = []):  
        self.queue = initlist
```

```
    def removefront(self):  
        y = self.removeq()  
        return(y)
```

```
    def addrear(self, r):  
        self.addq(r)
```

```
    def removerear(self):
```

```
        if --:  
            y = self.queue[-1]  
            del(self.queue[-1])  
            return(y)
```

```
        ..  
        ..
```

Implicitly

`Deque.rotate()`  $\equiv$  `Queue.rotate()`

by inheritance