

環狀佇列的 基本運作

資料結構
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範例



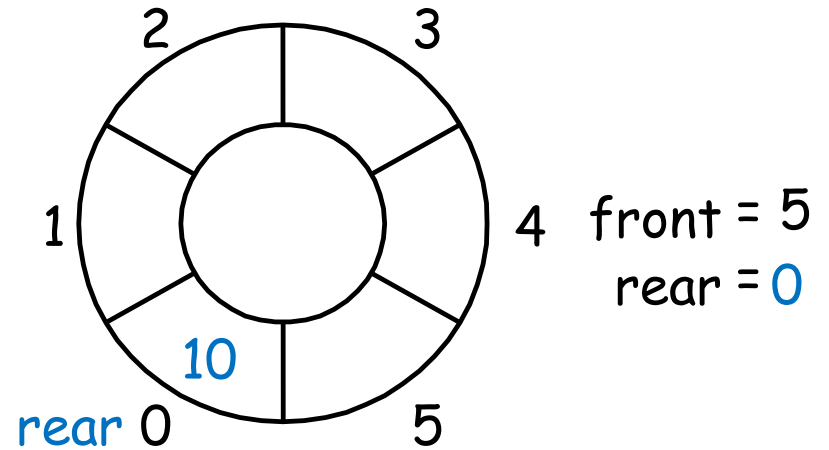
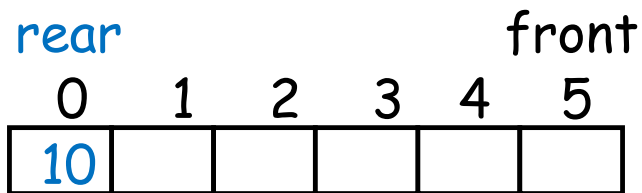
假設環狀佇列的大小是6, `add ()` 函數會將資料加入佇列中, `delete ()` 函數會從佇列中取出一資料。若有一主程式如下, 請寫出`printf ()` 函數執行的結果。

```
void main()
{
    add(10);
    add(20);
    add(30);
    add(delete()+40);
    printf(“%d\n”, delete());
    printf(“%d\n”, delete()-delete());
}
```

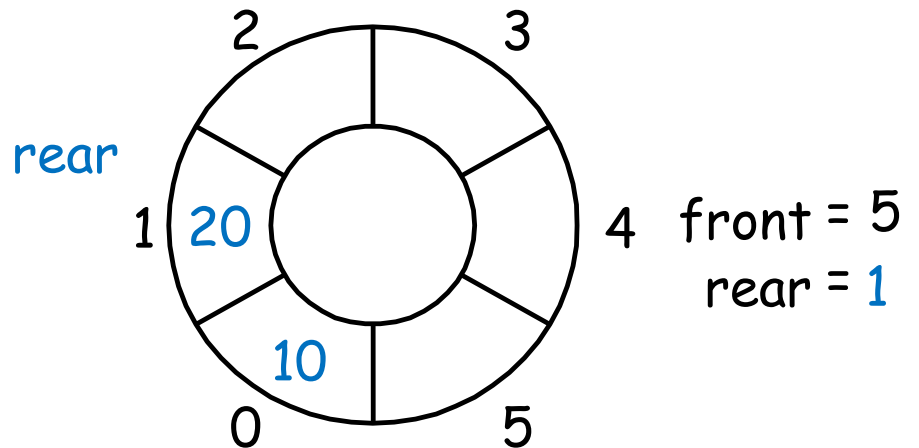
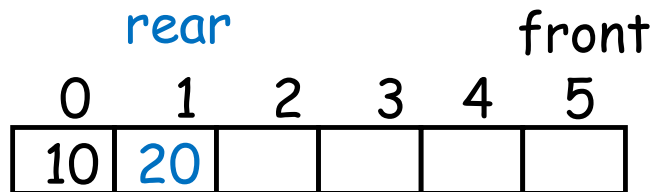
解:



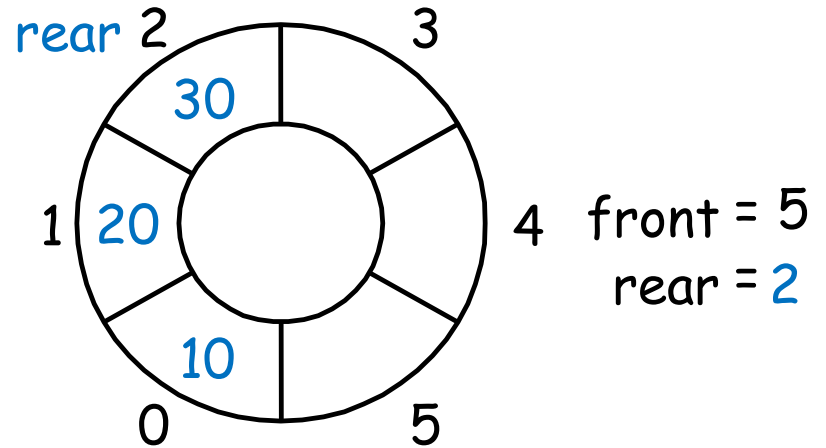
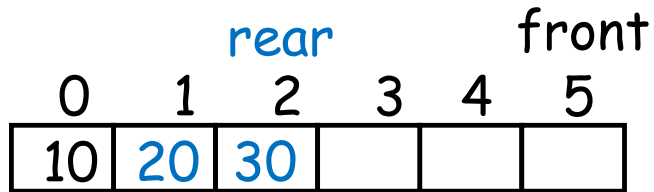
(1) add(10);



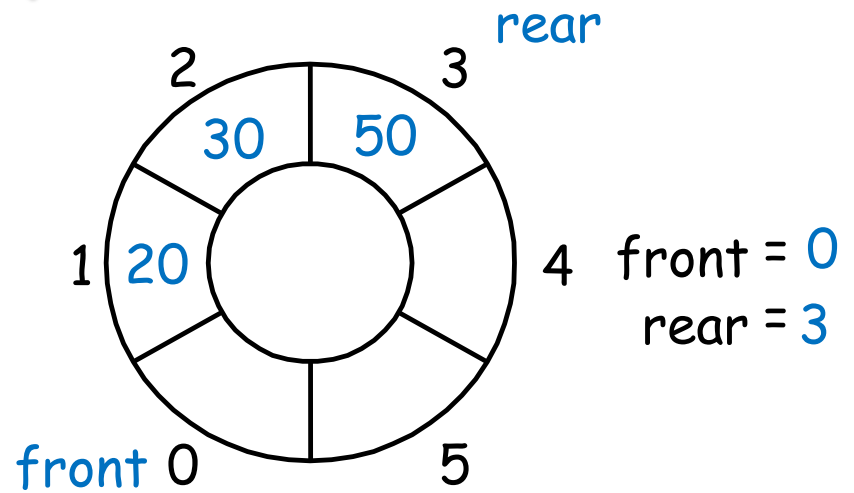
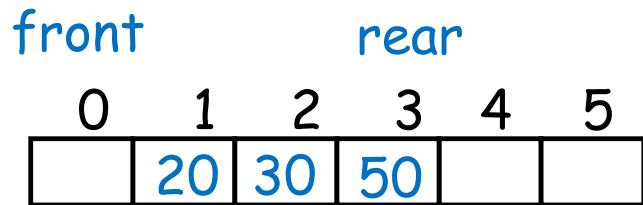
(2) add(20);



(3) add(30);

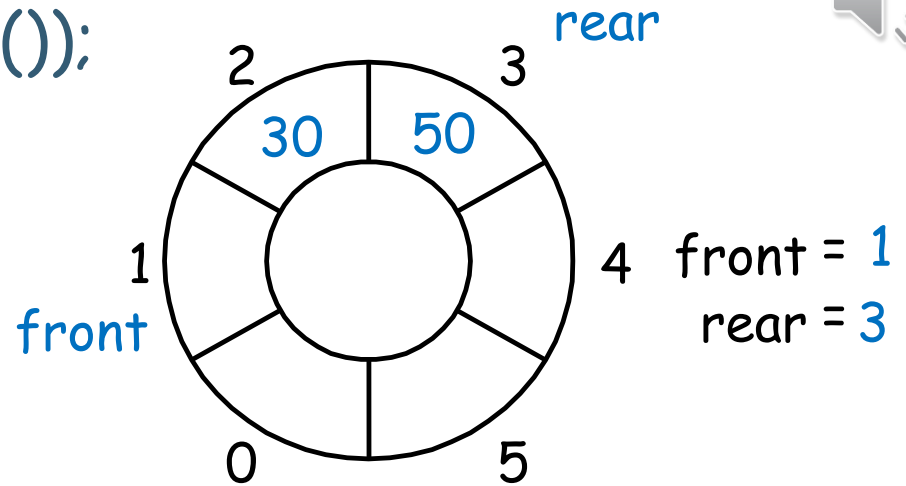
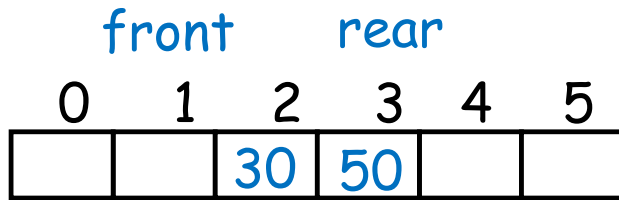


(4) add(delete()+40);



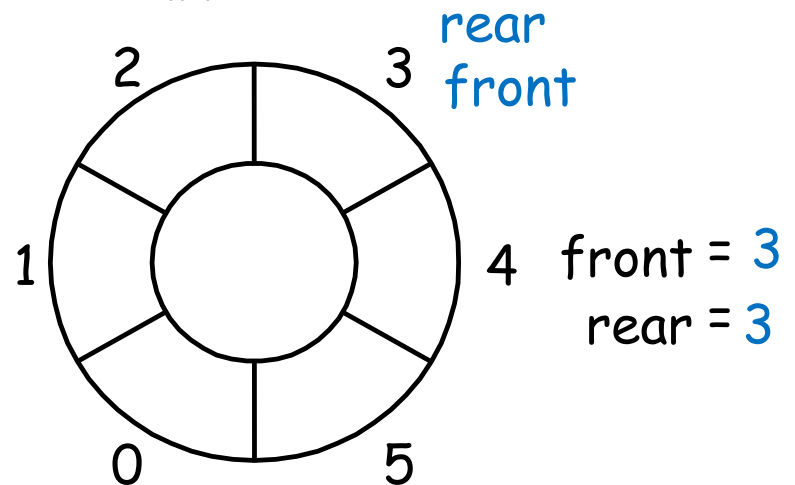
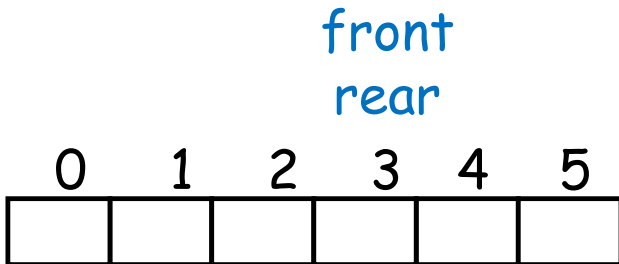


(5) `printf("%d\n", delete());`



印出 20

(6) `printf("%d\n", delete()-delete());`



印出 $30 - 50 = -20$