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*
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* Label:      A04
* Title:      Basic Project Organization
* Course:     CMPS 2143
* Semester:   Fall 2021
*
* Description:
*      This is a program created by prof Griffin. We are to comment it in
*      a style acceptable by the guidelines given.
*
* Usage:
*      none right now
*
* Files:      main.cpp
*****/
#include <iostream>

using namespace std;

/**
 * Circular Array Que
 *
 * Description:
 *      a que that keeps track of the rear.
 *
 * Public Methods:
 *      - constructor   CircularArrayQue()
 *      - constructor   CircularArrayQue(int size)
 *      - void          Push(int item)
 *      - int           Pop()
 *
 * Private Methods:
 *      - int           *Container
 *      - int           Front
 *      - int           Rear
 *      - int           QueSize
 *      - int           CurrentSize
 *      - void          init(int size = 0)
 *      - bool          Full()
 *
 * Usage:
 *
 *      - CircularArrayQue()           // create queue of size 10
 *      - CircularArrayQue(int size)   // create queue of size given by user
 *      - Push(int item)               // push int onto end of queue
 *      - Pop()                        // pop off int from front
 *      - init(int size = 0)           // enters values of 0 into queue
 *      - Full()                       // boolean checks if queue if full

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*
*/
class CircularArrayQue
{
private:
    int *Container;
    int Front;
    int Rear;
    int QueSize; // items in the queue
    int CurrentSize;
    void init(int size = 0)
    {
        Front = Rear = CurrentSize = 0;
        QueSize = size;
    }

    /**
     * Private : Full
     *
     * Description:
     *     returns bool value checking if the queue is full
     *
     * Params:
     *     none
     *
     * Returns:
     *     returns T of F
     */
    bool Full()
    {
        return CurrentSize == QueSize;
    }

public:
    /**
     * Public : CircularArrayQue
     *
     * Description:
     *     Constructs an empty queue.
     *
     * Params:
     *     none
     *
     * Returns:
     *     creates queue
     */
    CircularArrayQue()
    {
        Container = new int[10];
        init(10);
    }

    /**
     * Public : CircularArrayQue
```

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*
* Description:
*     Constructs an empty queue.
*
* Params:
*     int : queue size
*
* Returns:
*     creates queue
*/
CircularArrayQue(int size)
{
    Container = new int[size];
    init(size);
}

/**
* Public : Push
*
* Description:
*     pushed an interger onto the queue
*
* Params:
*     int : item pushed onto the queue
*
* Returns:
*     void
*/
void Push(int item)
{
    if (!Full())
    {
        Container[Rear] = item;
        Rear = (Rear + 1) % QueSize;
        CurrentSize++;
    }
    else
    {
        cout << "FULL!!!!" << endl;
    }
}

/**
* Public : Pop
*
* Description:
*     Removes item at front of the queue
*
* Params:
*     none
*
* Returns:
*     int : item from queue that was just removed
*/
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int Pop()
{
    int temp = Container[Front];
    Front = (Front + 1) % QueSize;
    CurrentSize--;
    return temp;
}
friend ostream &operator<<(ostream &os, const CircularArrayQue &other);
};

/**
 * Public : Name? Operator maybe
 *
 * Description:
 *     Replaces print function and gives compiler method to cout the queue
 *
 * Params:
 *     ostream : outfile
 *     const    : queue (const so it cant be changed)
 *
 * Returns:
 *     ostream : outfile
 */
ostream &operator<<(ostream &os, const CircularArrayQue &other)
{
    for (int i = other.Front; i < other.CurrentSize; i = (i + 1) % other.QueSize)
    {
        os << other.Container[i] << " ";
    }
    os << endl;
    return os;
}

/**
 * Main Driver
 *
 * For this program, the main driver was used to test the CircularArrayQue class
 */
int main()
{
    CircularArrayQue C1(5); // creates queue of size 5

    // C1.Push(34);
    // C1.Push(38);
    // C1.Push(44);
    // C1.Push(22);
    // C1.Push(99);
    // C1.Push(100);

    C1.Push(1); // push int 1 onto queue
    C1.Push(2); // push int 2 onto queue
    C1.Push(3); // push int 3 onto queue

```

```
// C1.Push(6);  
// C1.Push(7);  
cout << C1 << endl; // print queue 'C1'  
  
// C1.Push(1);  
// C1.Push(2);  
// C1.Push(3);  
  
cout << C1 << endl; // print queue 'C1'  
}
```