

<u>Operation</u>	<u>Resulting Queue</u>
<code>var q = make_queue();</code>	
<code>insert_queue(q, "a");</code>	a
<code>insert_queue(q, "b");</code>	a b
<code>delete_queue(q);</code>	b
<code>insert_queue(q, "c");</code>	b c
<code>insert_queue(q, "d");</code>	b c d
<code>delete_queue(q);</code>	c d