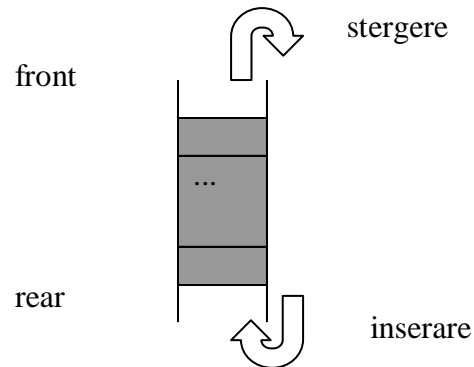


Cozi



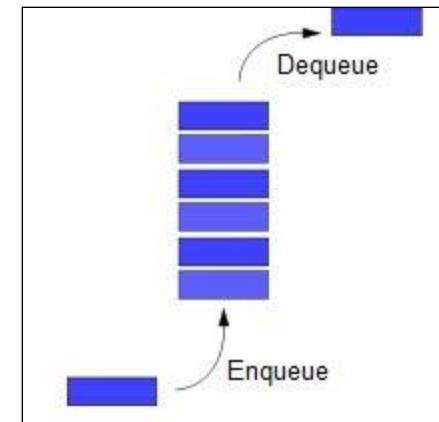


Reprezentare (FIFO)

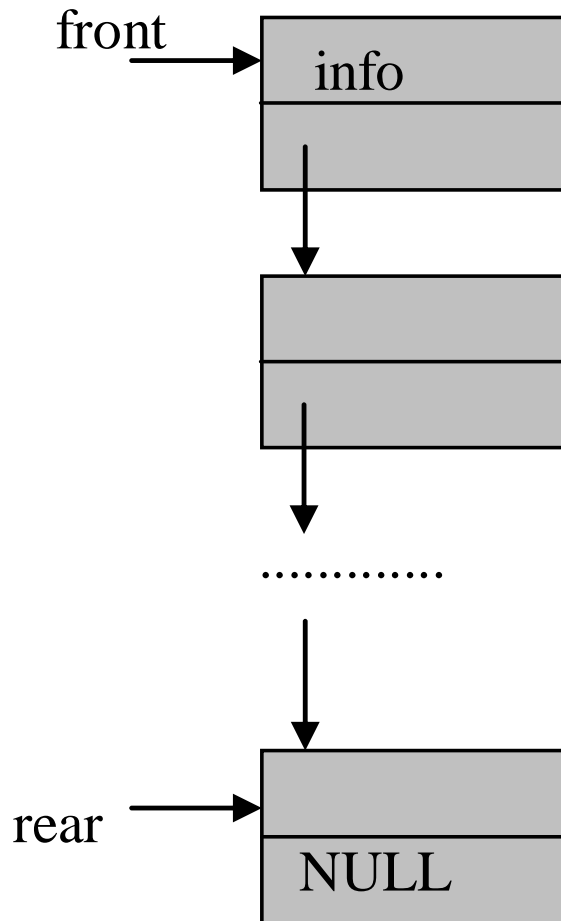


Notăm:

- inserarea unui element a într-o coadă C : $a \Rightarrow C$
- stergerea unui element a dintr-o coadă C : $C \Rightarrow a$.



Alocare inlantuita



Notam

- *front* pointer la primul nod al cozii,
- *rear* pointerul la ultimul nod.

*NOD *front, *rear;*

Algoritmi:

inserarea unui nod nou

```
Aloca memorie pentru un nod
nou. Returneaza p, un pointer la
noul nod.
if p ≠ NULL then
    p -> link = top
    p -> info = info_nou
if rear ≠ NULL then
    rear -> link = p
    else front = p
    rear = p
else OVERFLOW
endif
```

stergere/acesarea unui nod

```
if front = NULL
    then UNDERFLOW
    else elem_sters = front -> info
        if front=rear then
            front = NULL
            rear=NULL
        else front = front -> link
        endif
endif
```

Vizualizare

- <https://www.cs.usfca.edu/~galles/visualization/QueueLL.html>
- <https://www.cs.usfca.edu/~galles/visualization/Algorithms.html>