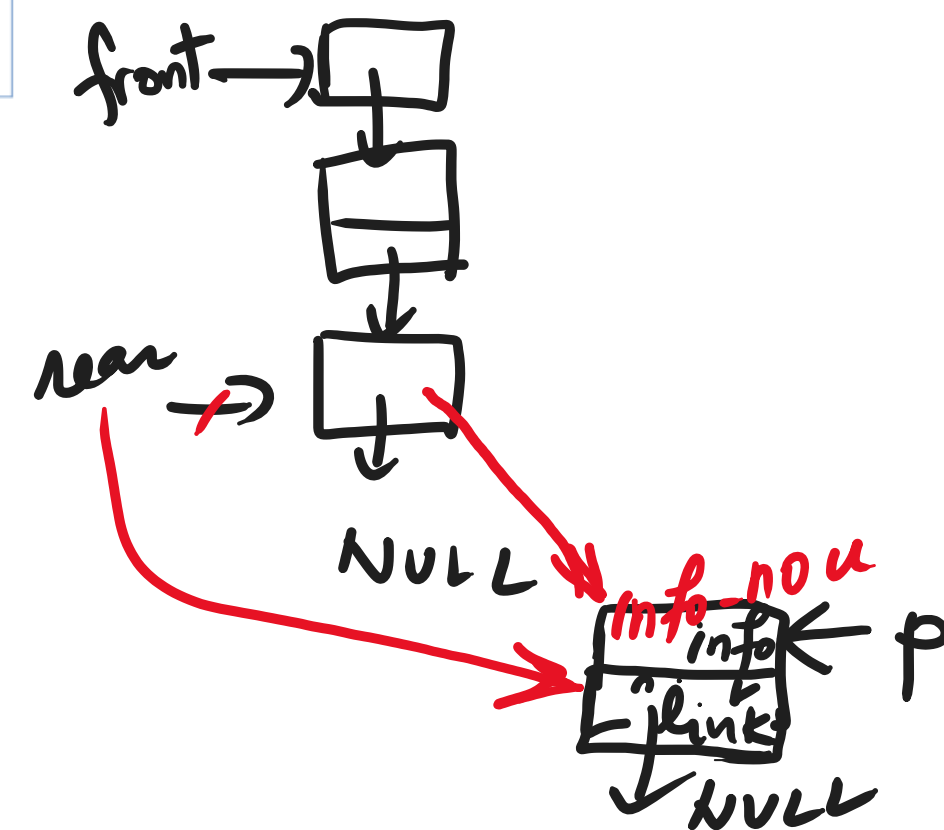


inserarea unui nod nou	stergera/accesarea unui nod
Aloca memorie pentru un nod nou. Returneaza p, un pointer la noul nod.	if front = NULL then write UNDERFLOW stop
if p = NULL then write OVERFLOW STOP	endif
endif	elem_sters = front -> info
p -> link = NULL	temp = front
p -> info = a	front = front -> link
if rear ≠ NULL then rear -> link = p	if front = NULL then rear = NULL
else front = p	endif
endif	delete temp
rear = p	

enqueue (inserare)

front, rear  
punctează la primul elem  
punctează la ultimul elem



dequeue (stergere)

front  
temp  
rear  
NULL

[ if front = NULL then write 'UNDERFLOW' stop  
endif  
temp = front  
front = front -> link  
[ if front = NULL then rear = NULL  
endif  
delete temp.