

function copy(IN q)

init newQueue via malloc
newQueue.head (pointer) = NULL
newQueue.tail (pointer) = NULL

init latest = q.head (value)

while (latest \neq NULL)

init newnode via malloc

newNode.getal (pointer) = latest.getal (pointer)
newNode.next (pointer) = NULL

(newQueue.head (pointer) == NULL)

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newQueue.head (pointer) = newNode

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(newQueue.tail (pointer) \neq NULL)

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newQueue.tail.next (pointer.pointer) = newNode

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newQueue.tail (pointer) = newNode
latest = latest.next (pointer)

return newQueue