

Queue		
Queue = {Top= < QueueNode<T>>, Last= <QueueNode<T>>,Size=<Integer>}		
{Inv: size $\geq$ 0 $\wedge$ size $\in$ Z}		
Queue:		$\rightarrow$ QUEUE
Add:	QUEUE x T	$\rightarrow$ BOOLEAN
Poll:	QUEUE	$\rightarrow$ T
Peek:	QUEUE	$\rightarrow$ T
IsEmpty:	QUEUE	$\rightarrow$ BOOLEAN
GetSize:	QUEUE	$\rightarrow$ INTEGER

### Constructor Operations:

#### Queue ()

“Creates a new Queue.”

{pre: TRUE}

{post: Stack= {Top = NULL, Last = NULL, Size = 0}}

### Modifying Operations:

#### Add ()

“Adds a new element to the Queue structure linking it to the last position and reassigning the variable last.”

{pre: Queue = {Last=<QueueNode<T>>, Size = n}, T=<content>}

{post: Queue = {Last =< QueueNode <T>>, Size=(n+1)}}

**Poll ()**

“Return the first element that entered to the structure and deletes it from the structure.”

{pre: TRUE}

{post: T=<content> if Size ≠0, else NULL}

**Analyzing Operation:****Peek ()**

“Returns the value of the element first element that entered to the Queue”

{pre: TRUE}

{post: T=<content> if Size ≠0, else NULL}

**IsEmpty ()**

“Indicates whether the Queue has elements or not.”

{pre: TRUE}

{post: TRUE if Size≠0, else FALSE}

**GetSize ()**

“Returns the number of elements in the Queue structure.”

{pre: TRUE}

{post: Size = n}

QUEUENODE		
QueueNode = {Next = < QueueNode <T>>, Prev= < QueueNode <T>>, Content=T}		
{Inv: Content ≠NULL}		
QueueNode:	T	→ QUEUENODE
SetNext:	QUEUE x T	→ QUEUENODE
SetPrev:	QUEUE	→ QUEUENODE
SetContent:	QUEUE	→ QUEUENODE
GetNext:	QUEUE	→ QUEUENODE
GetPrev:	QUEUE	→ QUEUENODE
GetContent:	QUEUE	→ T

### Constructor Operations:

<b>QueueNode ()</b> “Creates a new QueueNode” {pre: T=<content>} {post: QueueNode = {Content = T, Next = NULL, Prev = NULL}}
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## Modifying Operations:

### SetNext ()

“Changes the Next QueueNode”

```
{pre: New QueueNode = {Next = < QueueNode <T>>, Prev= < QueueNode <T>>,
Content=T}}
```

```
{post: StackNode = {Next = NewStackNode, Prev= <StackNode<T>>, Content=T}}
```

### SetPrev ()

“Changes the Bottom of the StackNode”

```
{pre: New QueueNode = {Next= < QueueNode <T>>, Prev= < QueueNode <T>>,
Content=T}}
```

```
{post: QueueNode = {Next= < QueueNode <T>>, Prev= New QueueNode, Content=T}}
```

### SetContent()

“Changes the Content of the StackNode”

```
{pre: New T=<content>}
```

```
{post: QueueNode = {Next= < QueueNode <T>>, Prev= < QueueNode <T>>, Content =
NewT}}
```

### Analyzing Operation:

#### **GetNext()**

“Returns the Next of the QueueNode”

{pre: TRUE}

{post: QueueNode = {Next= < this.QueueNode <T>>, Prev= < QueueNode  
<T>>,Content=T}}

#### **GetPrev ()**

“Returns the Prev of the QueueNode”

{pre: TRUE}

{post: QueueNode = {Next = this QueueNode, Prev= < this,QueueNode <T>>,  
Content = T}}

#### **GetContent ()**

“Returns the Content of the QueueNode”

{pre: TRUE}

{post: T=<content>}}