

```
int i = 0;

66
67
68     if (op2 == 1) {
69         System.out.println("\nIngrese un digito:");
70         i = Integer.parseInt(teclado.next());
71         c.insertar(i);
72     } else if (op2 == 2) {
73         c.eliminar();
74     } else if (op2 == 3) {
75         Cola.re = Cola.cabeza;
76         for (Iterator iter = c.getIterator(); iter.hasNext();) {
77             Object name = iter.next();
78             System.out.println("Numero : " + name);
79         }
80     }
81 }
82
83 //break;
84 }
85
86 } while (op1 != 3);
```

tarea2.Tarea2 > main > do ... while (op1 != 3) > switch (op1) > case 2: > while (op2 <= 3) > if (op2 == 1) else if (op2 == 2) else if (op2 ==

Output x

Debugger Console x Tarea2 (run) x

run:  
Seleccione una opcion.  
-----  
1 - Lista Simplemente enlazada (Ordenada)  
2 - Cola  
3 - Salir  
2

```
66      int i = 0;
67
68      if (op2 == 1) {
69          System.out.println("\nIngrese un digito:");
70          i = Integer.parseInt(teclado.next());
71          c.insertar(i);
72      } else if (op2 == 2) {
73          c.eliminar();
74      } else if (op2 == 3) {
75          Cola.re = Cola.cabeza;
76          for (Iterator iter = c.getIterator(); iter.hasNext();) {
77              Object name = iter.next();
78              System.out.println("Numero : " + name);
79          }
80      }
81  }
82
83      //break;
84  }
85
86  } while (op1 != 3);
87
88  }
89
```

Debugger Console × Tarea2 (run) ×

2 - Cola  
3 - Salir  
2

-----  
Cola  
1 - Insertar  
2 - Eliminar  
3 - Ver cola  
4 - Volver  
|

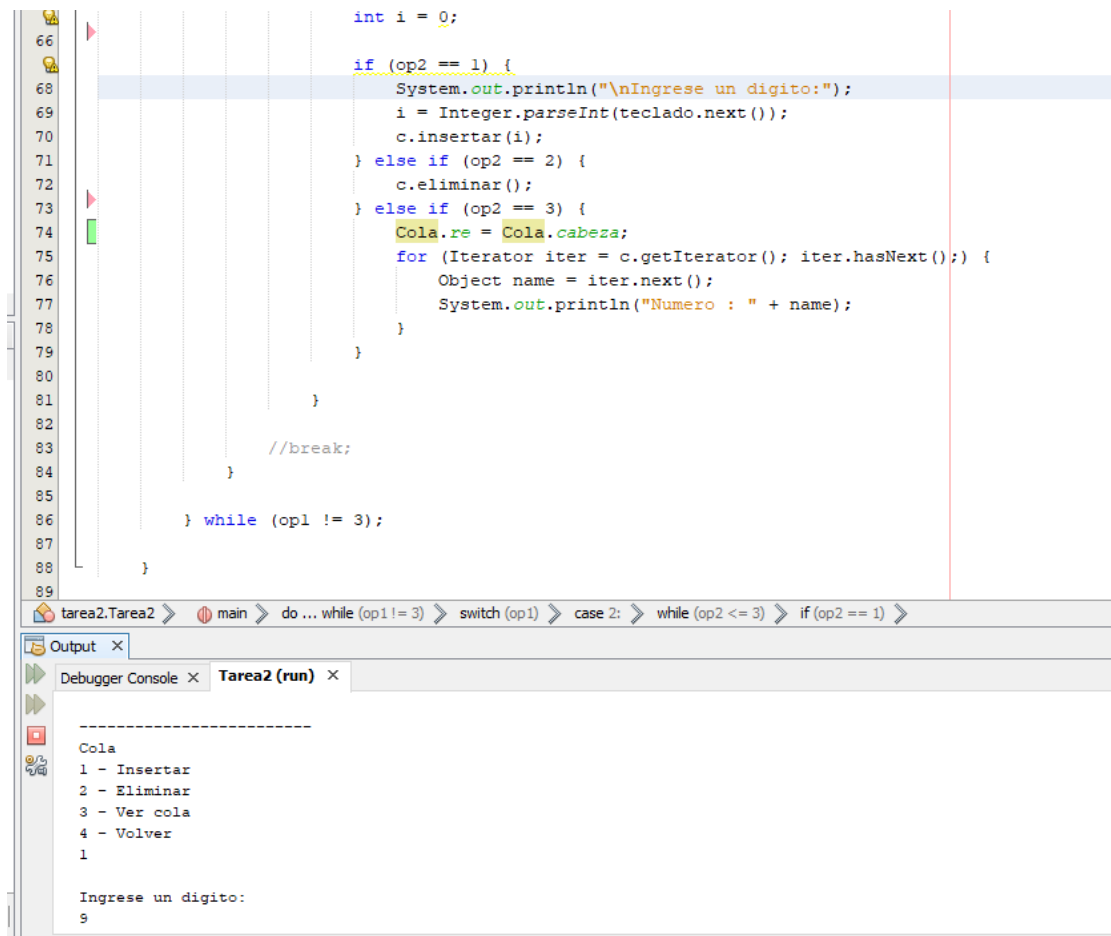
```
66      int i = 0;
67
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69          System.out.println("\nIngrese un digito:");
70          i = Integer.parseInt(teclado.next());
71          c.insertar(i);
72      } else if (op2 == 2) {
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75          Cola.re = Cola.cabeza;
76          for (Iterator iter = c.getIterator(); iter.hasNext();) {
77              Object name = iter.next();
78              System.out.println("Numero : " + name);
79          }
80      }
81      }
82      //break;
83  }
84
85  } while (op1 != 3);
86
87  }
88
89  }
```

tarea2.Tarea2 > main > do ... while (op1 != 3) > switch (op1) > case 2: > while (op2 <= 3) > if (op2 == 1) >

Output x

Debugger Console x Tarea2 (run) x

-----  
Cola  
1 - Insertar  
2 - Eliminar  
3 - Ver cola  
4 - Volver  
1  
  
Ingrese un digito:  
5



```
66      int i = 0;
67
68      if (op2 == 1) {
69          System.out.println("\nIngrese un digito:");
70          i = Integer.parseInt(teclado.next());
71          c.insertar(i);
72      } else if (op2 == 2) {
73          c.eliminar();
74      } else if (op2 == 3) {
75          Cola.re = Cola.cabeza;
76          for (Iterator iter = c.getIterator(); iter.hasNext();) {
77              Object name = iter.next();
78              System.out.println("Numero : " + name);
79          }
80      }
81      }
82      //break;
83  }
84
85  } while (op1 != 3);
86
87  }
88
89
```

-----  
Cola  
1 - Insertar  
2 - Eliminar  
3 - Ver cola  
4 - Volver  
3  
Numero : 9  
-----

```
66         int i = 0;
67
68         if (op2 == 1) {
69             System.out.println("\nIngrese un digito:");
70             i = Integer.parseInt(teclado.next());
71             c.insertar(i);
72         } else if (op2 == 2) {
73             c.eliminar();
74         } else if (op2 == 3) {
75             Cola.re = Cola.cabeza;
76             for (Iterator iter = c.getIterator(); iter.hasNext();) {
77                 Object name = iter.next();
78                 System.out.println("Numero : " + name);
79             }
80         }
81     }
82
83     //break;
84 }
85
86 } while (op1 != 3);
87
88 }
89
```

task2.Tarea2 > main > do... while (op1!=3) > switch (op1) >

Output x

Debugger Console x Tarea2 (run) x

Numero : 9

Cola

1 - Insertar

2 - Eliminar

3 - Ver cola

4 - Volver

2

66  
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81  
82  
83  
84  
85  
86  
87  
88  
89

```
int i = 0;

if (op2 == 1) {
    System.out.println("\nIngrese un digito:");
    i = Integer.parseInt(teclado.next());
    c.insertar(i);
} else if (op2 == 2) {
    c.eliminar();
} else if (op2 == 3) {
    Cola.re = Cola.cabeza;
    for (Iterator iter = c.getIterator(); iter.hasNext();) {
        Object name = iter.next();
        System.out.println("Numero : " + name);
    }
}

//break;
}

while (op1 != 3);
}
```

tarea2.Tarea2 > main > do ... while (op1 != 3) > switch (op1) > case 2: > while (op2 <= 3) >

Output x

Debugger Console x Tarea2 (run) x

Cola  
1 - Insertar  
2 - Eliminar  
3 - Ver cola  
4 - Volver  
3  
Numero : 9  
-----  
Cola  
1 - Insertar