

Operation

Resulting Queue

`var q = make_queue();`

`insert_queue(q, "a");`

a

`insert_queue(q, "b");`

a b

`delete_queue(q);`

b

`insert_queue(q, "c");`

b c

`insert_queue(q, "d");`

b c d

`delete_queue(q);`

c d