

Make command running

```
[mmoustaf@gc112m38 A6]$ make
cc -g -Wall -Wshadow -c -o Point2D.o Point2D.c
cc -g -Wall -Wshadow -c -o Stack.o Stack.c
gcc -g -Wall -Wshadow Point2D.o Stack.o playStack.c -o playStack
cc -g -Wall -Wshadow -c -o Queue.o Queue.c
gcc -g -Wall -Wshadow Point2D.o Queue.o playQueue.c -o playQueue
[mmoustaf@gc112m38 A6]$
```

Trying playstack

```
[mmoustaf@gc112m38 A6]$ ./playStack
Choice (1=add, 0=remove, 2=list, 3=peek): 1
Enter the x and y values of the point separated by a whitespace: 1 1
Point pushed
Choice (1=add, 0=remove, 2=list, 3=peek): 1
Enter the x and y values of the point separated by a whitespace: 2 2
Point pushed
Choice (1=add, 0=remove, 2=list, 3=peek): 1
Enter the x and y values of the point separated by a whitespace: 3 3
Point pushed
Choice (1=add, 0=remove, 2=list, 3=peek): 2
(3,3)
(2,2)
(1,1)
Choice (1=add, 0=remove, 2=list, 3=peek): 3
(3,3)
Choice (1=add, 0=remove, 2=list, 3=peek): 0
Popped top element successfully.
Choice (1=add, 0=remove, 2=list, 3=peek): 2
(2,2)
(1,1)
```

Trying playqueue

```
[mmoustaf@gc112m38 A6]$ ./playQueue
Choice (1=enqueue, 0=dequeue, 2=list, 3=peek): 1
Enter the x and y values of the point separated by a whitespace: 1 1
Point enqueued
Choice (1=enqueue, 0=dequeue, 2=list, 3=peek): 1
Enter the x and y values of the point separated by a whitespace: 2 2
Point enqueued
Choice (1=enqueue, 0=dequeue, 2=list, 3=peek): 1
Enter the x and y values of the point separated by a whitespace: 3 3
Point enqueued
Choice (1=enqueue, 0=dequeue, 2=list, 3=peek): 2
(1,1)
(2,2)
(3,3)
Choice (1=enqueue, 0=dequeue, 2=list, 3=peek): 0
Dequeued the first element.
Choice (1=enqueue, 0=dequeue, 2=list, 3=peek): 3
(2,2)
Choice (1=enqueue, 0=dequeue, 2=list, 3=peek): 0
Dequeued the first element.
Choice (1=enqueue, 0=dequeue, 2=list, 3=peek): 0
Dequeued the first element.
Choice (1=enqueue, 0=dequeue, 2=list, 3=peek): 0
The queue is empty. Nothing to dequeue. _ _ _
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