## Examination 2 (Java): Implement This Skeleton Code

\*Java only

```
package jp.co.worksap.global;
```

import java.util.NoSuchElementException;

```
* The Queue class represents an immutable first-in-first-out (FIFO) queue of objects.
* @param <E>
public class ImmutableQueue<E> {
     * requires default constructor.
     public ImmutableQueue() {
          // modify this constructor if necessary, but do not remove default constructor
     // add other constructors if necessary
     * Returns the queue that adds an item into the tail of this queue without modifying this queue.
     * 
     * e.g.
     * When this queue represents the queue (2, 1, 2, 2, 6) and we enqueue the value 4 into this queue,
     * this method returns a new queue (2, 1, 2, 2, 6, 4)
     * and this object still represents the queue (2, 1, 2, 2, 6)
     * 
     * If the element e is null, throws IllegalArgumentException.
     * @param e
     * @return
     * @throws IllegalArgumentException
     public ImmutableQueue<E> enqueue(E e) {
          return null;
     * Returns the queue that removes the object at the head of this queue without modifying this queue.
     * e.g.
     ^{\star} When this queue represents the queue (7, 1, 3, 3, 5, 1),
     ^{\star} this method returns a new queue (1, 3, 3, 5, 1)
     * and this object still represents the queue (7, 1, 3, 3, 5, 1).
     * 
     * If this queue is empty, throws java.util.NoSuchElementException.
     * @throws java.util.NoSuchElementException
     public ImmutableQueue<E> dequeue() {
          return null;
     }
     * Looks at the object which is the head of this queue without removing it from the queue.
     * 
     * e.g.
     * When this queue represents the queue (7, 1, 3, 3, 5, 1),
     * this method returns 7 and this object still represents the queue (7, 1, 3, 3, 5, 1)
     * 
     * If the queue is empty, throws java.util.NoSuchElementException.
     * @return
     * @throws java.util.NoSuchElementException
     public E peek() {
          return null;
     }
     * Returns the number of objects in this gueue.
     * @return
     public int size() {
          return -1;
}
```

