```
1   class CallQueue {    // this code is incorrect
2     final static int QSIZE = 100;  // arbitrary size
3     int head = 0;                  // next item to dequeue
4     int tail = 0;                  // next empty slot
5     Call[] calls = new Call[QSIZE];
6     public enq(Call x) {           // called by switchboard
7       calls[(tail++) % QSIZE] = x;
8     }
9     public Call deq() {            // called by operators
10      return calls[(head++) % QSIZE]
11    }
12  }
```

FIGURE A.2 An *incorrect* queue class.