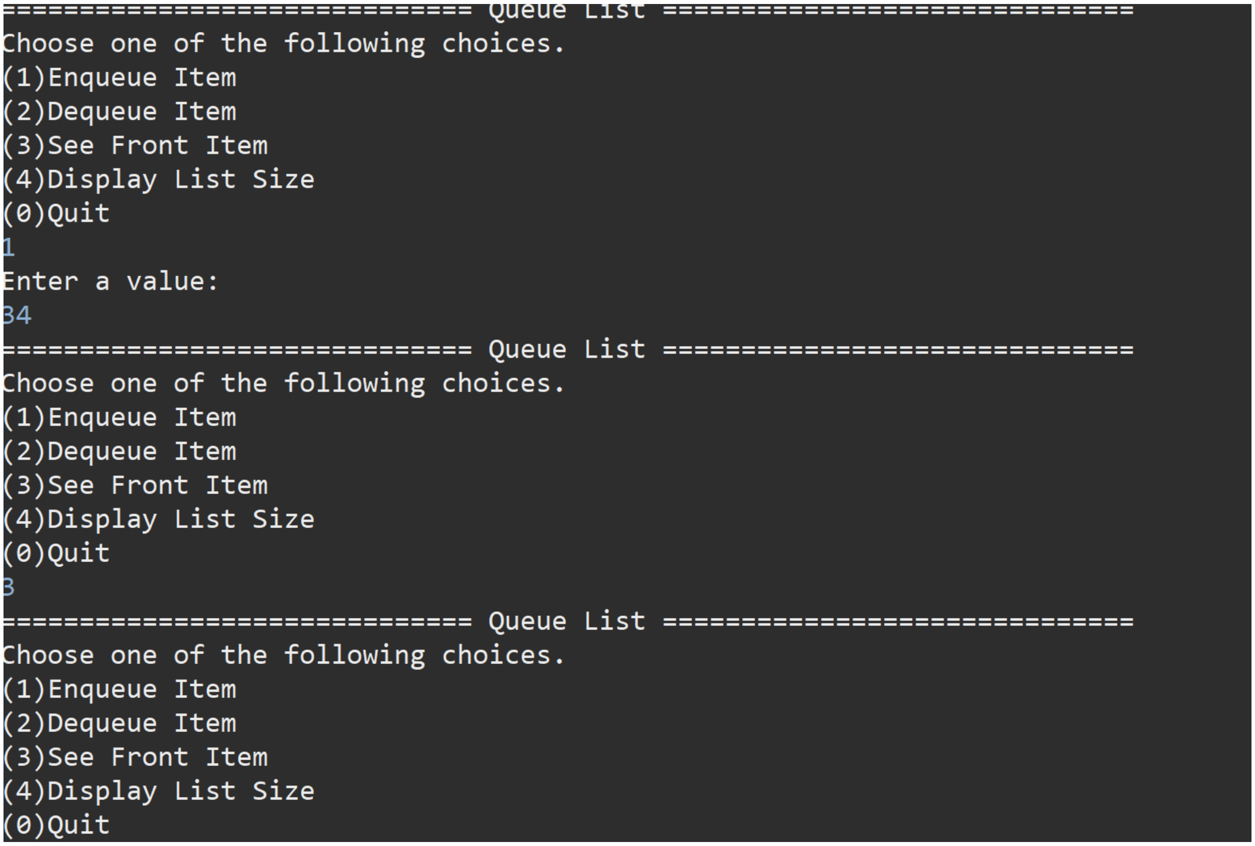
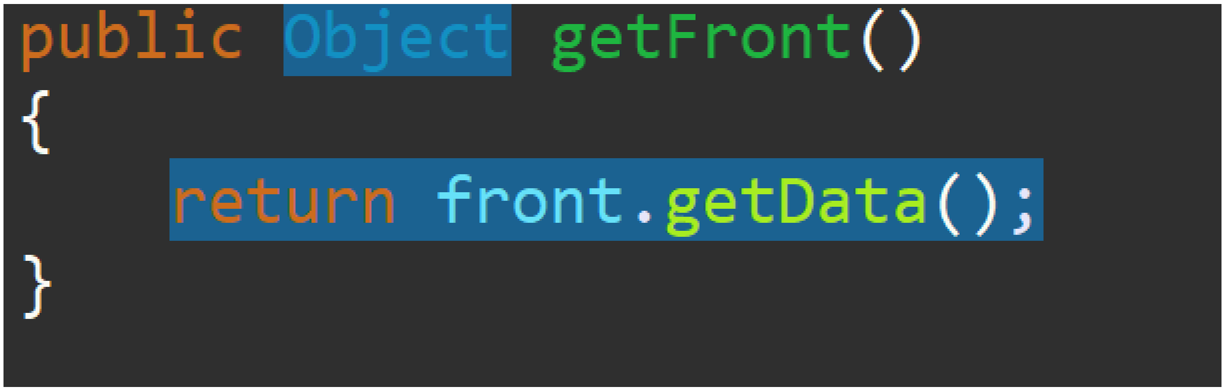


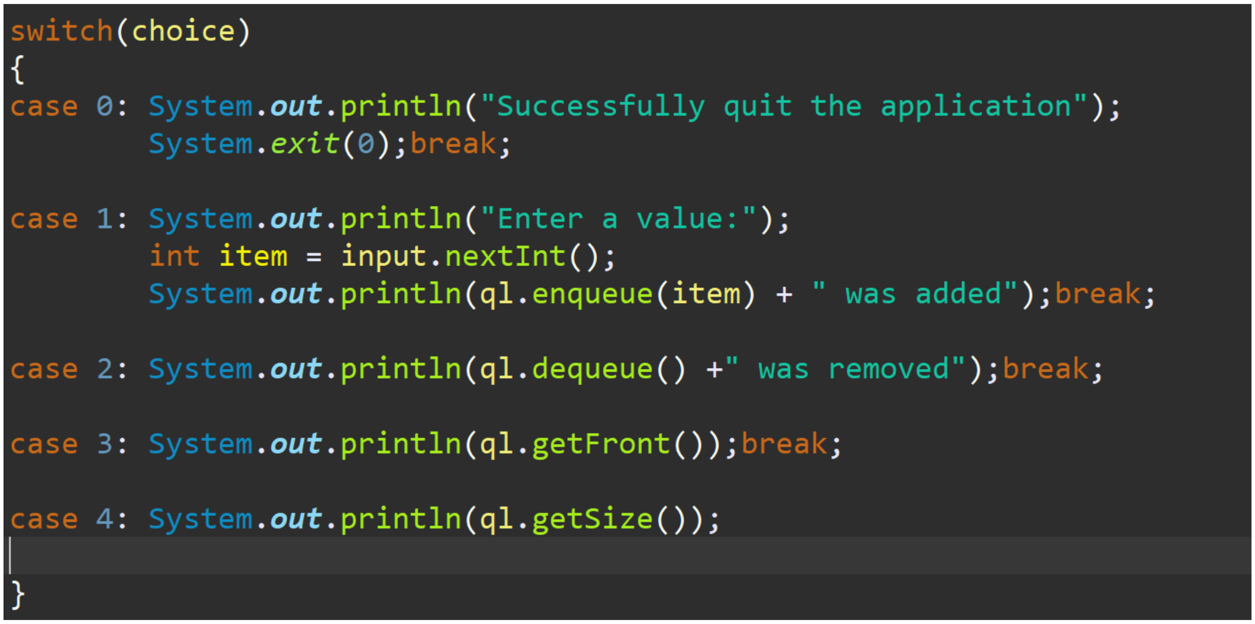
```
============================== Queue List ==============================
Choose one of the following choices.
(1)Enqueue Item
(2)Dequeue Item
(3)See Front Item
(4)Display List Size
(0)Quit
1
Enter a value:
34
============================== Queue List ==============================
Choose one of the following choices.
(1)Enqueue Item
(2)Dequeue Item
(3)See Front Item
(4)Display List Size
(0)Quit
3
============================== Queue List ==============================
Choose one of the following choices.
(1)Enqueue Item
(2)Dequeue Item
(3)See Front Item
(4)Display List Size
(0)Quit
```

Doesnt display any item when asked to show front item.



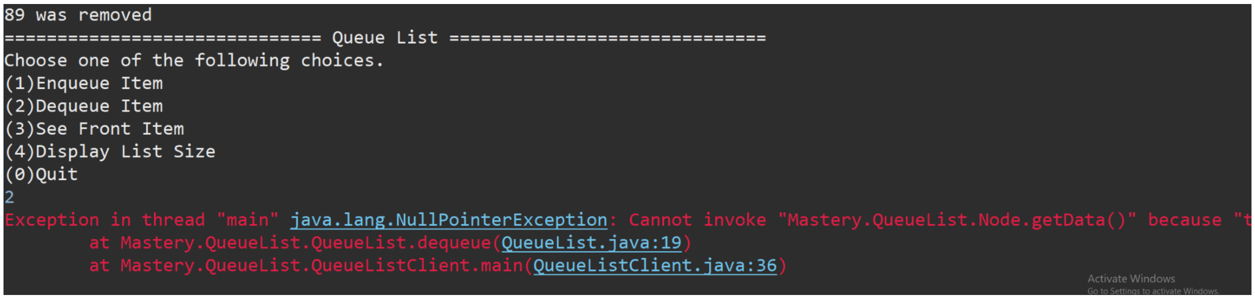
```
public Object getFront()
{
	return front.getData();
}
```

I needed to specify that i call the getData method so the output compiler isnt trying to read an encoded object.



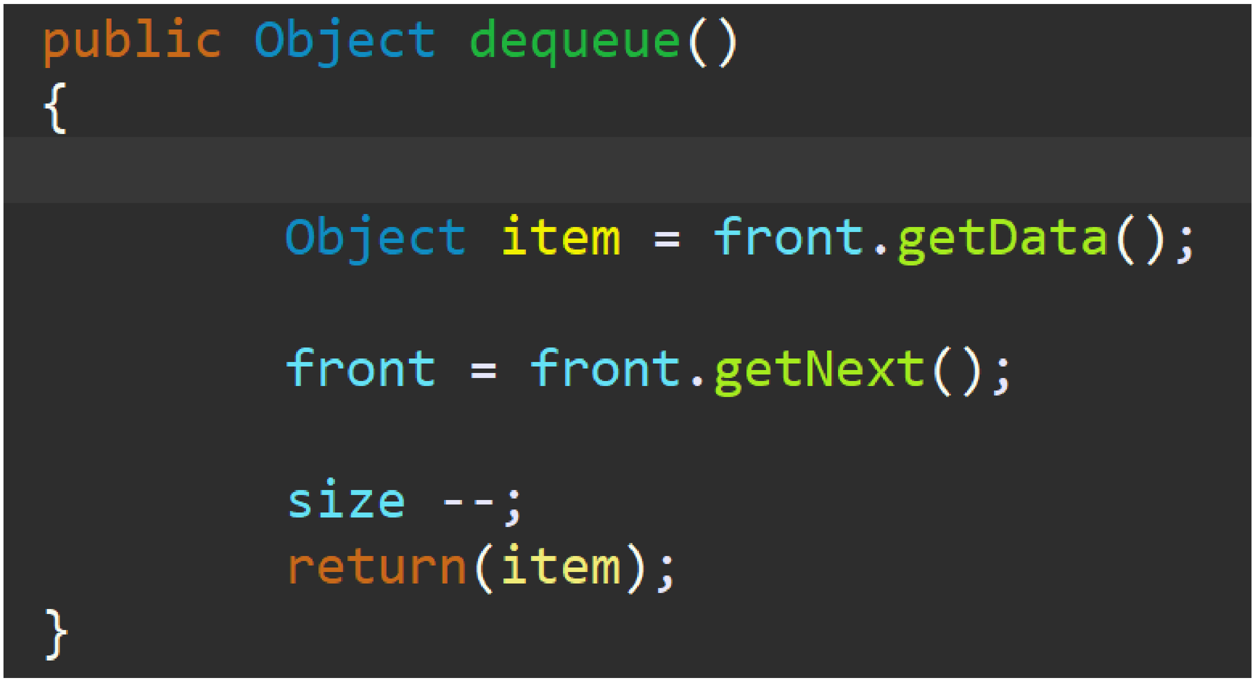
```
switch(choice)
{
case 0: System.out.println("Successfully quit the application");
        System.exit(0);break;

case 1: System.out.println("Enter a value:");
        int item = input.nextInt();
        System.out.println(ql.enqueue(item) + " was added");break;

case 2: System.out.println(ql.dequeue() +" was removed");break;

case 3: System.out.println(ql.getFront());break;

case 4: System.out.println(ql.getSize());

}
```

I added print statements and that is why nothing was printing out.



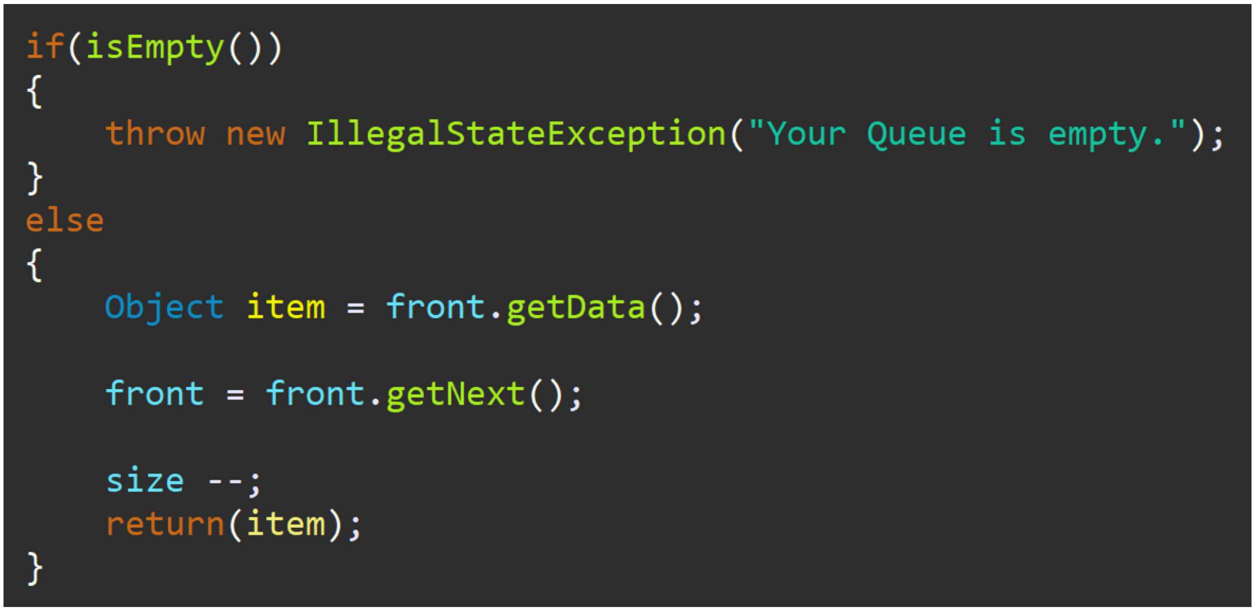
```
89 was removed
============================== Queue List ==============================
Choose one of the following choices.
(1)Enqueue Item
(2)Dequeue Item
(3)See Front Item
(4)Display List Size
(0)Quit
2
Exception in thread "main" java.lang.NullPointerException: Cannot invoke "Mastery.QueueList.Node.getData()" because "t
        at Mastery.QueueList.QueueList.dequeue(QueueList.java:19)
        at Mastery.QueueList.QueueListClient.main(QueueListClient.java:36)
```

Theres an error for a null pointer because i tried to delete a value from an empty list.



```
public Object dequeue()
{

        Object item = front.getData();

        front = front.getNext();

        size --;
        return(item);
}
```

I need to add a statement to take care of the error. I.e. i need to throw an error.



```
if(isEmpty())
{
    throw new IllegalStateException("Your Queue is empty.");
}
else
{
    Object item = front.getData();

    front = front.getNext();

    size --;
    return(item);
}
```

Fixed by throwing an exception if the list is empty. So i called the isEmpty() method and throw an illegal state exception because the code for this method cant proceed with an empty list of nodes.