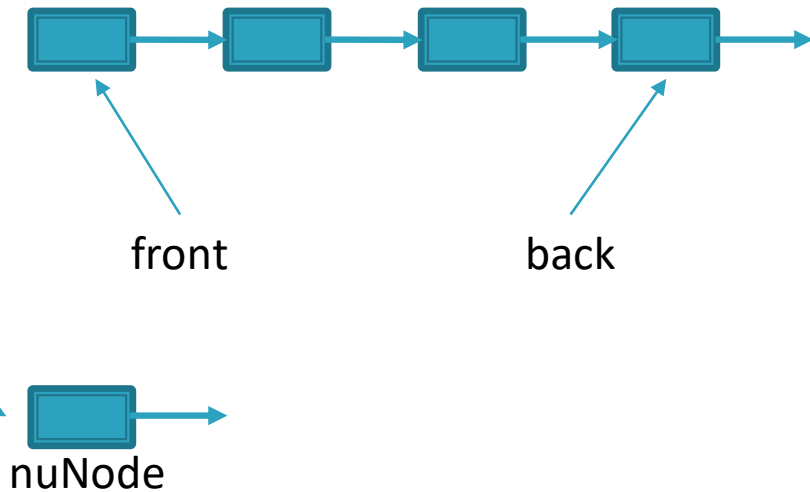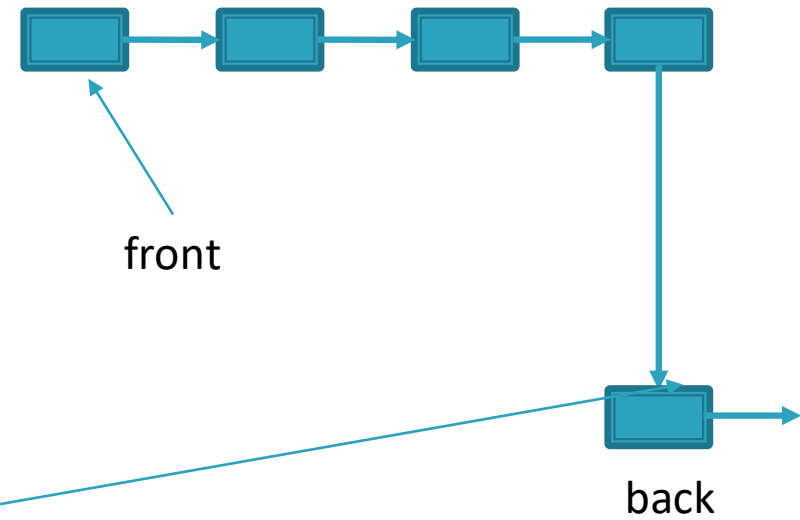# Queue Enqueue/Dequeue

Operations

Queue: Enqueue

```
bool enqueue(const T& nuEntry)
{
Node<T>* nuNode = new Node<T>(nuentry);
if (isEmpty())
        front = nuNode;
else
        back = setNext(nuEntry);
}
```

front   back

nuNode

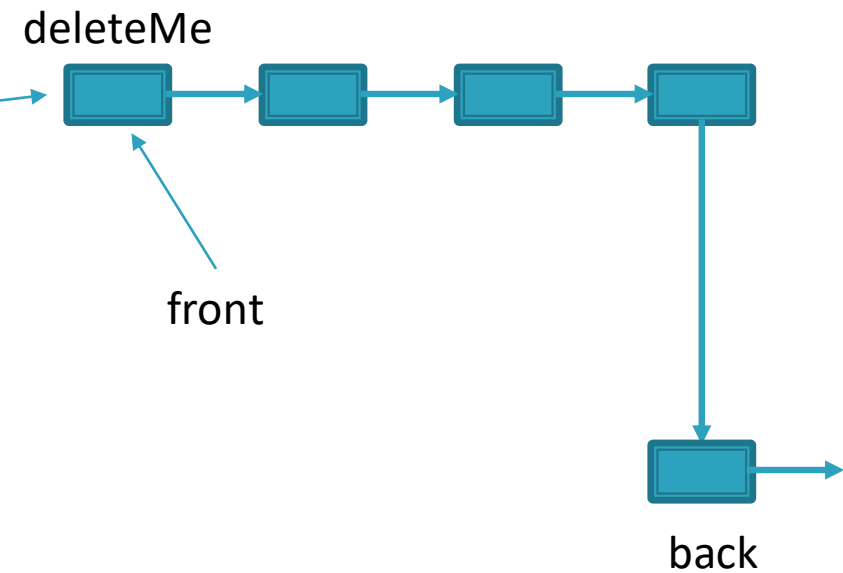# Queue: Enqueue

```
bool enqueue(const T& nuEntry)
{
        Node<T>* nuNode = new Node<T>*;
        if (isEmpty())
                front = nuNode;
        else
                back = setNext(nuEntry);
}
```

front

back

Queue: Dequeue

```
bool dequeue(const T& nuEntry)
{
        Node<T>* deleteMe = front;
        if (front == back)
        {
                front = NULL;
                back = NULL;
        }
        else
                front = front->getNext();
        delete deleteMe;
}
```


deleteMe

front

back

Queue: Dequeue

```
bool dequeue(const T& nuEntry)
{
        Node<T>* deleteMe = front;
        if (front == back)
        {
                front = NULL;
                back = NULL;
        }
        else
                front = front->getNext();
        delete deleteMe;
}
```

deleteMe

front

back