

## 006 Queue Constructor.mp4

```
In [4]: class Node:
        def __init__(self, value):
            self.value = value
            self.next = None

        class Queue:
            def __init__(self, value):
                new_node = Node(value)
                self.first = new_node
                self.last = new_node
                self.length = 1

            def print_queue(self):
                temp = self.first
                while temp is not None:
                    print(temp.value)
                    temp = temp.next

my_queue = Queue(10)

my_queue.print_queue()
```

10

## 007 Queue Enqueue.mp4

```
In [6]: class Node:
        def __init__(self, value):
            self.value = value
            self.next = None

        class Queue:
            def __init__(self, value):
```

```
        new_node = Node(value)
        self.first = new_node
        self.last = new_node
        self.length = 1

    def print_queue(self):
        temp = self.first
        while temp != None:
            print(temp.value)
            temp = temp.next

    def enqueue(self, value):
        new_node = Node(value)

        if self.length == 0:
            self.first = new_node
            self.last = new_node
        else:
            self.last.next = new_node
            self.last = new_node
        self.length += 1
        return True

my_queue = Queue(10)
my_queue.enqueue(20)

my_queue.print_queue()

print(f'-----')

my_queue.enqueue(30)
my_queue.print_queue()
```

10

20

-----

10

20

30

## 008 Queue Dequeue.mp4

```
In [11]: class Node:
    def __init__(self, value):
        self.value = value
        self.next = None

    class Queue:
        def __init__(self, value):
            new_node = Node(value)
            self.first = new_node
            self.last = new_node
            self.length = 1

        def print_queue(self):
            temp = self.first
            while temp != None:
                print(temp.value)
                temp = temp.next

        def enqueue(self, value):
            new_node = Node(value)
            if self.first is None:
                self.first = new_node
                self.last = new_node
            else:
                self.last.next = new_node
                self.last = new_node
            self.length += 1
            return True

        def dequeue(self):
            if self.first is None:
                return None
            else:
                temp = self.first
                self.first = self.first.next
                temp.next = None
```

```
        return temp

my_queue = Queue(10)
my_queue.enqueue(20)

my_queue.print_queue()

print(f'-----Queue from last-----')

my_queue.enqueue(30)
my_queue.print_queue()

print(f'-----Dequeue from front-----')

my_queue.dequeue()
my_queue.print_queue()
```

```
10
20
-----Queue from last-----
10
20
30
-----Dequeue from front-----
20
30
```

In [ ]: