

Queue Activity

Copy the **LinkedListQueue** class from the *Implementing a Queue* section of the assignment.

Create a **LinkedListQueueTester** class.

In the **test** class, create an instance of the **LinkedListQueue** class. Starting with an empty queue, use its methods to add or remove values to the queue or other operations so that the following is printed to the console (in the same order—each step is followed by printing the result based on calling methods from the **LinkedListQueue** class):

1. Use LinkedListQueue methods to get the following result when you print the list:

Tom
Jane
Beth

2. Use LinkedListQueue methods to get the following result when you print the list:

Tom
Jane
Beth
John
Mary

3. Use LinkedListQueue methods to get the following results printed to the console:

Queue is empty: false
Number of items in queue is 5
The head of the queue is: Tom
Remove Tom

4. Use LinkedListQueue methods to get the following result when you print the list:

Jane
Beth
John
Mary

5. Use LinkedListQueue methods to get the following results printed to the console:

Queue is empty: false
Number of items in queue is 4
The head of the queue is: Jane

6. Use LinkedListQueue methods to get the following results printed to the console:

Remove Jane
The head of the queue is: Beth

7. Use LinkedListQueue methods to get the following results printed to the console:

Remove Beth

The head of the queue is: John

8. Use LinkedListQueue methods to get the following results printed to the console:

Remove John

The head of the queue is: Mary

9. Use LinkedListQueue methods to get the following results printed to the console:

Remove Mary

Queue is empty

The head of the queue is: null

10. Use LinkedListQueue methods to get the following results printed to the console:

Queue is empty: true

Submit the **zipped project folder** to Canvas by the due date.