# Lab 10: Queues

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1. A programmer wishes to use a data structure to capture keystrokes and process them before displaying them in their exact input order on the screen.
2. Implement an abstract data type based on an array. The implementation should include functions to allow keystrokes to be added and importantly removed so that they can be displayed in the order input. (50 Marks)
3. Use your ADT as follows
   1. Read an input string character by character (getch or scanf) and store each character in the ADT
   2. Process the ADT so that each character is displayed on the screen in the order input. If the special character \* has been pressed, toggle the case of the output – ie lower case to upper case and vice versa when its pressed again.

Example input :-

Keyboard\*Test\*ing

Example Output :-

Keyboard tESTing

