Name:				

CSCE 146 Program3 (Ch7) Java Program: Queue

Setup

- 1. Existing interfaces or abstract classes will not be implemented for this assignment
- 2. Use of code that implements a list from the program1 assignment or the Ch3 code on Blackboard

Program

- 1. Queue Methods. Your queue should have the following methods (handle out of bound index inputs) (Ch7 slides):
 - a. Queue() //default constructor, implement with linked list, size=0, fixCapacity = false
 - b. Queue(int capacity) //constructor for fix capacity queues, implement with an array, size=0, , fixCapacity = true
 - c. enqueue(int element) //add element at rear of queue and increase size of the queue by 1
 - i. if size = capacity and fixCapacity = true then don't add element and tell the user already at capacity
 - ii. if size = capacity and fixCapacity = false then add element and increment capacity
 - d. dequeue() // return element at the front of the queue, remove front element, and reduce size of queue by 1
 - i. if size = 0 then you can't return element, tell user queue is empty
 - e. peek() //return element at the front of the stack, do not change queue or size
 - f. capacity() //returns the capacity of the queue, also prints if this is fixed or not
 - g. isEmpthy() //returns true if size = 0, else return false
 - h. isFull() //returns true if size = capacity and fixCapacity = true, else return false
 - i. size()//return the size of the queue, the number of elements actually in the queue
- 2. **Default (no limit capacity) Queue Implementation.** Implement your Queue by using a list:
 - a. Decide what corresponds to front and rear
 - b. Decide which list methods map to the queue methods above
 - c. Have methods in part 1 above call methods in list to get results
- 3. Limited Capacity Queue Implementation. Implement your Queue by using an array:
 - a. Decide what corresponds to front and rear
 - b. Follow the guidelines in the book and slides (ch7) by wrapping your array
 - c. Create methods for your array that match the queue methods above
- 4. User Interface. Provide way to access and test all the methods above (such as scanner)
 - a. Be sure to initially give them the option of a limited capacity queue or not

Be sure to:

- 1. Use proper and clear comments and variable names
 - a. Include the following information at the top of your code:

Name: Your Name
Assignment: Program3
Class: CSCE 146
Semester: Spring 2014
School: USC Sumter

<u>Turn in</u>: demonstrate your program to the instructor

Grading:

Function:

Objectives met of part 1	20%	
Objectives met of part 2	20%	
Objectives met of part 3	20%	
Objectives met of part 4	20%	
Organization: readable code and clear documentation		
Interface: user experience (clear direction) and handling of invalid input		