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Project 9

For this project, we were tasked with building our own Queue classes using predefined header files. There were 3 kinds: a “Stay”, a “Wrap” and a “Node” queue. Taking from what I learned when building the previous, Stack classes, Queues changed the type of distribution from First In, Last Out to First In, First Out. It wasn’t that difficult to get my head around how they worked, but what did was how the information was accessed and shuffled.

The “Stay” and “Node” queue were the two that seemed straight forward. Notably, the “Stay” queue functioned like a real life line in my mind and the “Node” had characteristics that made it function similar (not entirely) to my Stack version. But it was the “Wrap” that gave me the most trouble. More specifically, how the information is moved from front to rear and utilizes the space it occupies. I was able to come up with a solution, albeit after a lengthy email with a T.A. (Thanks Eric!). The concept formed in my head of a revolving door of sort and if someone went in, they would wrap around as they came out. The idea of a key ring also pass my mind.

I think my biggest accomplishment for this project is challenging myself to write it out by hand first, as to better prepare myself for the final. I hadn’t realized how dependent I become on just writing my programs on the computer. Going forward, I think I am going to utilize this strategy before ever actually coding it, as it has been a great help with keeping my mind fresh. Here’s hoping that lists can come this natural to me, and that they share something in common with the previous two assignments.