CSCA48 Exercise 3

Due: June 2, 2017. 5:00pm

A Neck Queue (NeQueue?)

Last week in lecture, we created a NeckStack: a stack where the 2nd item from the top is taken if available instead of the top item.

Your exercise for this week is to create a NeckQueue: a queue where the 2nd item in the queue is dequeued if there are 2 or more items. If there's only 1 item, it should be dequeued. All other operations behave as normal).

Your NeckQueue class should inherit from Queue (which will be provided by us in a separate file called container.py). Queue in turn will inherit from Container.

You should try to leave as much work as possible up to the Queue and Container classes. Be careful though, you don't know how either Container or Queue are implemented. So you can't assume anything about their internal workings.

The Queue and Container ADT

To make sure we're all on the same page, the docstrings for Container and Queue are given below:

```
class Container():
 def __init__(self):
     '''(Container) -> NoneType
     Create a new empty container
 def put(self, new_item):
     '''(Container, obj) -> NoneType
     Add new_item to this container
     RAISES: ContainerFullError if this container can't hold any more items
     111
def get(self):
     '''(Container) -> obj
     Remove and return an object (order not guaranteed) from this container
     RAISES: ContainerEmptyError if this container is empty
     1 1 1
def is_empty(self):
     '''(Container) -> bool
    Return True iff this container is empty
```

What to hand in

Write your NeckQueue class (and no other classes/global code) in a file called ex3.py. The file should start with the line from container import *, which will import the Queue and Container classes, along with any other classes that may be in the file.