A QUEUE IS A DATA STRUCTURE WHERE YOU ADD ELEMENTS TO THE END OF THE QUEUE AND REMOVE ELEMENTS FROM THE BEGINNING OF THE QUEUE

FIFO

FIRST IN FIRST OUT

LAST IN LAST OUT

THE OPERATIONS ON A QUEUE ARE PERFORMED AT TWO ENDS, REMOVAL IS AT THE BEGINNING AND ADDITION IS AT THE END OF THE QUEUE

APPING A NEW ELEMENT TO THE END OF THE QUEUE IS CALLED

ENQUEUE

ENQUEUE AN ELEMENT FROM THE QUEUE

REMOVING AN ELEMENT FROM THE BEGINNING OF A QUEUE IS CALLED

DEQUEUE

PEQUEUE AN ELEMENT FROM THE QUEUE

SIMILAR TO A STACK YOU MIGHT JUST WANT TO SEE WHAT THE FIRST ELEMENT IN A QUEUE IS WITHOUT REMOVING IT

PEK

PEEK AT THE FIRST ELEMENT IN A QUEUE

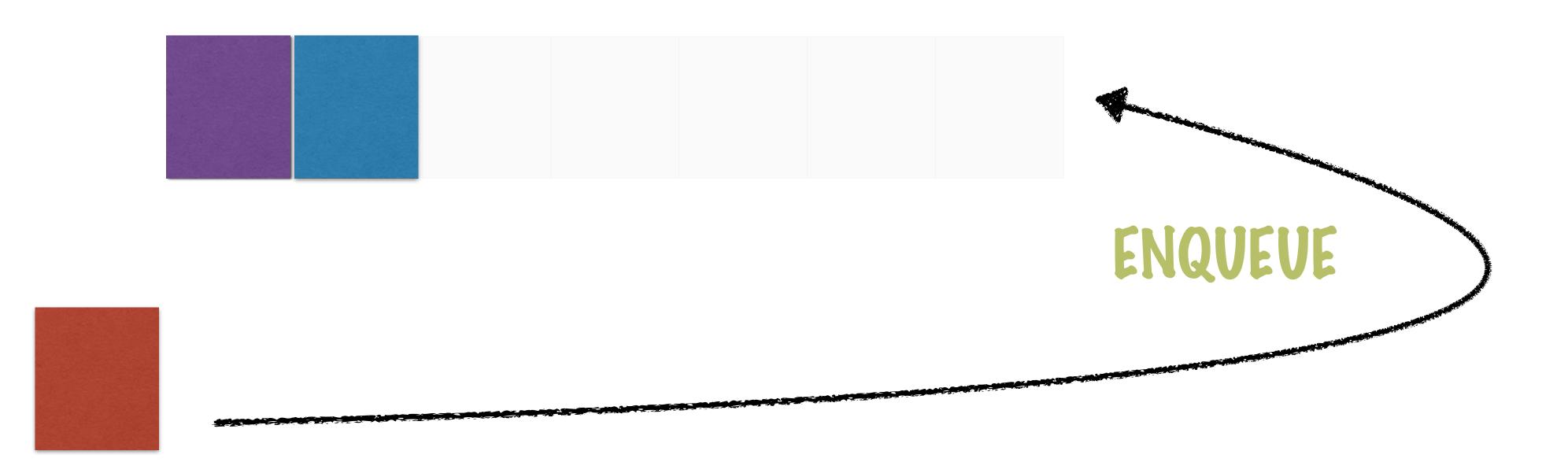
THE QUEUE IMPLEMENTATION IN JAVA HAS ANOTHER USEFUL METHOD

OFFER

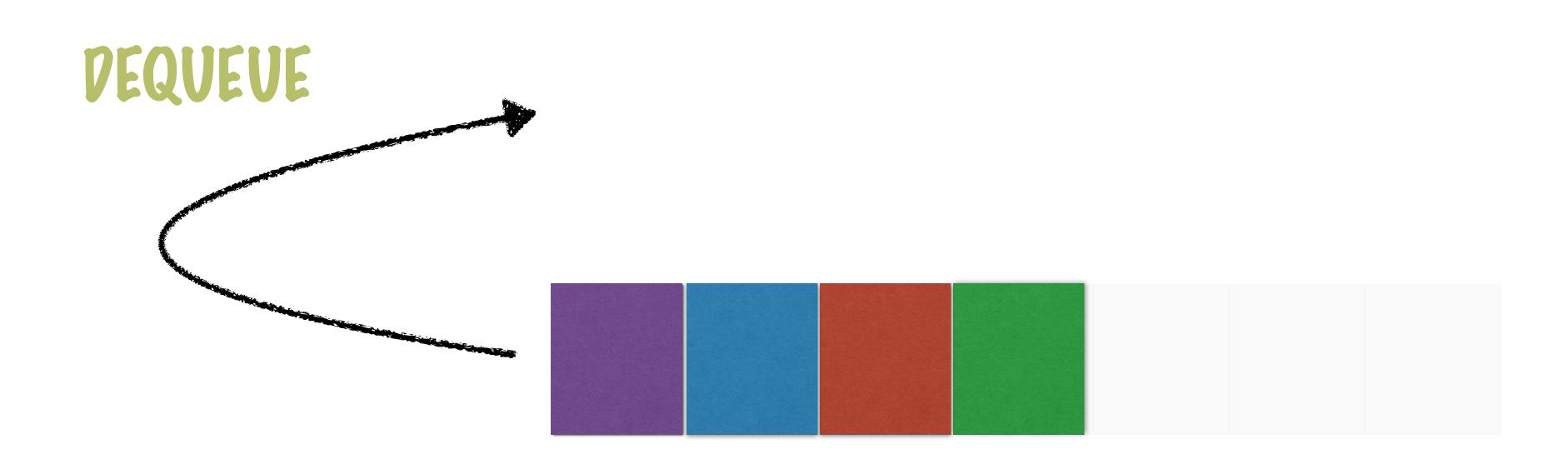
APPS TO A QUEUE IF SPACE IS AVAILABLE

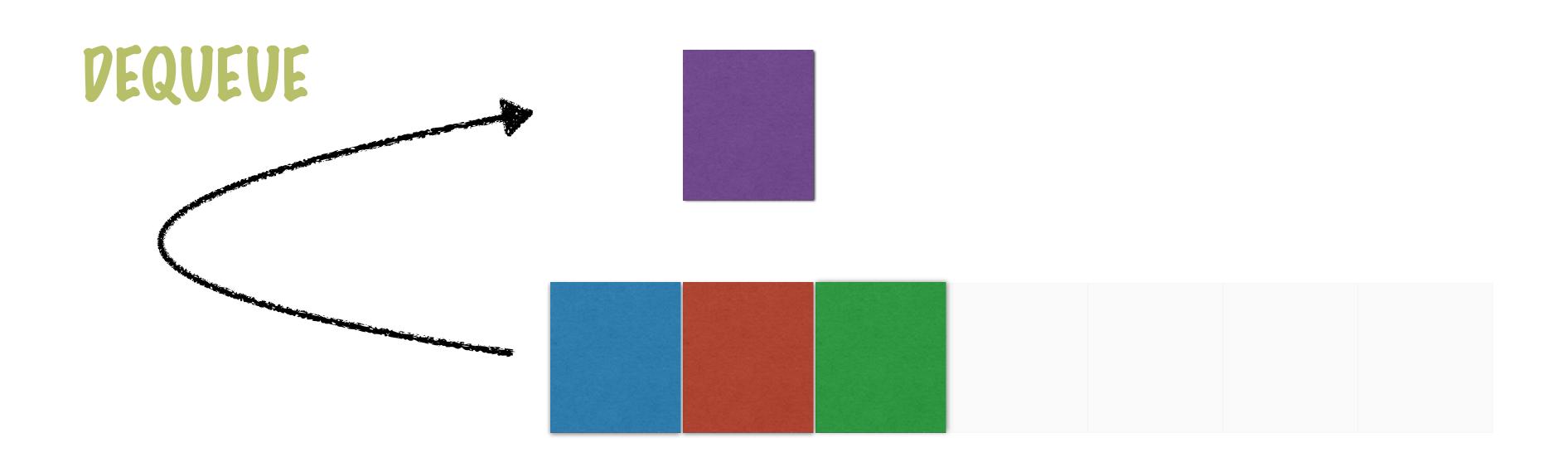


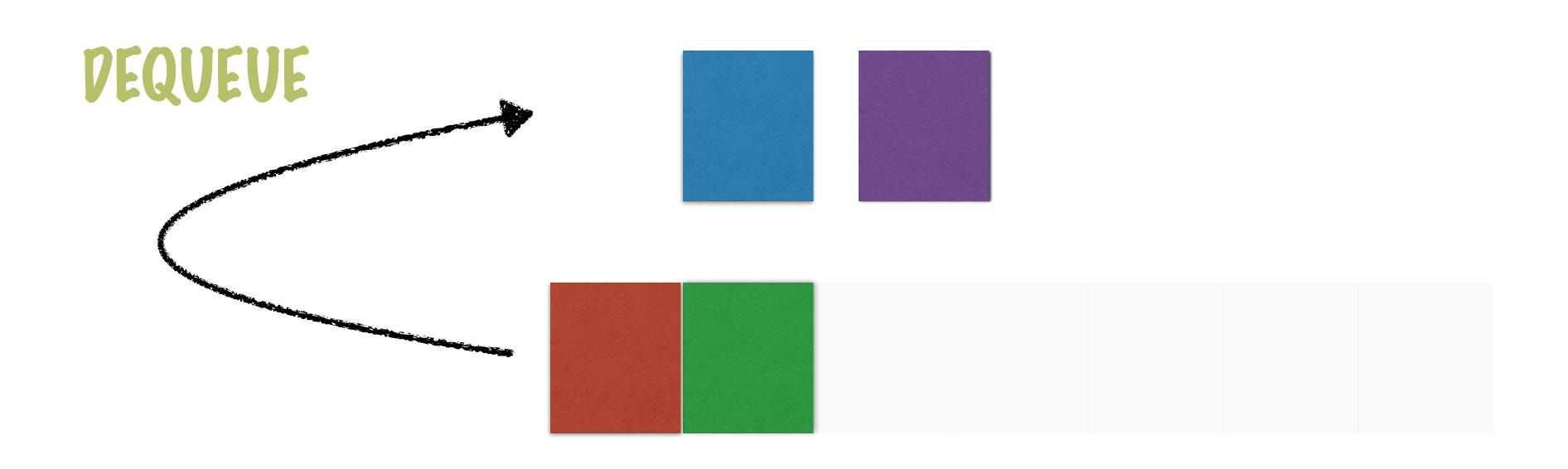


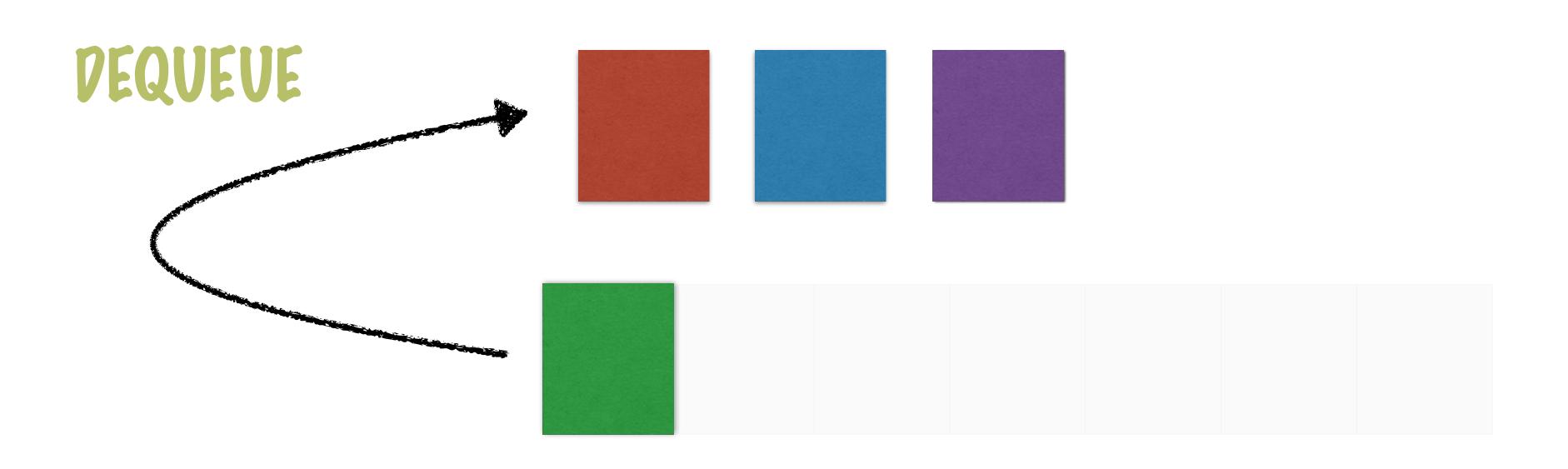


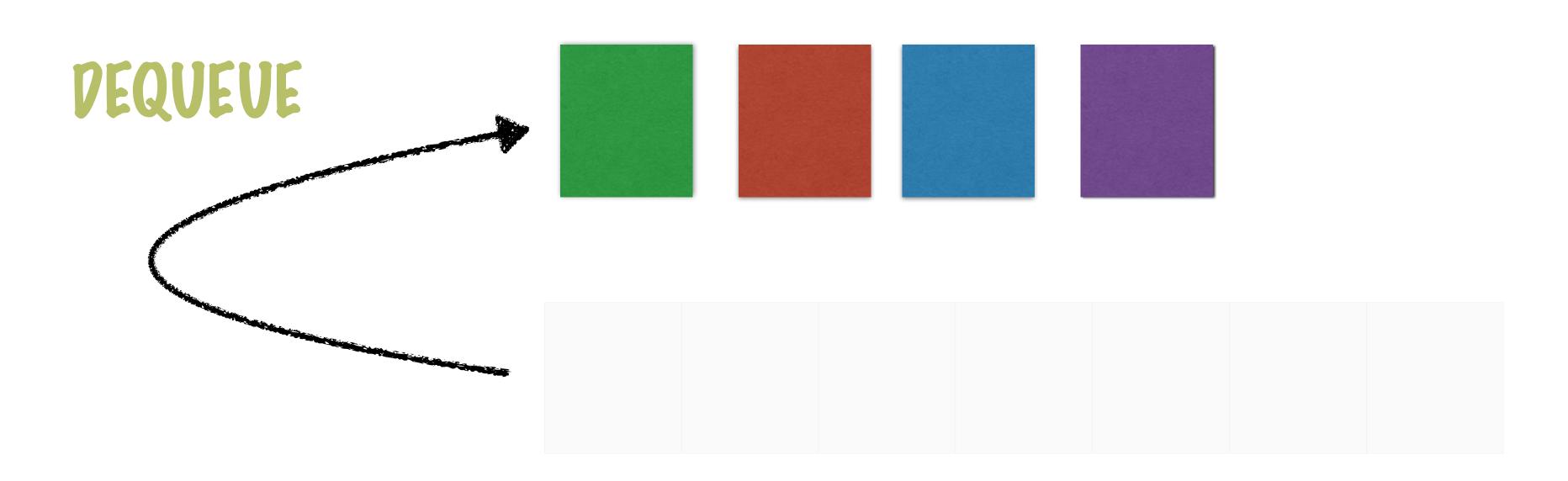












COMMON OPERATIONS ON THE QUEUE:

#### ENQUEUE PEQUEUE PEEK

OTHER OPERATIONS WHICH ARE USEFUL:

ISEMPTY ISFULL OFFER

WHAT IF YOU TRY
TO PEQUEUE FROM
AN EMPTY QUEUE?

OR ENQUEUE INTO A FULL QUEUE?

IT'S AN ERROR, THROW AN EXCEPTION!

#### THE QUEUE - UNDERLYING DATA STRUCTURE

THE MOST COMMON OPERATIONS ON A QUEUE INVOLVE ENQUEUING AND DEQUEUING ELEMENTS

THE OPERATIONS ARE ON BOTH ENDS OF THE QUEUE

A LINKEP LIST WITH A POINTER TO HEAD AND THE TAIL WORKS WELL

A COMMON PATA STRUCTURE USEP IS A CIRCULAR QUEUE WITH POINTERS TO THE HEAD AND TO THE TAIL