def __init__(self, capacity):...
def __len__(self):...
def put(self, item):...
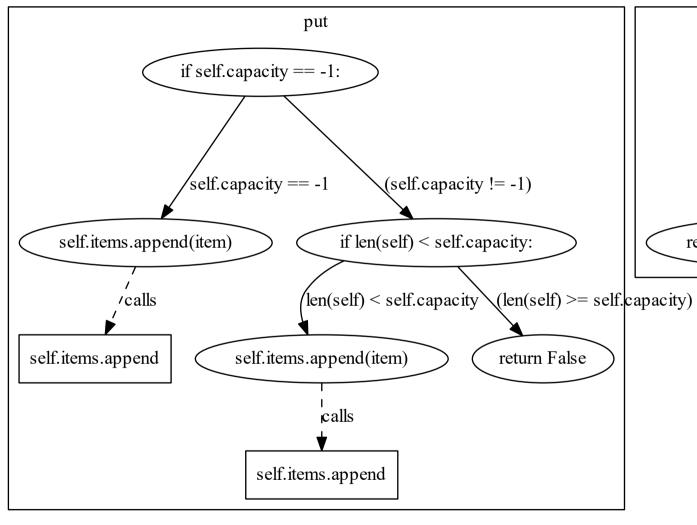def get(self):...
def empty(self):...

__init__

self.capacity = capacity
self.items = []

__len__

return len(self.items)

put

if self.capacity == -1:

self.capacity == -1 → self.items.append(item)

(self.capacity != -1) → if len(self) < self.capacity:

self.items.append(item) --calls--> self.items.append

len(self) < self.capacity → self.items.append(item)

(len(self) >= self.capacity) → return False

self.items.append(item) --calls--> self.items.append

get

if self.items:

self.items → return self.items.pop(0)

(not self.items) → return False

empty

self.items = []

graphs/Store