**1**

This will not work because the pointer is deleted first. There should be a temp pointer created first instead. The pointer deletion is the next to last step after updating the count.

**4**

The count is kept separately because if using the “distance” between head and tail, the head and tail are not counted. Therefore the count must be stored separately to account for the head and tail in the distance.

**6**

head = (head +1) % Queue\_size

**Add**:

1. Create a temp for ew node
2. Find predecessor
3. Connect new node to next node
4. Connect new node to predecessor
5. Update count

**Delete**:

1. Find predecessor
2. Find the node to be deleted
3. Connect predecessor to node after NTBD
4. Delete node
5. Update count

**Code Trace**:

SteSi

nawhcaksa

Done.

**Extra Credit:**

To keep enqueue and dequeue at O(1), you must keep a pointer at the head and a pointer at the tail.