Lab Report 02

*Lian Liao*

**Problem**

Write a program which simulates first come first serve scheduling using a queue.

**Solution**

I learned the new thing which is interface. It can implement with other classes to be clear when making a big project. Made a linked list learned from last week and a “process” class as a type. Linked list is using queue structure (describe at bottom). Finally, made a ProcessScheduler to integrate them.

**Implementation Problems Encountered**

I tried to execute without interface, it can still work.

I took out the seed in random, it can still work out.

**Lab Report Questions**

1. Describe how a queue is structured.

Queue is an abstract data structure; a queue is open at both its ends. One end is always used to insert data (enqueue) and the other is used to remove data (dequeue).

2. What are the differences between a queue and a stack?

A stack is an ordered list of elements where all insertions and deletions are made at the same end.