

run:

IS_EMPTY
true

IS_FULL
false

ADD_TO_BACK 1
[1, X, X, X, X, X, X, X, X]

IS_EMPTY
false

IS_FULL
false

ADD_TO_BACK 2
[1, 2, X, X, X, X, X, X, X]

ADD_TO_BACK 3
[1, 2, 3, X, X, X, X, X, X]

GET_BACK
Back item: 3

GET_FRONT
Front item: 1

ADD_TO_FRONT 4
[1, 2, 3, X, X, X, X, X, 4]

ADD_TO_FRONT 5
[1, 2, 3, X, X, X, X, 5, 4]

ADD_TO_FRONT 6
[1, 2, 3, X, X, X, 6, 5, 4]

ADD_TO_BACK 7
[1, 2, 3, 7, X, X, 6, 5, 4]

GET_BACK
Back item: 7

GET_FRONT
Front item: 6

REMOVE_FRONT
[1, 2, 3, 7, X, X, X, 5, 4]

REMOVE_BACK

[1, 2, 3, X, X, X, X, X, 5, 4]

GET_FRONT

Front item: 5

GET_BACK

Back item: 3

ADD_TO_BACK 8

[1, 2, 3, 8, X, X, X, X, 5, 4]

ADD_TO_BACK 9

[1, 2, 3, 8, 9, X, X, X, 5, 4]

ADD_TO_FRONT 10

[1, 2, 3, 8, 9, X, X, 10, 5, 4]

ADD_TO_BACK 11

[1, 2, 3, 8, 9, 11, X, 10, 5, 4]

ADD_TO_BACK 12

[1, 2, 3, 8, 9, 11, 12, 10, 5, 4]

IS_FULL

true

ADD_TO_BACK 0

Cannot add, deque is full!

IS_FULL

true

REMOVE_BACK

[1, 2, 3, 8, 9, 11, X, 10, 5, 4]

REMOVE_BACK

[1, 2, 3, 8, 9, X, X, 10, 5, 4]

ADD_TO_BACK 0

[1, 2, 3, 8, 9, 0, X, 10, 5, 4]

REMOVE_FRONT

[1, 2, 3, 8, 9, 0, X, X, 5, 4]

REMOVE_FRONT

[1, 2, 3, 8, 9, 0, X, X, X, 4]

REMOVE_FRONT

[1, 2, 3, 8, 9, 0, X, X, X, X]

REMOVE_FRONT

[X, 2, 3, 8, 9, 0, X, X, X, X]

REMOVE_FRONT

[X, X, 3, 8, 9, 0, X, X, X, X]

REMOVE_FRONT

[X, X, X, 8, 9, 0, X, X, X, X]

REMOVE_FRONT

[X, X, X, X, 9, 0, X, X, X, X]

REMOVE_FRONT

[X, X, X, X, X, 0, X, X, X, X]

REMOVE_FRONT

[X, X, X, X, X, X, X, X, X, X]

REMOVE_FRONT

Cannot remove, deque is empty!

BUILD SUCCESSFUL (total time: 0 seconds)