

Part 1: Queues

1. A queue is \_\_\_\_\_ in \_\_\_\_\_ out.

2. Given the following implementations of enqueue and dequeue, what would the console display for each sequence of calls?

```
public void enqueue(T newEntry) {
    System.out.print(newEntry);
    Node newNode = new Node(newEntry, null);
    if (isEmpty()) {
        firstNode = newNode;
    } else {
        lastNode.setNextNode(newNode);
    }
    lastNode = newNode;
}
```

```
public T dequeue() {
    T front = getFront();
    if (firstNode == null) {
        System.out.print(" ERROR! ");
        return null;
    }
    firstNode.setData(null);
    firstNode = firstNode.getNextNode();
    if (firstNode == null){
        lastNode = null;
    }
    System.out.print(front);
    return front;
}
```

a. enqueue("A"); enqueue("B"); enqueue("C");

b. enqueue("A"); enqueue("B"); enqueue("C"); dequeue(); dequeue();  
dequeue(); dequeue();

c. dequeue(); enqueue("A"); enqueue("B"); enqueue("C"); dequeue();

d. enqueue("A"); enqueue("B"); enqueue(dequeue()); enqueue(dequeue());  
dequeue(); dequeue(); dequeue(); dequeue();

3. Given the class variables firstNode and lastNode, implement the method isEmpty that takes no parameters and returns a boolean.

4. Given the class variables firstNode and lastNode, implement the method clear that takes no parameters and does not return anything.

## Part 2: Deques

1. Implement a *makeCircular* method that takes no parameters and does not return anything. A circular deque is when you can access the bottom of the queue via the top and visa versa. **Refer to the lecture slides to see what methods and fields are available.**

2. Below is the *removeBack* method for deques.

```
public T removeBack() {
    T back = getBack(); // May throw EmptyQueueException
    assert lastNode != null;
    lastNode = lastNode.getPreviousNode();
    if (lastNode == null)
        firstNode = null;
    else
        lastNode.setNextNode(null);
    return back;
}
```

Notice there is a call to the method *getBack*. Implement the method *getBack* that takes no parameters, returns an object of type T, and throws an *EmptyQueueException* when the queue is empty.