```
Data: Assignment 3
part1
import javax.swing.JOptionPane;
public class QueueTimer {
      public static void main(String[] args)
      {
      String message = JOptionPane.showInputDialog(null, "Enter size of queue");
      int size;
      long LLen;//enqueue
      long LLde;
      long Aen;//dequeue
      long Ade;
      size = Integer.parseInt(message);
      LLQueue list = new LLQueue();
      CircleQueue Q1 = new CircleQueue(size);
      long Timer = System.nanoTime();
      for(int i =0; i<size; i++) {</pre>
             list.enqueue(i);
      }
```

```
Long endTimer = System.nanoTime();
LLen = endTimer - Timer;
Timer = System.nanoTime();
for(int i =0; i<size; i++) {</pre>
      list.dequeue();
}
endTimer = System.nanoTime();
LLde = endTimer - Timer;
Timer = System.nanoTime();
for(int i =0; i<size; i++) {</pre>
      Q1.enqueue(i);
}
endTimer = System.nanoTime();
Aen = endTimer - Timer;
Timer = System.nanoTime();
```

```
for(int i =0; i<size; i++) {</pre>
               Q1.dequeue();
       }
       endTimer = System.nanoTime();
       Ade = endTimer - Timer;
       System.out.println("LLenqueue:"+LLen);
       System.out.println("LLdequeue:"+LLde);
       System.out.println("Aenqueue:"+Aen);
       System.out.println("Adequeue:"+Ade);
}
}
part2
Theoretical complexity of Array and linked list queue implementations
Array enqueue:
to put something into an array we just insert it at the rear position so it is
0(1)
Array dequeue:
to take something out of the array we just remove the object at the read
0(1)
LL enqueue:
to insert an element into the LL we just Insert it after the tail
```

0(1)

LL dequeue:

to remove an element from the LL we move to the element behind the tail and delete next O(1)

part 3

strings: 100 1000 10000 100000

Aenqueue time:15481 228059 842383 3014607

Adequeue time:9440 87221 420626 1536378

LLenqueue time: 1118017 6648447 139132198 15247080732

LLdequeue time: 289604 5516082 144494604 17186705145

my results dont seem to be quite right, i think that my implementation of my LLqueue is quite bad