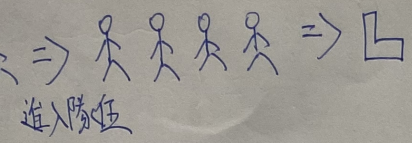
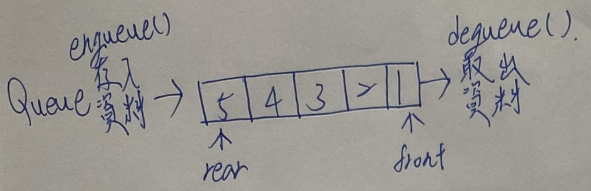
• 佇列(Queue) 先進先出

排隊  進入隊伍




副程式：isQueueEmpty(), enqueue(), dequeue()

指標：front, rear

//Ch6-2-2.c 標頭檔.

```
struct Node {
    int data;
    struct Node *next;
};
typedef struct Node QNode;
typedef QNode *LQueue;
LQueue front = NULL;
LQueue rear = NULL;
extern int isQueueEmpty();
extern void enqueue(int d);
extern int dequeue();
```

//queue.c 副程式

```
int isQueueEmpty() {
    if (front == NULL) return 1;
    else               return 0;
}
Void enqueue (int d) {
```