L11 PROBLEM 6 (5/5 points)

For this exercise, you will be coding your very first class, a `Queue` class. Queues are a fundamental computer science data structure. A queue is basically like a line at Disneyland - you can add elements to a queue, and they maintain a specific order. When you want to get something off the end of a queue, you get the item that has been in there the longest (this is known as 'first-in-first-out', or FIFO). You can read up on queues at Wikipedia if you'd like to learn more.

In your `Queue` class, you will need three methods:

1. `__init__` : initialize your `Queue` (think: how will you store the queue's elements? You'll need to initialize an appropriate *object attribute* in this method)
2. `insert` : inserts one element in your `Queue`
3. `remove` : removes (or 'pops') one element from your `Queue` and returns it. If the queue is empty, raises a ValueError.

When you're done, you should test your implementation. Your results should look something like this:

```
>>> queue = Queue()
>>> queue.insert(5)
>>> queue.insert(6)
>>> queue.remove()
5
>>> queue.insert(7)
>>> queue.remove()
6
>>> queue.remove()
7
>>> queue.remove()
Traceback (most recent call last):
  File "<stdin>", line 26, in <module>
  File "queue.py", line 15, in remove
    raise ValueError()
ValueError
```

Be sure to handle that last case correctly - when popping from an empty `Queue` , throw the appropriate error.

```
1  class Queue(object):
2      """ Queues are a fundamental computer science data structure.
3      A queue is basically like a line at Disneyland - you can add
4      elements to a queue, and they maintain a specific order.
5      When you want to get something off the end of a queue,
6      you get the item that has been in there the longest (this is
7      known as 'first-in-first-out', or FIFO). """
8
9      def __init__(self):
10         """Create an empty queue of integers"""
11         self.vals = []
12
13     def insert(self, e):
14         """Assumes e is an integer and inserts e into self"""
15         if not e in self.vals:
16             self.vals.append(e)
```

Correct

```
class Queue(object):

    def __init__(self):
        "Initializes 1 attribute: a list to keep track of the queue's elements"
        self.qlist = []

    def insert(self, element):
        "Adds an element to the attribute list using append"
        self.qlist.append(element)

    def remove(self):
        "Removes an element from the attribute list"
        # Check if the list is empty; if so then raise a ValueError
        if self.qlist == []:
            raise ValueError()
        else:
            # Otherwise we want to remove the first element from the list
            # and return that to the user.
            element = self.qlist[0]
            self.qlist.remove(element)
            return element
            # Could also do this in 1 line:
            # return self.qlist.pop(0)
```

Help

Test results

See full output

CORRECT

See full output

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