



Bookmarks



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► Overview

## L11 Problem 6

► Entrance  
Survey

(5 points possible)

**ESTIMATED TIME TO COMPLETE: 20 minutes**

► Week 1

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.

► Week 2

► Week 3

► Week 4

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

► Quiz

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)

► Week 5

2. `insert` : inserts one element in your `Queue`

▼ Week 6

3. `remove` : removes (or 'pops') one element from your `Queue` and returns it. If the queue is empty, raises a `ValueError`.

**Lecture 11 -  
Classes - Time  
49:15**

Lecture Sequence

**Lecture 12 - Object  
Oriented  
Programming -  
Time 55:33**

Lecture Sequence

**Problem Set 6**

Problem Set due Aug  
04, 2016 at 23:30 UTC

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

► Week 7

► Sandbox

```
>>> 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 None

Unanswered

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