Section A

1. Define the purpose of the **ResetDataStructures** function in the Skeleton Program.
2. Explain the significance of the constant **MAX\_Q\_SIZE** in the Skeleton Program.
3. Describe the role of the **Q\_Node** class in the Skeleton Program.
4. Discuss the importance of the **ChangeSettings** function in the Skeleton Program.

Section B

1. Write a Python function that adds a new buyer to the queue in the Skeleton Program.
2. Explain how the **FindFreeTill** function operates in the Skeleton Program.
3. Describe the functionality of the **ServeBuyer** function in the Skeleton Program.
4. Discuss the significance of the **UpdateTills** function in the Skeleton Program.

Section C

1. Analyze the impact of changing the **MAX\_TIME** constant in the Skeleton Program.
2. Describe how the Skeleton Program handles input from external data files.
3. Explain the purpose of the **OutputHeading** function in the Skeleton Program.
4. Discuss the role of the **IncrementTimeWaiting** function in the Skeleton Program.

Section D

1. Modify the Skeleton Program to include a feature that tracks the maximum queue length during simulation.
2. Explain the necessity of the **OutputTillAndQueueStates** function in the Skeleton Program.
3. Describe a scenario where the **Serving** function in the Skeleton Program might encounter an infinite loop.
4. Discuss the potential implications of increasing the value of the constant **MAX\_TILLS** in the Skeleton Program.

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