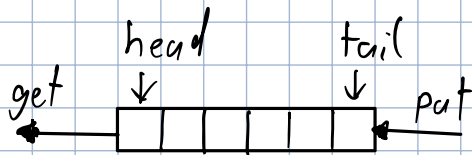


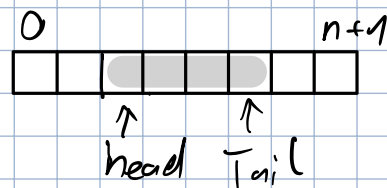
Warteschlange / FiFo



```
q.put(3);      3
q.put(9);      3  9
q.put(5);      3  9  5
x = q.get();   9  5
q.put(1);      9  5  1
```

Queue als Array

```
struct Queue {
    int * queue;
    int head, tail, elements, n;
}
```



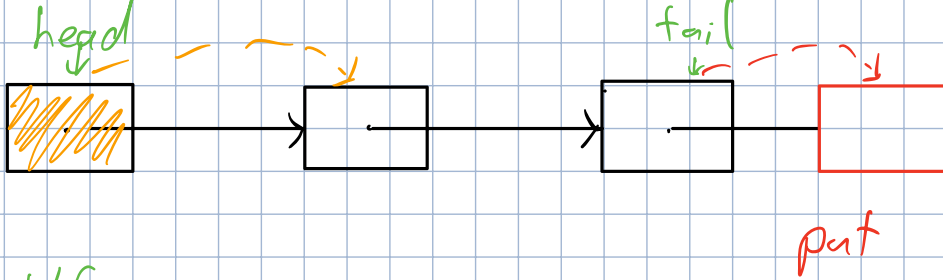
UE:

- `struct Queue* init(int n);`
- `void put(struct Queue* q, int v);`
- `int get(struct Queue* q);`

Queue als Liste

```
struct Queue {
    struct Node* head;
    struct Node* tail;
}
```

```
struct Node {
    struct Node* next;
    int value;
}
```



UE:

- `struct Queue* init();`
- `void put(struct Queue* q, int v);`
- `int get(struct Queue* q);`