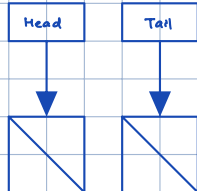
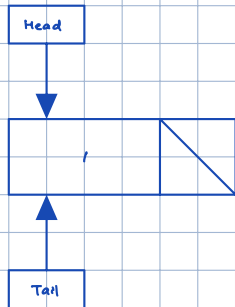


Enqueue

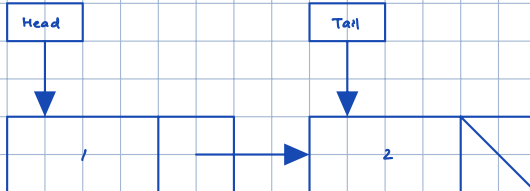
Case 1: Queue is empty



Enqueue("1")

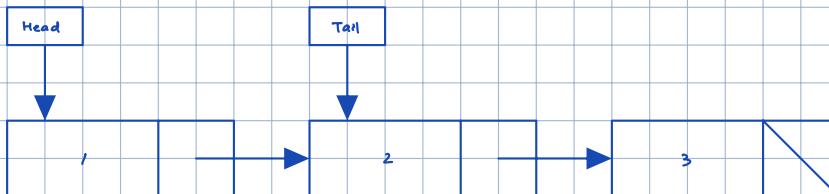


Case 2: Queue is not empty

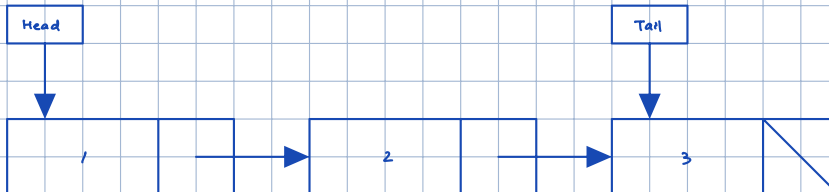


Enqueue("3")

Set next node of the node that the tail pointer is pointing to to the new node



Set the tail pointer to the next node of the node that the tail pointer is currently pointing to

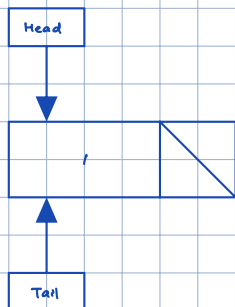


Dequeue (Assuming the queue is not empty)

Case 1: Only one node left in the queue

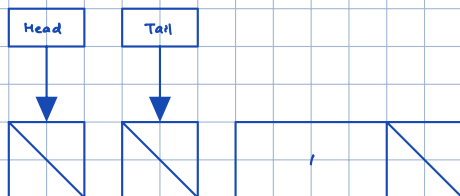
IF $\text{self.head} = \text{self.tail}$:

i.e. head and tail pointers pointing to the same node



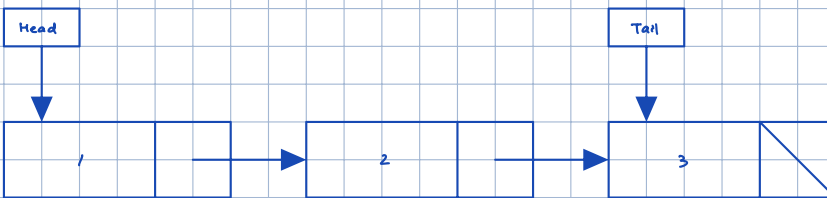
Dequeue() // deleting "1"

Set both head and tail pointers to NONE



Case 2: More than one node left in queue

ELSE:



Move the head pointer to the next node

