

overloading operator = () :

A = B ;

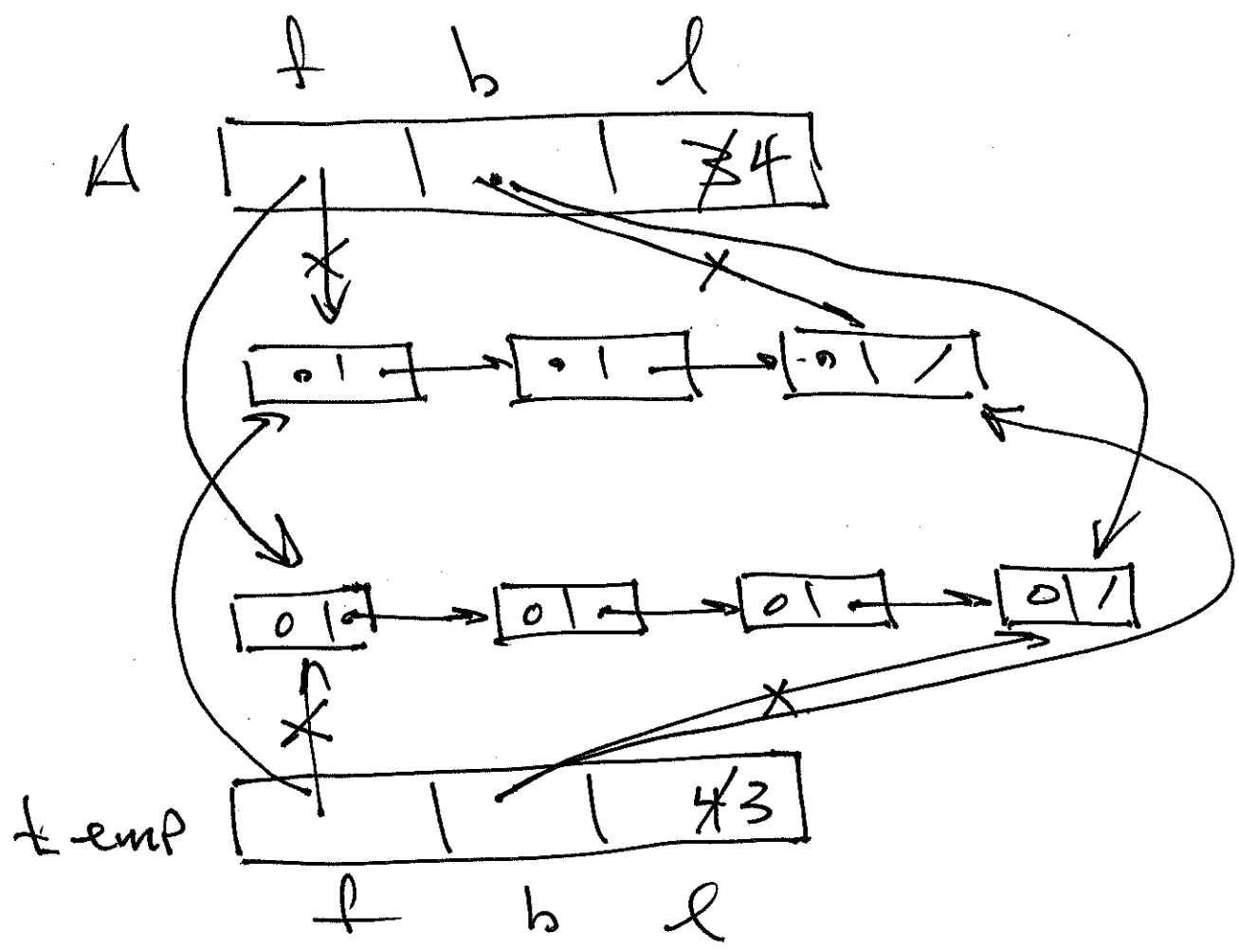
A = A ;

A = B = C ;

Note:

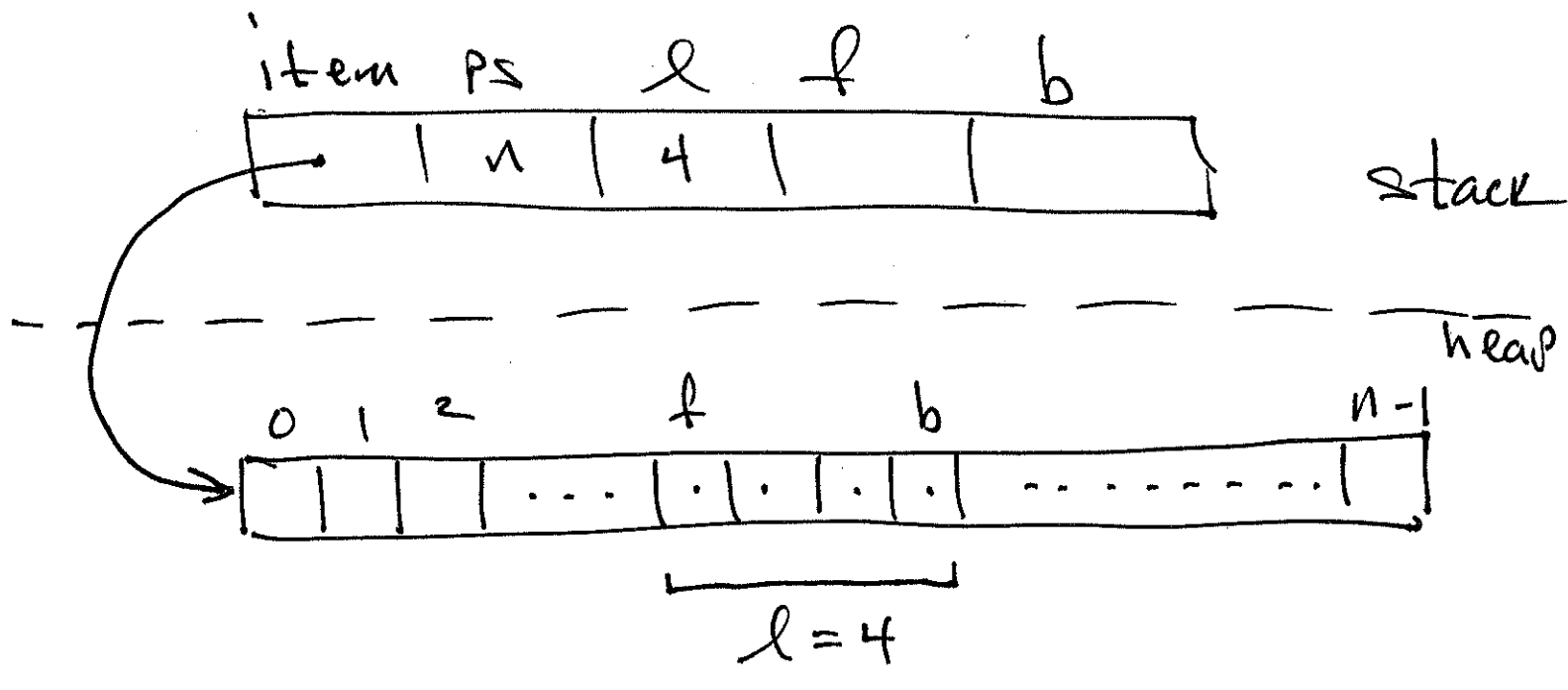
• [Queue A = B ; // copy constructor

• [Queue A ;
 ⋮
 A = B ; // assignment operator



temp ~> level; ← not necessary
destructor is called implicitly.

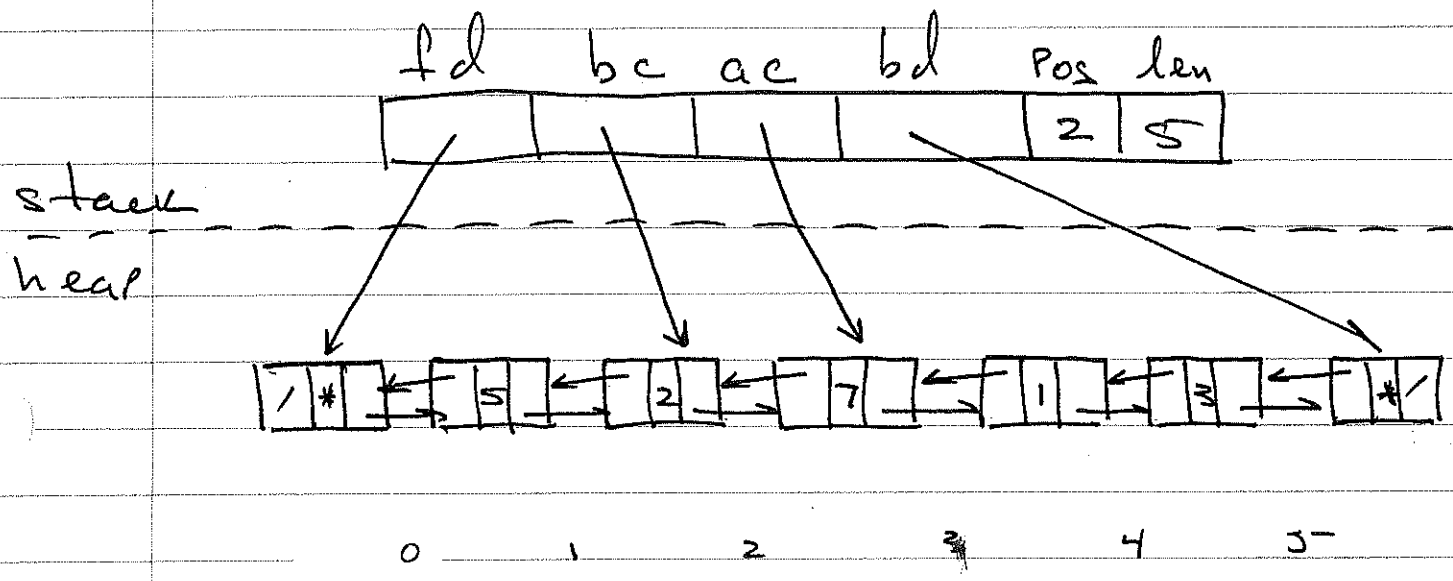
Queue as an array:



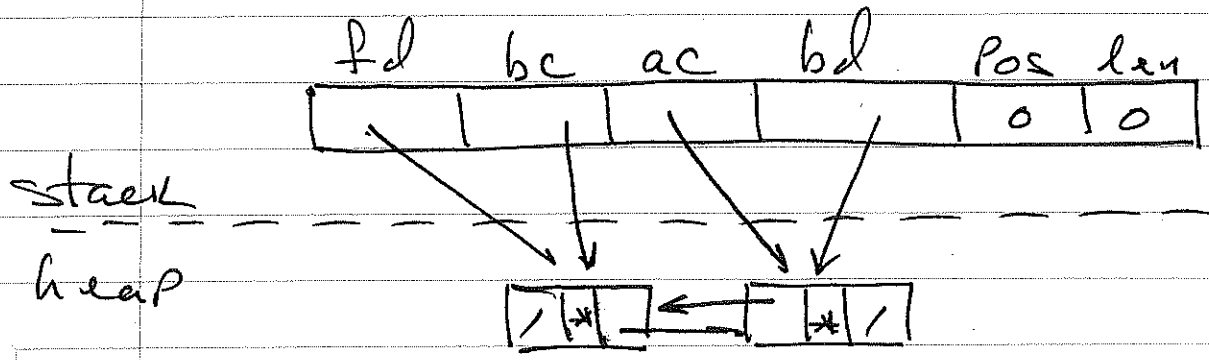
Pass: list in C++

client: $(\begin{array}{c|c|c|c|c|c} \vdots & 5 & 2 & 7 & 1 & 3 & \vdots \\ \hline & 0 & 1 & 2 & 3 & 4 & 5 \end{array})$

inside:



empty state
client: $(\begin{array}{c} 0 \\ | \end{array})$



Pos example

clean up

② ≠ ③ ≠ | ≠ ① ≠ × × ≠ ≠ ≠ ≠

Result:

2 3 | 1

Pa6: BigInteger