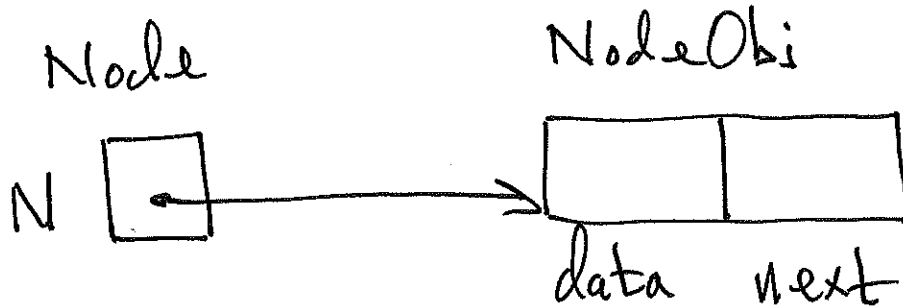
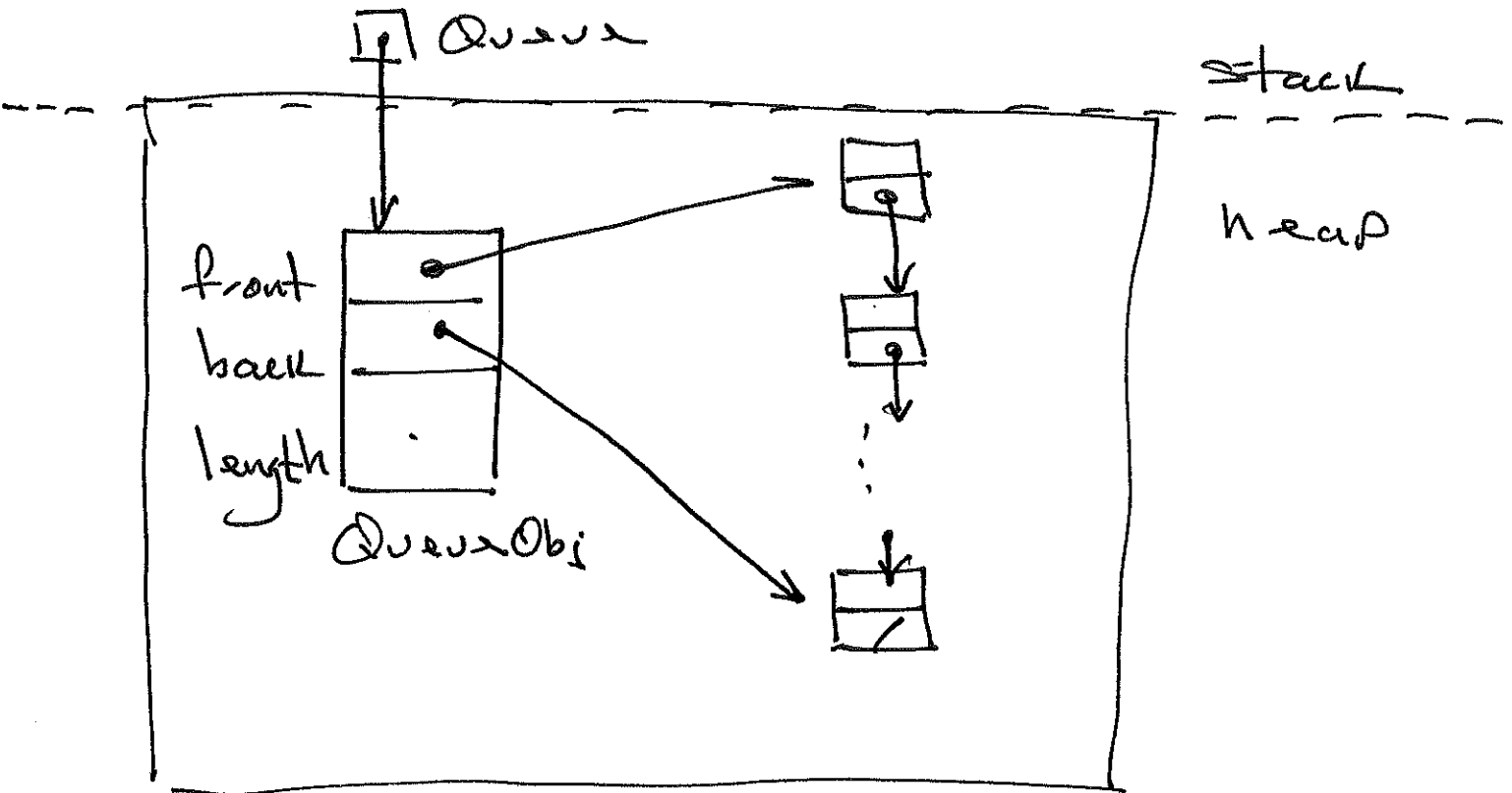


Inside of Queue black box :



How to create Node-type!

12

typedef A B;

↑
B is now an alias
for A

```
typedef struct NodeObj {  
    int data;  
    struct NodeObj* next;  
} NodeObj;
```

A

B

```
typedef [NodeObj*] [Node];
```

A B

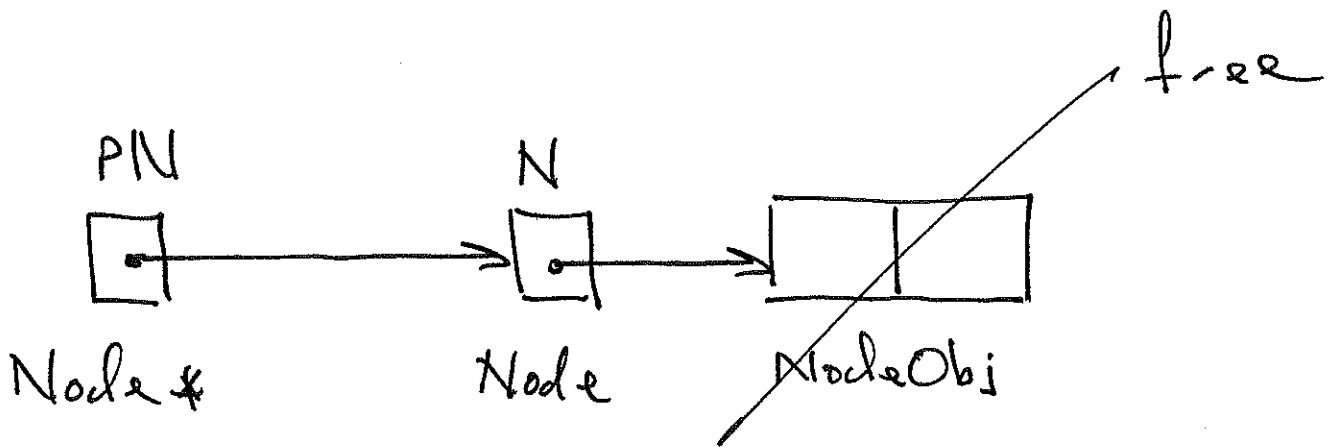
Note:

- in C and C++

$(*N)$. data same as $N \rightarrow \text{data}$

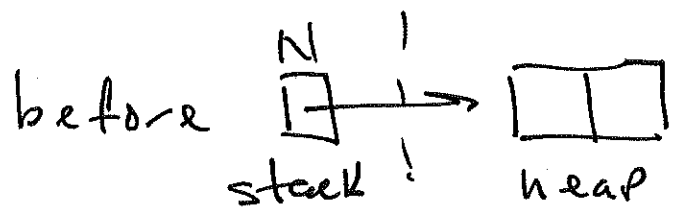
↑
member selection op.

↑
dereference op. (value at)

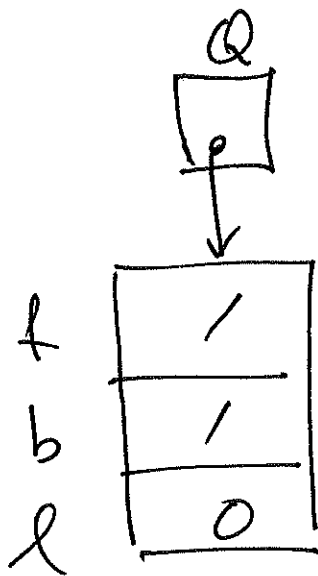


call destructor

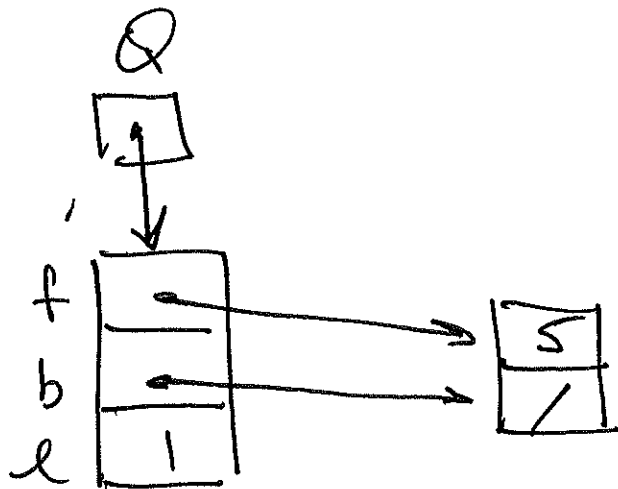
`freeNode(&N);`



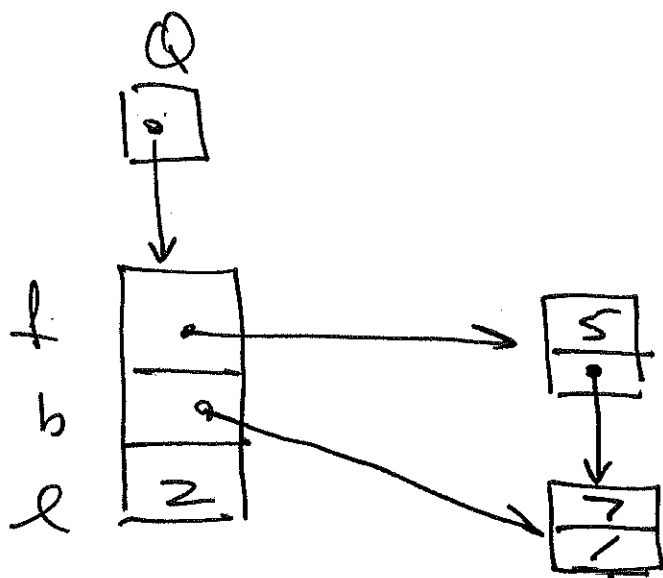
empty state :



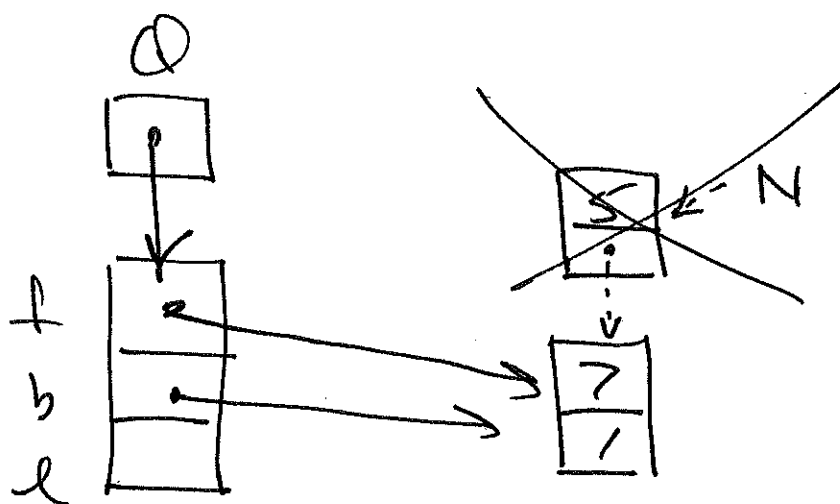
enqueue($Q, 5$)



Enqueue(7)

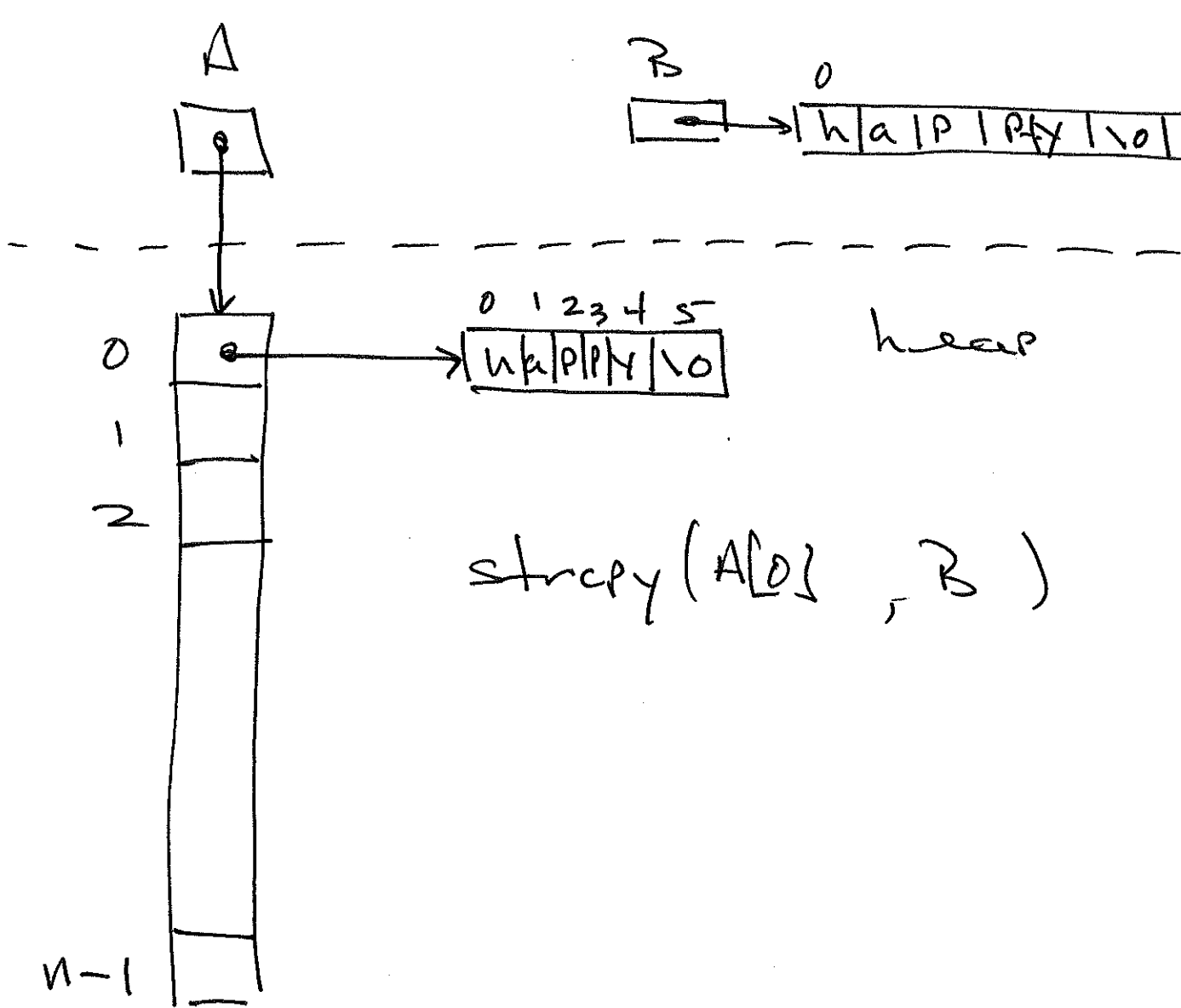
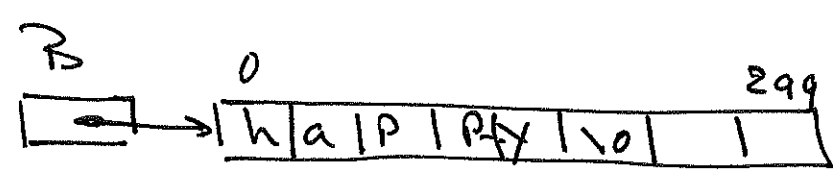


Dequeue(Q)



Pal stuff:

stack



strcpy(A[0], B)

$A = \text{calloc}(n, \text{sizeof}(\text{char}^*));$