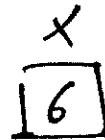


Assignment in C:

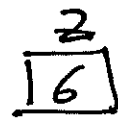
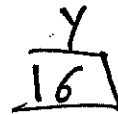
```
int x, y, z;
```

```
x = 6;
```



```
y = (z = x);
```

└───┬───┘  
6



in C++

```
Queue A, B;
```

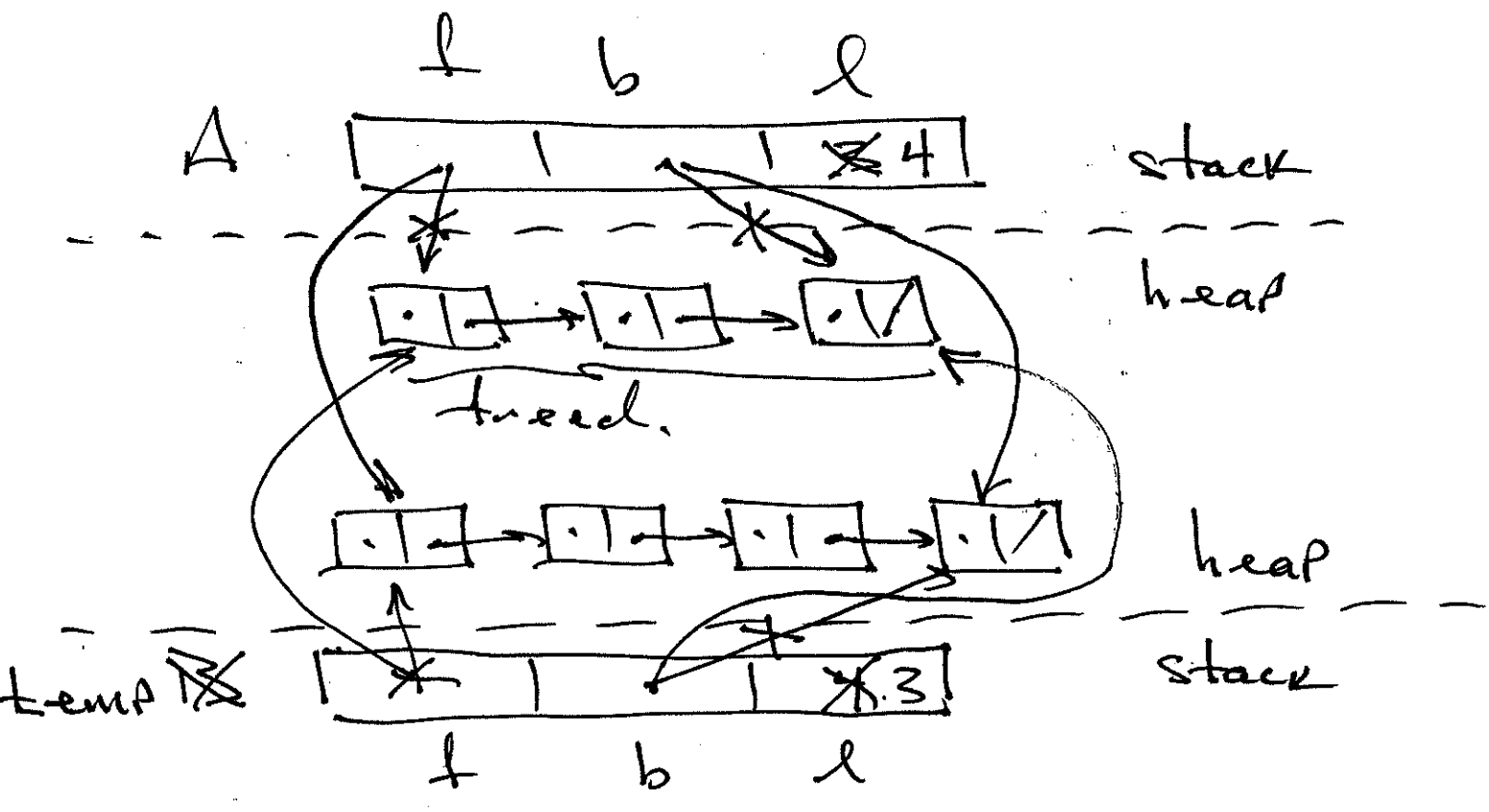
```
B = ..... something ....;
```

```
A = ..... something ....;
```

```
A = B;
```

Assignment op = in Queue ADT

A = B



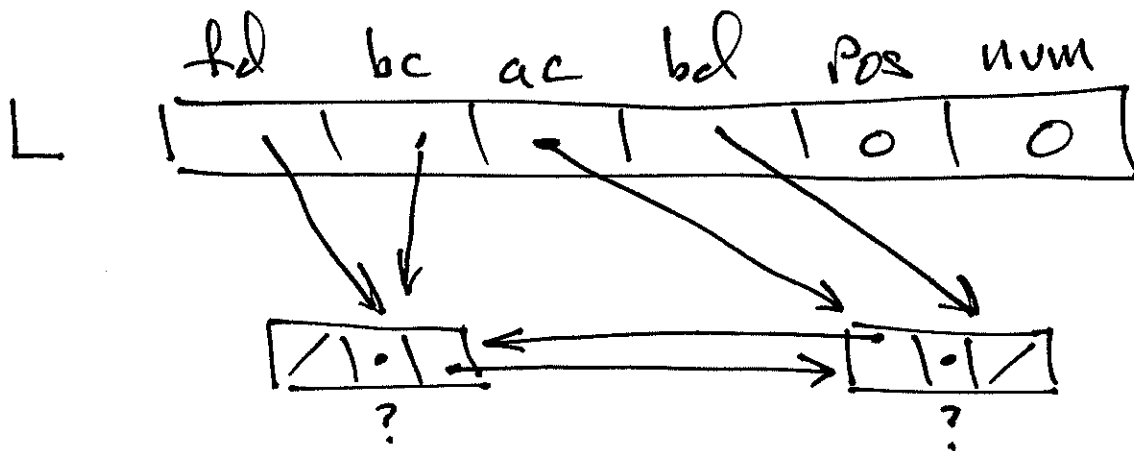
pas :

3

empty state

client : ( | )<sup>0</sup>

inside :



user Before (s)

After (6)

client: ( s | 6 )<sup>0 1 2</sup>

inside.

