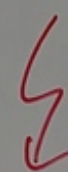


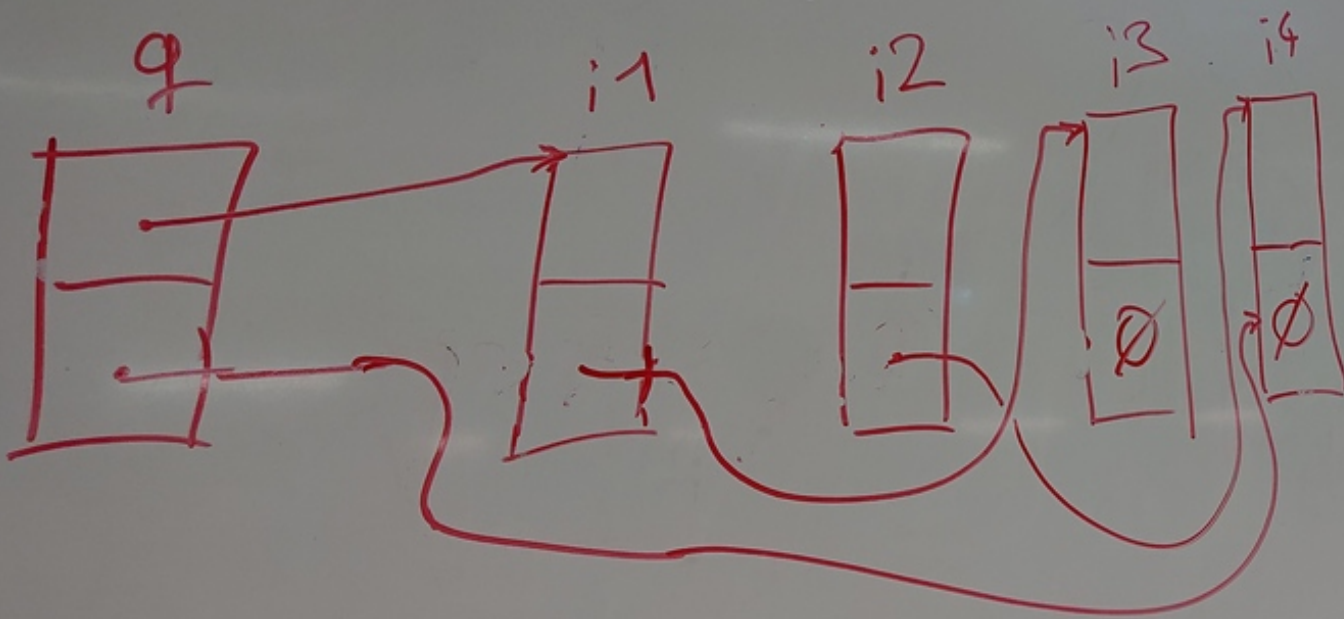
enqueue (Chain \*i) {

$i \rightarrow next = \emptyset;$

$*tail = i;$

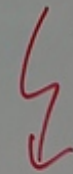
$tail = \&i \rightarrow next;$





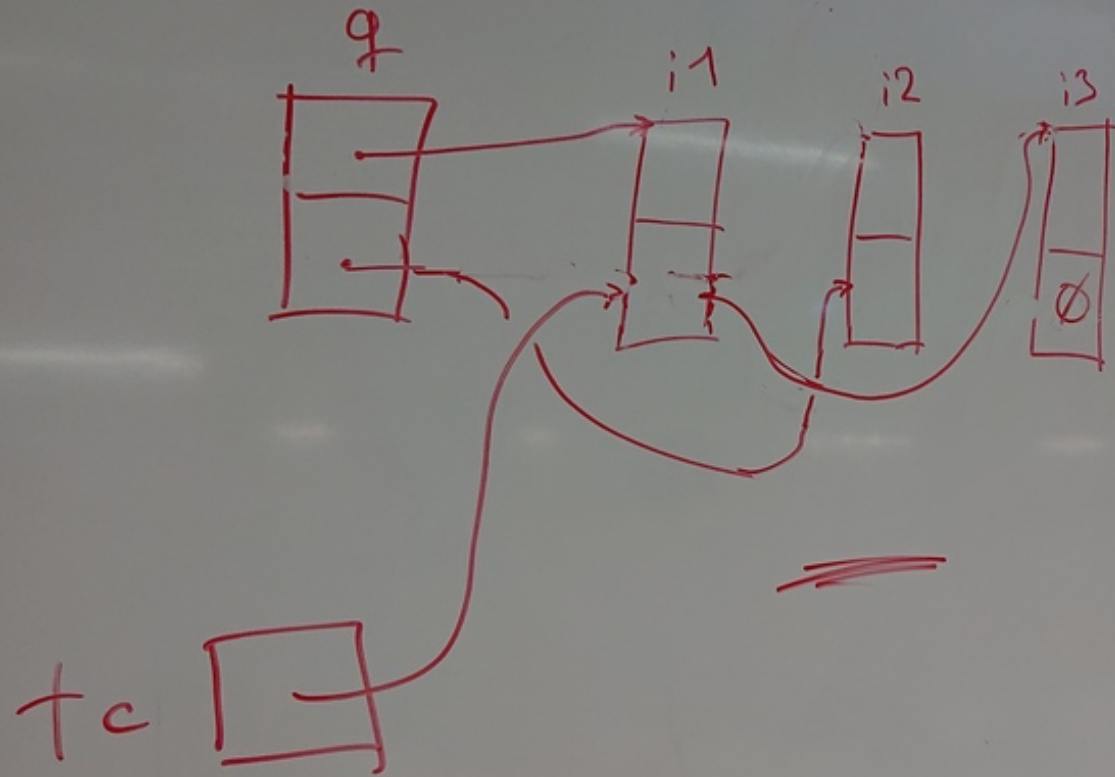
enqueue (Chain \*i) {

$i \rightarrow \text{next} = \emptyset$



$*\text{tail} = i$

tail = &i->next;



```
enqueue (Chain *i) {
```

```
    i->next = ∅;
```

```
    *tail = i;
```

```
    tail = &i->next;
```

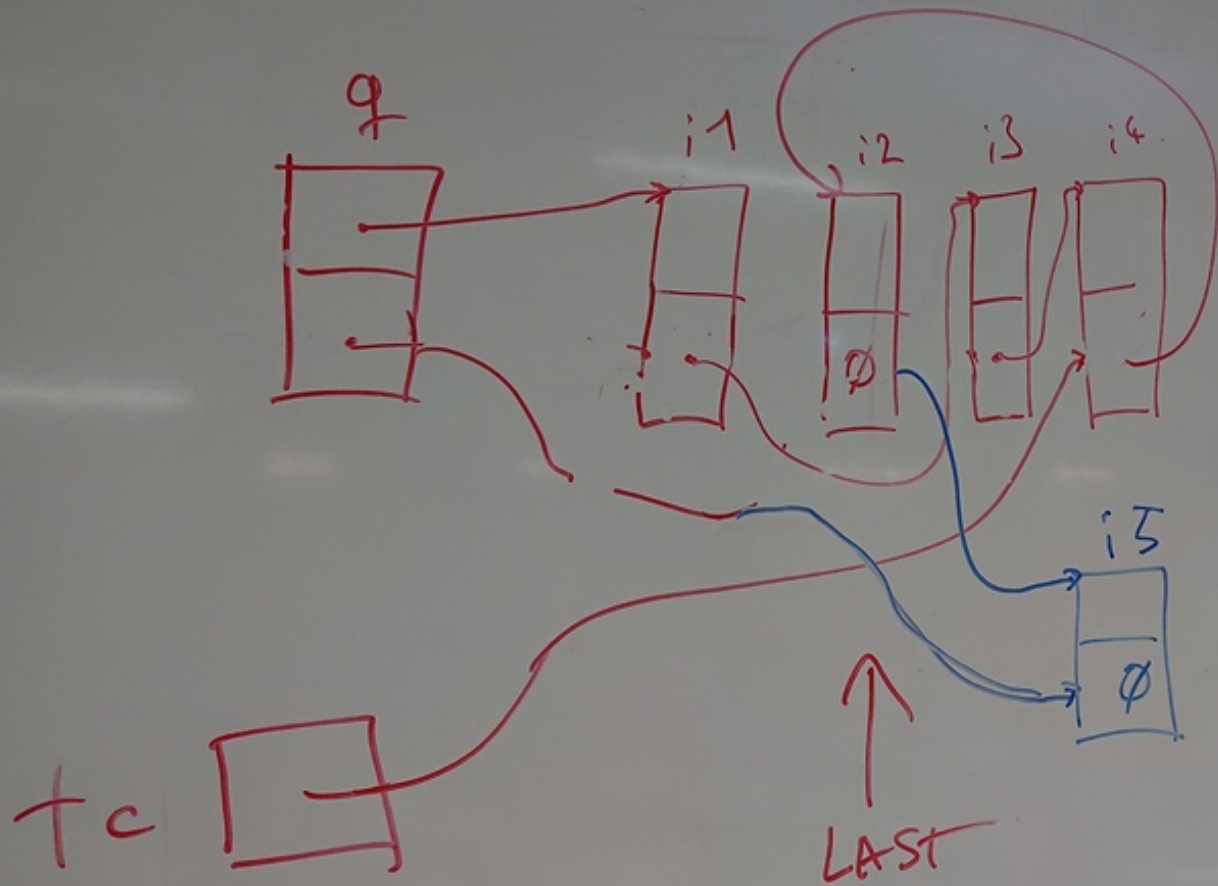
```
    Chain **tc = tail;
```

```
    tail = &i->next;
```

```
    *tc = i;
```

```
}
```

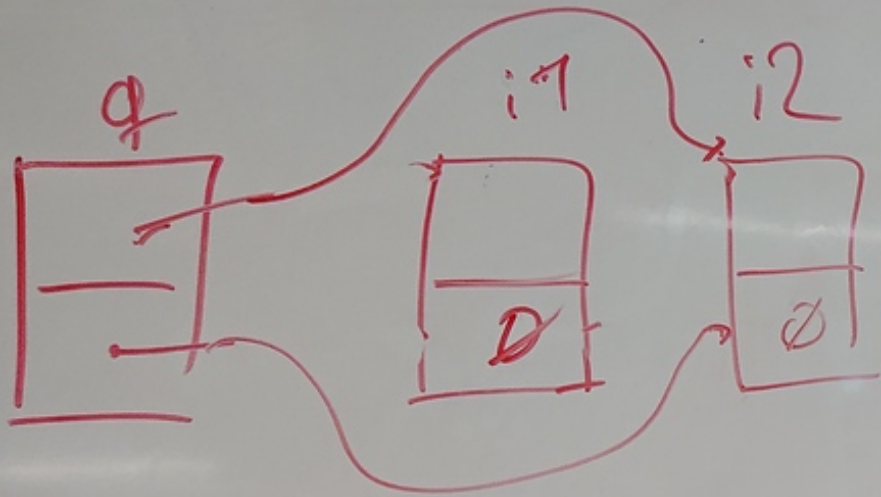




```

enqueue (Chain *i) {
    i->next = ∅;
    *tail = i;
    tail = &i->next;
    Chain **tc = tail;
    tail = &i->next;
    while (*tc)
        tc = &(*tc->next);
    *tc = i;
}

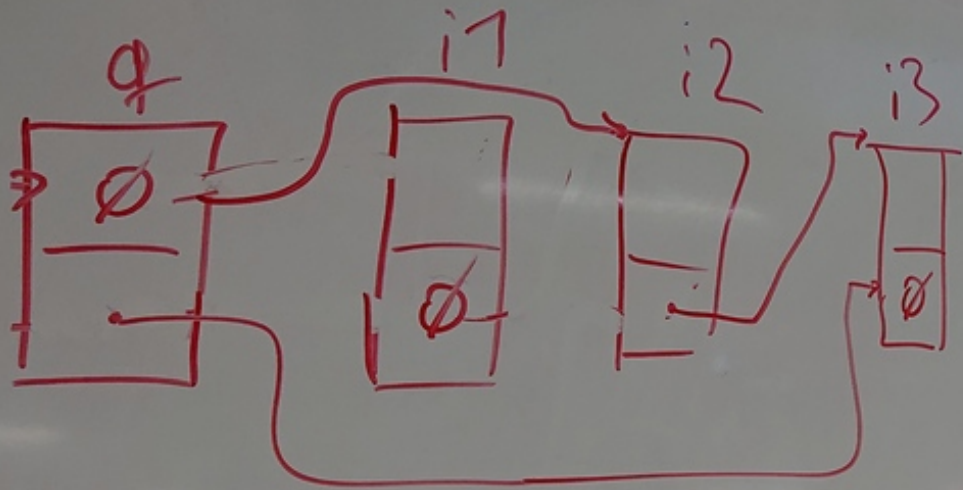
```



```
dequeue () {  
    (chain * i = head);  
    if (i != ∅) {  
        head = i->next;
```

```
        i->next = ∅;  
    }  
    return i;
```

```
}
```

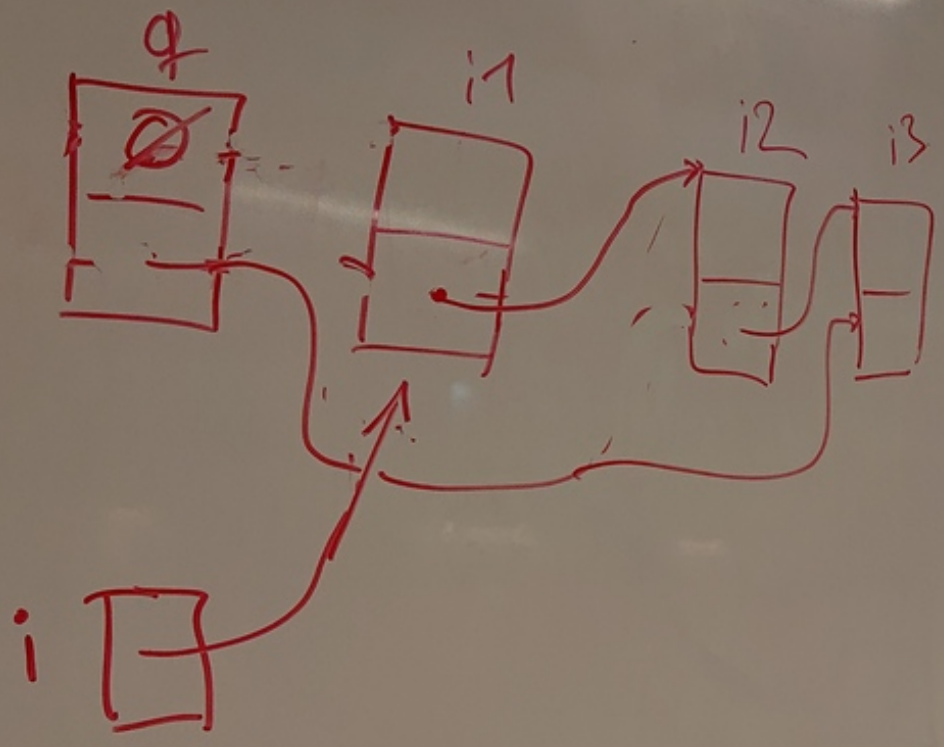


```

dequeue () {
    (chain * i = head);
    if (i !=  $\emptyset$ ) {
        head = i->next;
        if (head ==  $\emptyset$ )
            tail = &head;
    }
    i->next =  $\emptyset$ ;
}
return i;
}

```

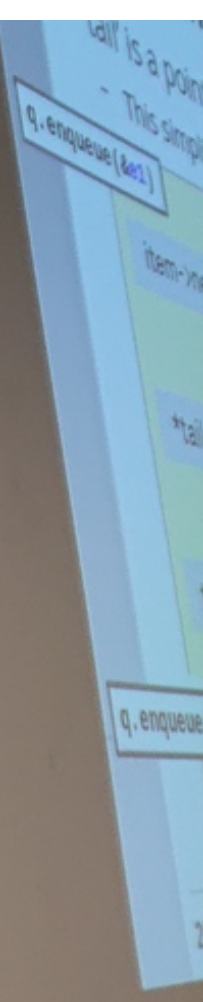


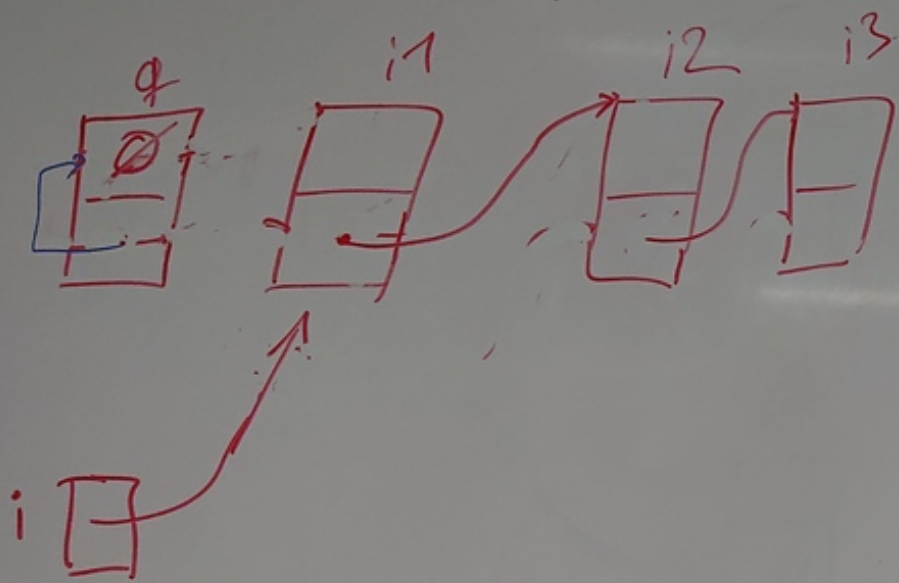


```

dequeue () {
  (chain * i = head);
  if (i !=  $\emptyset$ ) {
    if (i->next ==  $\emptyset$ ) {
      head = i->next;
      if (head ==  $\emptyset$ )
        tail = head;
    }
    i->next =  $\emptyset$ ;
  }
  return i;
}

```





```

dequeue () {
    (chain * i = head);
    if (i != ∅)
        head = i->next;
    if (head == ∅)
        tail = &head;
    chain * last = i->next;
    while (last) {
        chain * next = last->next;
        enqueue (last);
        last = next;
    }
    return i;
}

```