

Queue(x)

FOC Question 6

```
if (F = nil) { F ← Getnode();  
                R ← F;  
                First ← 1;  
                Last ← 1;  
            }  
else if (Last = M) { R↑Link ← Getnode();  
                    R ← R↑Link;  
                    Last ← 1;  
                }  
else Last ← Last + 1;  
R↑Item[Last] ← x;
```

Unqueue()

```
if (F = nil) Underflow();  
Result ← F↑Item[First];  
if (F = R && First = Last)  
    { Release(F); F ← nil; }  
else if (First = M) { temp ← F;  
                    F ← F↑Link;  
                    Release(temp);  
                    First ← 1;  
                }  
else First ← First + 1;  
return Result;
```