

- 1) Erklären Sie "Information hiding" (d.h. das Verstecken von Daten) und wozu ist das gut?
- 2) Dynamische Datenstrukturen - Implementierung

Implementieren Sie eine Klasse Queue für Zahlen mit den Operationen insert, hasNext, remove, getSize und clear

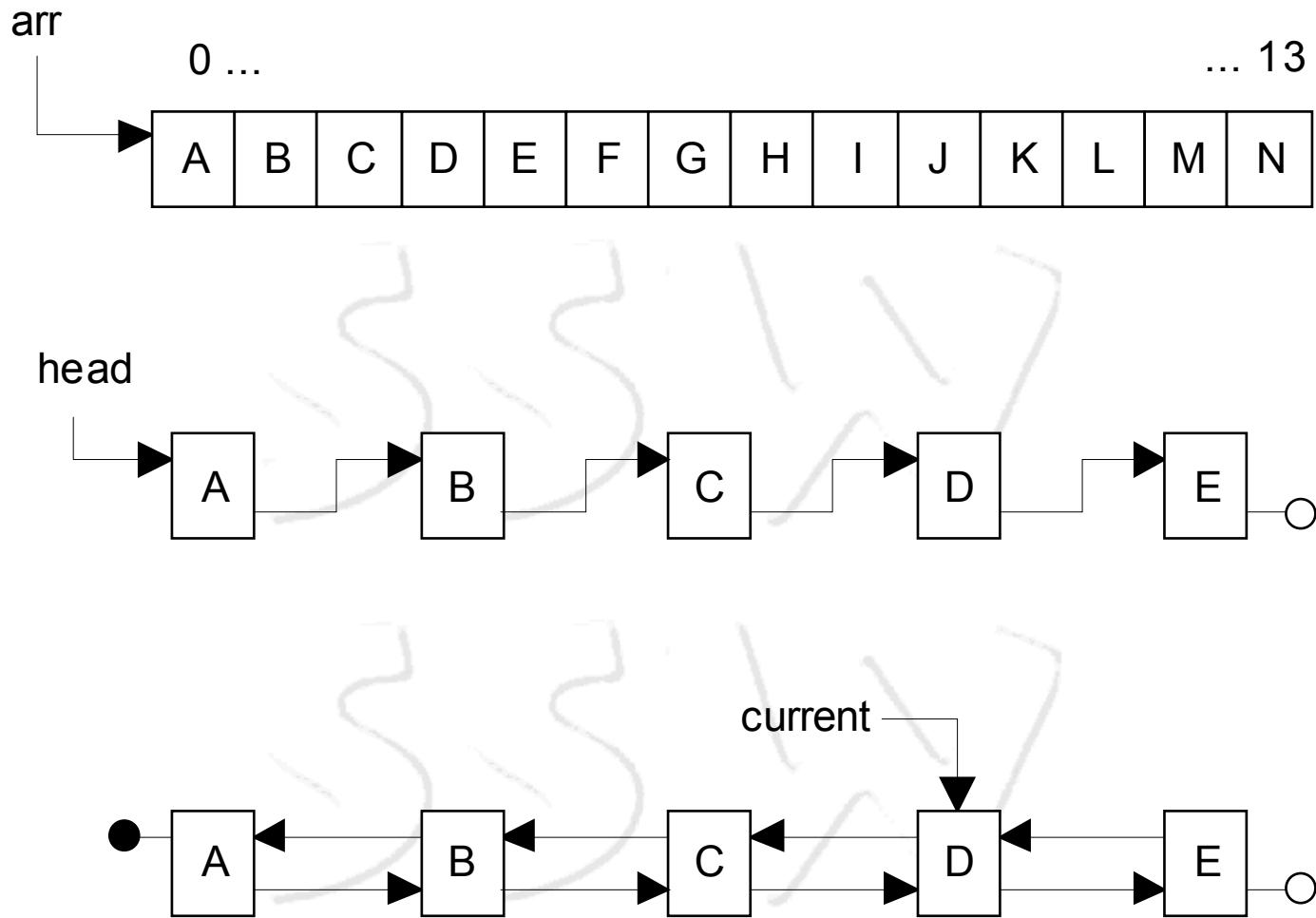
```
public class Queue { // Kein Formatierungsvorbild!!!
    private QNode head, tail;
    private int nOfElems;

    public Queue() {
        head = new QNode(0);
        tail = head;
        nOfElems = 0;
    }

    public void insert(int val) {
        QNode p = new QNode(val);
        tail.next = p;
        tail = p;
        nOfElems++;
    }

    public boolean hasNext() {
        return nOfElems != 0;
        //return head != tail;
    }
}
```

```
public int remove() {  
    if (head != tail) {  
        head = head.next;  
        nOfElems --;  
        return head.val;  
    } else {  
        throw new NoSuchElementException ("Queue empty");  
    }  
}  
  
public int getSize() {  
    return nOfElems;  
}  
  
public void clear() {  
    head = tail;  
    nOfElems = 0;  
}  
}
```



```
public void insert(int x) {  
    queue[tail] = x;  
    int tail1 = (tail + 1) % queue.length;  
    if (tail1 == head) { // resize variant 1  
        int[] newQueue = new int[queue.length * 2];  
        int j = 0;  
        for (int i = head; i < queue.length; i++) {  
            newQueue[j] = queue[i];  
            j++;  
        }  
        for (int i = 0; i < tail1; i++) {  
            newQueue[j] = queue[i];  
            j++;  
        }  
        tail = j;  
        head = 0;  
        queue = newQueue;  
    }  
    else {  
        tail = tail1;  
    }  
}
```

```
public void insert(int x) {  
    queue[tail] = x;  
    int tail1 = (tail + 1) % queue.length;  
    if (tail1 == head) { // resize variant 2  
        int[] newQueue = new int[queue.length * 2];  
        System.arraycopy(queue, head,  
                         newQueue, 0, queue.length - head);  
        System.arraycopy(queue, 0,  
                         newQueue, head, tail1);  
        tail = queue.length;  
        head = 0;  
        queue = newQueue;  
    }  
    else {  
        tail = tail1;  
    }  
}
```