

```

1 /*
2  * Written by JJ Shepherd
3  */
4 public class LLQueue <T> implements QueueI<T>
5 {
6     private class ListNode
7     {
8         T data;
9         ListNode link;
10        public ListNode(T aData, ListNode aLink)
11        {
12            data = aData;
13            link = aLink;
14        }
15    }
16    private ListNode head;
17    private ListNode tail;
18    public LLQueue()
19    {
20        head = tail = null;
21    }
22    public void enqueue(T aData)
23    {
24        ListNode newNode = new ListNode(aData,null);
25        if(head == null)
26        {
27            head = tail = newNode;
28            return;
29        }
30        tail.link = newNode;
31        tail = tail.link;
32    }
33    public T dequeue()
34    {
35        if(head == null)
36            return null;
37        T ret = head.data;
38        head = head.link;
39        return ret;
40    }
41    public T peek()
42    {
43        if(head == null)
44            return null;
45        return head.data;
46    }
47    public void print()
48    {
49        for(ListNode temp = head;temp!=null;temp = temp.link)
50            System.out.println(temp.data);
51    }
52 }
53

```