Initial Queue:
  1: head and tail are null
First Enqueue at tail:
   1: tmp is new Node
First Enqueue at tail:
1: tmp is new Node
2: isEmpty => head = tmp
First Enqueue at tail:
1: tmp is new Node
2: isEmpty => head = tmp
3: tail = tmp
Other Enqueues at tail:
  1: tmp is new Node
Other Enqueues at tail:
  1: tmp is new Node
  2: !isEmpty => tail.next = tmp
Other Enqueues at tail:
1: tmp is new Node
2: !isEmpty => tail.next = tmp
3: tail = tmp
Other Dequeues from head:
1: \texttt{el = head.element}
1: ele = b

Other Dequeues from head:
1: el = head.element
2: head = head.next
Last Dequeue from head:
   1: ele = head.element
Last Dequeue from head:
1: ele = head.element
2: head = head.next
Last Dequeue from head:
1: ele = head.element
2: head = head.next
3: isEmpty => tail = null
   (back to Initial state)