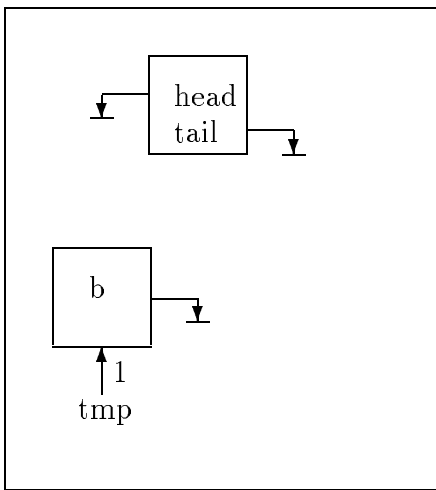


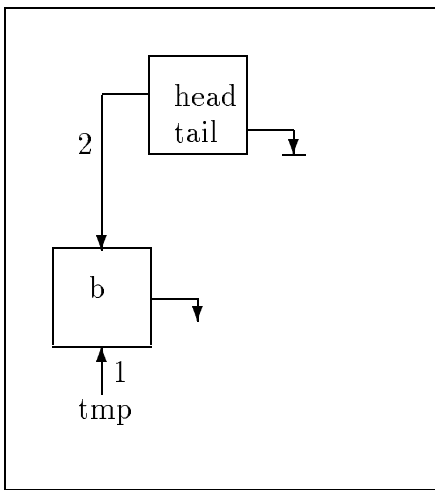
Initial Queue:

1: head and tail are null



First Enqueue at tail:

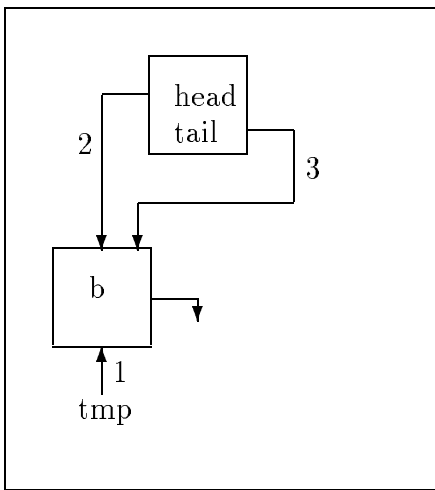
1: tmp is new Node



First Enqueue at tail:

1: tmp is new Node

2: isEmpty => head = tmp

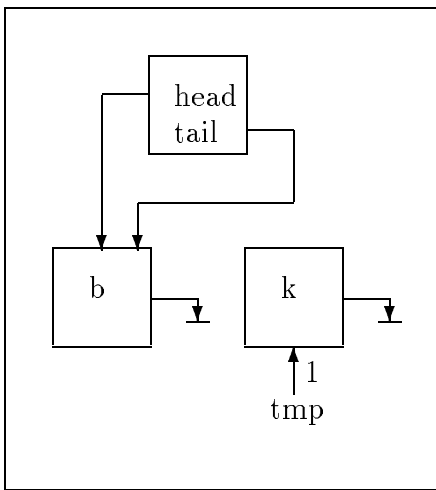


First Enqueue at tail:

1: tmp is new Node

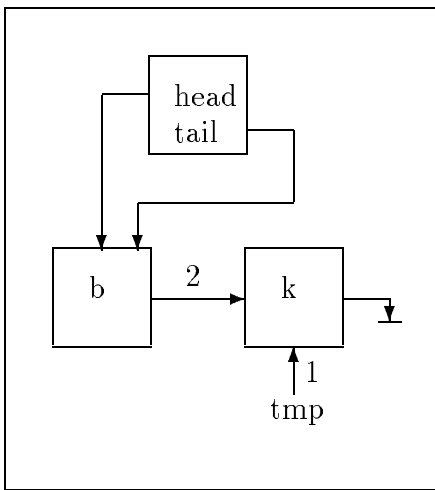
2: isEmpty => head = tmp

3: tail = tmp



Other Enqueues at tail:

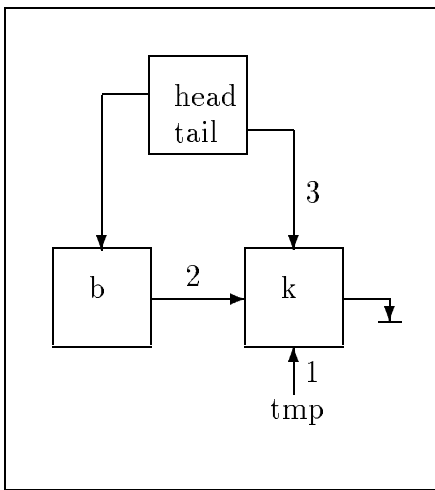
1: tmp is new Node



Other Enqueues at tail:

1: tmp is new Node

2: !isEmpty => tail.next = tmp

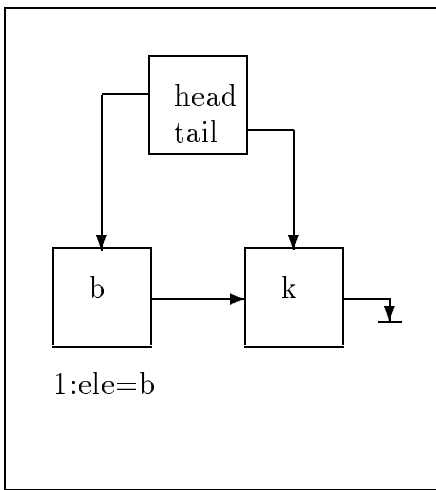


Other Enqueues at tail:

1: tmp is new Node

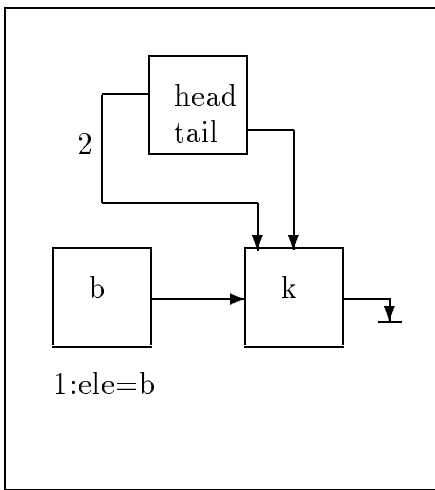
2: !isEmpty => tail.next = tmp

3: tail = tmp



Other Dequeues from head:

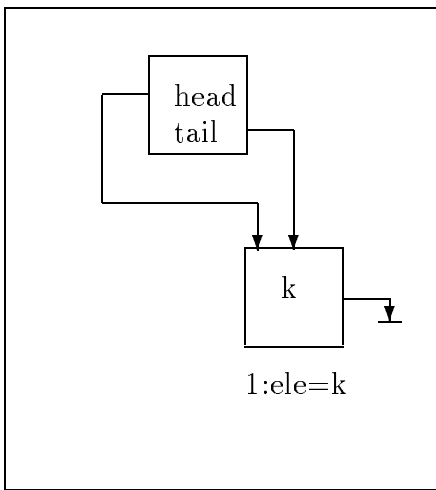
```
1: el = head.element
```



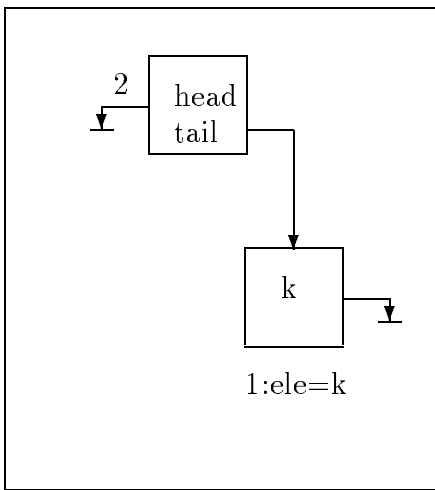
Other Dequeues from head:

1: el = head.element

2: head = head.next



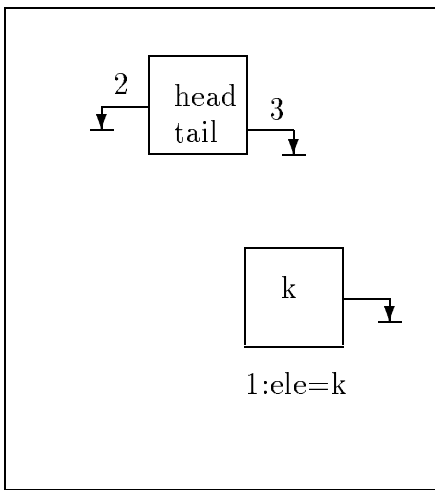
Last Dequeue from head:
1: ele = head.element



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)