

CREATE returns queue

Preconditions - None

Postcondition - Queue is empty

EMPTY (queue) returns boolean

Preconditions - None

Postconditions - The result is true iff the  
queue is empty.

ENQUEUE (item, queue) modifies the queue

Preconditions - None (assuming an implementation with unlimited size) - else the queue is not full

Postcondition - Item is added to the rear of the queue

DEQUEUE (queue) modifies the queue

Precondition - Queue is not empty

Postcondition - Front item is removed from  
the queue

# FRONT (queue) returns item

Precondition - Queue is not empty

Postconditions - The front item in the queue is returned, but the queue is not altered.

SIZE (queue) returns int

Preconditions - None

Postconditions - The current number of items in the queue is returned, but the queue is not altered.

# AXIOMS

Let  $Q$  be any queue and  $I$  be any item. Then:

$\text{EMPTY}(\text{CREATE}) ::= \text{true}$

$\text{EMPTY}(\text{ENQUEUE}(I,Q)) ::= \text{False}$

$\text{FRONT}(\text{CREATE}) ::= \text{Error}$

$\text{FRONT}(\text{ENQUEUE}(I,Q)) ::= \text{if } \text{EMPTY}(Q) \text{ then } I$   
 $\text{else } \text{FRONT}(Q)$

DEQUEUE(CREATE) ::= error

DEQUEUE(ENQUEUE(I,Q)) ::= if EMPTY(Q) then Q  
else ENQUEUE(I,DEQUEUE(Q))

SIZE(CREATE) ::= 0

SIZE(ENQUEUE(I,Q)) ::= SIZE(Q) + 1

SIZE(DEQUEUE(Q)) ::= SIZE(Q) - 1