1. [Circle one] Queues:
   a. Have O(C) for additions and removals in the 3 implementations from class.
   b. Use three operations: push, pop and peek.
   c. Are implemented efficiently as an array.
   d. Are used to manage recursive program calls.

2. [Circle all that are true] If a queue is implemented as a circular array,
   a. when nothing is in it, \texttt{front} = 0 and \texttt{back} = 0.
   b. \texttt{front} always equals 0.
   c. \texttt{front} = \texttt{back} when \texttt{count} = 1.
   d. when \texttt{front} = 10, \texttt{max_queue} = 15 and \texttt{count} = 8, then \texttt{back} = 3.

3. [Circle one] The pros/cons of different queue implementations:
   a. in a circular array implementation, the problem of drift is eliminated.
   b. a doubly linked list implementation always requires less space.
   c. a Vector cannot be used because it is too hard to keep track of the back.
   d. an array implementation always requires shifting elements for a dequeue operation.

4. [Circle one] Operations on a queue can modify:
   a. its front only
   b. its back only
   c. both its front and back
   d. any position

5. [Circle one] In analyzing complexity/efficiency of two algorithms, one compares:
   a. their growth rates
   b. the number of lines of code in their implementations
   c. their run times on two different computers
   d. the kinds of data they take as input