```
correctValue = correctValue - (correct payload? 1:0)
                                                                  correctValue = correctValue + (correct payload ? 1 : 0)
incorrectValue = incorrectValue - (!correct payload ? 1 : 0)
                                                                incorrectValue = incorrectValue + (!correct payload ? 1 : 0)
            Dequeuing
                                                       Active
                                                                                       Enqueueing
```