**Queue Collection in C#**

**Queue**

* **Definition**: A Queue is a collection based on the *First-In-First-Out (FIFO)* principle. The first item added is the first to be removed.
* **Key Use Cases**:
  + Task scheduling (e.g., printers, CPUs).
  + Data buffering (e.g., message queues).
  + Breadth-first search (BFS) in graph traversal.
  + Customer service scenarios (e.g., help desk systems).
* **Common Methods**:
  + Enqueue(item): Adds an item to the queue.
  + Dequeue(): Removes and returns the front item.
  + Peek(): Returns the front item without removing it.
  + Contains(item): Checks if an item exists in the queue.
  + Clear(): Removes all items.