using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace Homework31.\_10.\_23

{

class QueueRing<T>

{

List<T> Q;

int maxCount;

public QueueRing(int maxCount)

{

Q = new List<T>(maxCount);

}

public void Clear()

{

Q.Clear();

}

public bool IsEmpty()

{

return Q.Count == 0;

}

public void Move()

{

T obj;

obj = Q[0];

Q.RemoveAt(0);

Q.Add(obj);

}

public void Add(T item)

{

Q.Add(item);

}

public T Pop()

{

T obj;

obj = Q[0];

Q.RemoveAt(0);

return obj;

}

public void Print(string msg="")

{

Console.WriteLine(msg+" Queue: ");

foreach(T item in Q)

{

Console.Write(item+" ");

}

Console.WriteLine();

}

}

internal class Program

{

static void Main(string[] args)

{

QueueRing<int> Q = new QueueRing<int>(4);

Q.Add(10);

Q.Add(20);

Q.Add(30);

Q.Add(40);

Q.Print();

Q.Move();

Q.Print();

Console.WriteLine( Q.Pop());

Q.Print();

}

}

}