static public bool TestGetElement\_SimpleQuene()

{

int size = 5;

bool result = false;

int idx = 0;

QueneStack stack = new QueneStack(size);

try

{

for (; idx < size; idx++)

{

stack.Push(idx);

}

}

catch (Exception ex)

{

Console.WriteLine(ex.Message);

}

idx = 0;

try

{

for (; idx < 3; idx++) //3 = beispielzahl

{

stack.Pop();

}

}

catch (Exception ex)

{

Console.WriteLine(ex.Message);

}

if (idx == stack.GetElement())

{

result = true;

}

return result;

}