

```
public interface QueueInterface<T> {  
  
    public void enqueue(T newEntry);  
    /* add new entry to the back of the queue  
       */  
  
    public T dequeue();  
    /* remove entry from the front of the queue  
       */  
  
    public boolean isEmpty();  
    /* return true if the queue is empty, false otherwise  
       */  
  
    public void clear();  
    /* remove all entries from the queue  
       */  
}
```