

## Captain::IVehicleQueue

- + IVehicleQueue()
- + ~IVehicleQueue()
- + IVehicleQueue()
- + IVehicleQueue()
- + operator=()
- + operator=()
- + Enqueue()
- + Dequeue()
- + Peek()
- + Insert()
- + CompareAndInsertByPosition()
- + Extract()
- + At()
- + Size()
- + GetMaxCapacity()