

Captain::Node::SourceUnit
::PeekVehicle

```
graph LR; A[Captain::Node::SourceUnit::PeekVehicle] --> B[Captain::SpinLockVehicle::Peek]; A --> C[Captain::SpinLockVehicle::Size];
```

Captain::SpinLockVehicle
Queue::Peek

Captain::SpinLockVehicle
Queue::Size