- Class, Constructor, Destructor :
  Your task is to implement a Queue. (Your queue will contain characters.)
  - Private members:
    - ***array*** : A pointer to the array of queue elements.
    - ***head*** : An integer that contains the index of the first queue element..
    - ***tail*** : An integer that contains the index of the last queue element.
    - ***capacity*** : An integer that contains the maximum capacity of the queue. In other words the length of the array.
  - Public member functions:
    - Write a **constructor** with no parameter.
      - It will initialize ***array*** pointer so that the pointer points to an array and set the ***capacity*** equal to the size. (Use constant size, say 10).
    - ***void enQueue( char c )***
      - This function will put the character in c, at the end of the queue.
    - ***void deQueue()***
      - This function will remove the character at the front of the queue. (Adjust the head as needed.)
    - ***char front()***
      - This function will return the character at the front of the queue.

- Function Overloading:
  - Overload **constructor**.
    - ***Queue(int n)***
      - It will initialize ***array*** pointer so that the pointer points to an array of size n and set the ***capacity*** to n.
    - ***Queue(char *p)***
      - Character pointer ***p*** points to a string of length ***len***. Initialize ***array*** pointer so that the pointer points to an array of size ***len*2*** and set the ***capacity*** equal to the ***len*2***. Then ***enQueue*** each character in the string pointer by ***p***.
  - Overload ***enQueue*** function.
    - ***void enQueue(char *p)***
      - Character pointer ***p*** points to a string. ***enQueue*** all the characters in the string pointed by ***p***.
  - Overload the ***front*** function
    - ***char front(int pos)***
      - It will return the character *pos* element away from the head.