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using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Collections;

namespace queue_collection
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Queue q = new Queue();

            q.Enqueue('A');

            q.Enqueue('M');

            q.Enqueue('G');

            q.Enqueue('W');

            Console.WriteLine("Current Queue");

            foreach (char c in q)
            {
                Console.WriteLine(c + " ");
            }

            Console.WriteLine("");
            Console.WriteLine("Remove some values");
            char ch = (char)(q.Dequeue());
            Console.WriteLine("the removed value is: " + ch);
            char ch1 = (char)(q.Dequeue());
            Console.WriteLine("the removed value is: " + ch1);
            Console.ReadKey();
        }
    }
}
```

```

        foreach(char c in q)
        {
            Console.WriteLine(c+ " ");
        }
        Console.WriteLine();
        q.Enqueue('V');
        q.Enqueue('H');
        Console.WriteLine("current queue");
        foreach (char c in q)
        {
            Console.WriteLine(c+" ");
        }
        Console.WriteLine("");
        Console.WriteLine("Remove some values");
        char ch = (char)(q).Dequeue();
        Console.WriteLine("the removed value:{0}",ch);
        char ch1 = (char)(q).Dequeue();
        Console.WriteLine("the removed value:{0}", ch1);
        Console.ReadKey();

    }

}

}

```