

## Queue

# qFront : \* Node <type>

# qRear : \* Node <type>

+ queue()

+ ~queue()

+ destroyQueue() : void

+ queue(c: queue<type>& const)

+ copy(queue<type>& const): void

+ operator=(queue& const) const: queue&

+ empty() const: bool

+ size() const: int

+ front() const: type

+ back() const: type

+ print() const: void

+ push(i: type): void

+ pop(): void

+ moveToFront(i: int): void

+ clear(): void