# Workflow

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| **Name:** | 07.01 |
| **Points:** | 4 pts |
| **Deadline:** | 04/14 |
| **Prerequisite(s):** | none |

## Main

1. Create a header file named **w0701.h** that defines a generic class named *MyQueue* that inherits *QueueInterface* and contains
    - ☐ a private generic *Array* field named *data*.
    - ☐ a private ulong field named *front*.
    - ☐ a private ulong field named *back*.
    - ☐ a public default constructor that assigns 0 to both *front* and *back*, and make the capacity of *data* equal to 101.
    - ☐ a public copy constructor.
    - ☐ a public assignment operator.
    - ☐ a public empty destructor.
    - ☐ public overridden methods of the *QueueInterface* class. They must perform like a queue data structure.
    - ☐ a public bool constant method named `IsFull()`. It returns true only if the queue is full.

## Test

2. Create a cpp file named **main.cpp** that creates *MyQueue* object and calls all its queue methods at least twice. Display the outputs of the method callers that return values.