

## UnboundedQueue< T >

- queue\_t queue
- bool is\_block
- std::mutex queueLock
- std::condition\_variable condition

- + UnboundedQueue(bool block=true)
- + ~UnboundedQueue()
- + void push(const T &item)
- + void push(T &&item)
- + void emplace(ARGS &&... args)
- + bool try\_push(const T &item)
- + bool try\_push(T &&item)
- + bool pop(T &item)
- + bool try\_pop(T &item)
- + std::size\_t size() const
- + bool empty() const
- + void block()
- + void unblock()
- + bool blocking() const