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pop	Block on empty*	Return default on empty	Fail/try_
capacity	Static (compile-time)	Fixed (runtime)	Dynamic (grows)
Bulk push/pop	No - single item	Yes - multiple items	
Message size	Fixed	Dynamic	
Message size limit	Limited (8 bytes?)	Unlimited	
Triviality	Trival	Non-trivial	
Gurantees	None - blocking	Lock-free	Wait-free
Num processes	Single	Inter-process	

Behavioural Beliefs





Simple Behaviour

SPSC

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THE END



THE END

At the end of the story, the knight reaches his destination and sees the castle in the distance. He knows that he has completed his quest and that the adventure is over.



THE END

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