## Queue::Queue< T > + const reference + isEmpty() + enQueue() + deQueue() + getHead() + ~Queue()

## Queue::linkQueue< T >

- + const reference
- front
- rear - size
- + linkQueue()
- + ~linkQueue()
- + isEmpty()
- + enQueue()
- + deQueue()
- + getHead()
- + empty()
- + size() + front()
- + front()
- + back()
- + back()
- + push()
- + push()
- + pop()

## Queue::seqQueue< T >

- + const reference
- elem
- maxSize
- front
- rear
- + seqQueue() + ~seqQueue()
- + isEmpty()
- + enQueue()
- + deQueue()
- + getHead()
- + empty() + size()
- + front() + front()
- + back()
- + back()
- + push() + push()
- + pop()
- doubleSpace()

## Queue::vecQueue< T >

- + const reference
- maxSize
- data - rear
- + vecQueue()
- + ~vecQueue()
- + isEmpty()
- + enQueue() + deQueue()
- + getHead()
- + empty()
- + size()
- + front()
- + front()
- + back()
- + back()
- + push() + push()
- + pop()
- doubleSpace()