

## Queue.h

```
1 #pragma once
2
3 template <typename T>
4 class Queue {
5     public:
6         void enqueue(T e);
7         T dequeue();
8         bool isEmpty();
9
10    private:
11        T *items_;
12        unsigned capacity_;
13        unsigned size_;
14 };
15
16
17
18
19
20
21
22
```



Queue<char> q;

...

q.enqueue(m);

q.enqueue(o);

q.enqueue(n);

...

q.enqueue(d);

q.enqueue(a);

q.enqueue(y);

q.enqueue(i);

q.enqueue(s);

q.dequeue();

q.enqueue(h);

q.enqueue(a);