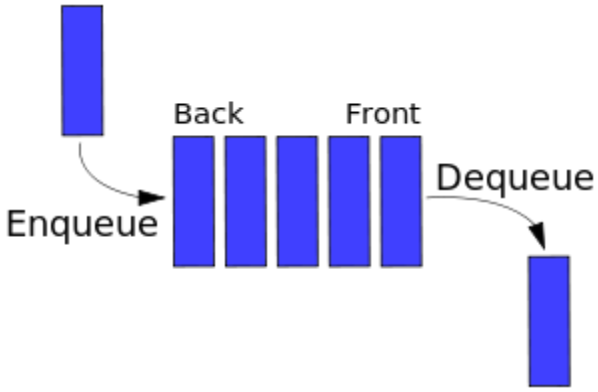
QUEUE

- In computer science, a queue (/ˈkjuː/ kew) is a particular kind of abstract data type or collection in which the entities in the collection are kept in order and
- the principal (or only) operations on the collection are the addition of entities to the rear terminal position, known as **enqueue**, and
- removal of entities from the front terminal position, known as **dequeue**.
- This makes the queue a First-In-First-Out (FIFO) data structure. In a FIFO data structure, the first element added to the queue will be the first one to be removed.
- This is equivalent to the requirement that once a new element is added, all elements that were added before have to be removed before the new element can be removed.
- Often a **peek** or front operation is also entered, returning the value of the front element without dequeuing it. A queue is an example of a linear data structure, or more abstractly a sequential collection.



A partial class queue in java: http://www.csulb.edu/~hchuynh/cecs274/CharQueue-java.txt