

Node

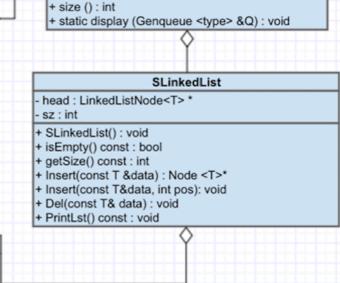
+ Node(const type&data, LinkedListNode *next) : void

data : type

- next : Node *

+ Node(): void

+ Node(const type&data): void



mQueue

tail: SLinkedListNode<type> *

+ enqueue(const type & data) : void

+ mQueue(): void

+ IsEmpty() const : bool

+ front () const : type

+ back () const : type

+ dequeue(): type

