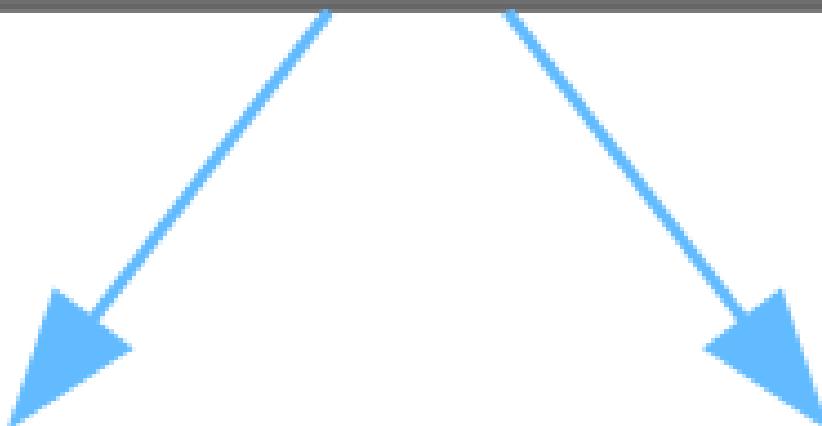


# UniqueQueue.h



queue

unordered\_set