

```
//  
// CPTN278_A4_Queue_Bett1e1.h  
//  
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//  
// Queue Class Header File.  
//  
// Queue implementation is array based.  
// Queue uses an Internal Node.  
// Error checking is left to the user.  
//  
#ifndef QUEUE_H  
#define QUEUE_H  
  
#include <iostream>  
#include <iomanip>  
#include <string>  
using namespace std;  
  
#define MAX_SIZE 10  
  
class Node  
{  
public:  
    string type;  
    int fee;  
};  
  
class Queue  
{  
private:  
  
    int front;  
    int back;  
    int count;  
    Node array_of_nodes[MAX_SIZE];  
    void display_item(int);  
  
public:  
    Queue();  
  
    bool Is_Empty(void);  
    bool Is_Full(void);  
    void Enqueue(string, int);  
    int Dequeue(void);  
    int Front(void);  
    int Back(void);  
    ~Queue();  
};  
#endif
```