```cpp
//
// CPTN278_A5_Queue_Bettle1.h
//
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//
// Queue Class Header File.
//
// Queue implementation is dynamicall linked list based.
// Queue uses an External Node.
// Queue has Error checking.
//
#ifndef QUEUE_H
#define QUEUE_H

#include <iostream>
#include <iomanip>
#include <string>
using namespace std;

#include "CPTN278_A5_Node_Bettle1.h"

class Queue
{
private:

    Node *front;
    Node *back;
    int count;

public:
    Queue();
    bool Is_Empty(void); // Could be private but this also leaves error checking option to user
    bool Is_Full(void);  // Could be private but this also leaves error checking option to user
    bool Enqueue(Node *);
    bool Dequeue(void);
    Node *Front(Node *);
    Node *Back(Node *);
    ~Queue();
};
#endif//
```