```
Oueue < E >
- head
- last
- size
+ Oueue()
+ ~Queue()
+ Clear()
+ Size()
+ Head()
+ Head()
+ Last()
+ Last()
+ Engueue()
+ Dequeue()
+ Map()
Queue()
operator=()
       < int >
Queue < int >

    head

    last

- size
+ Queue()
+ ~Queue()
+ Clear()
+ Size()
+ Head()
+ Head()
+ Last()
+ Last()
+ Enqueue()
+ Dequeue()
+ Map()
Oueue()
operator=()
```