In [computer science](https://en.wikipedia.org/wiki/Computer_science), a **queue** ([/ˈkjuː/](https://en.wikipedia.org/wiki/Help:IPA/English) [*KYEW*](https://en.wikipedia.org/wiki/Help:Pronunciation_respelling_key)) is a particular kind of [abstract data type](https://en.wikipedia.org/wiki/Abstract_data_type) or [collection](https://en.wikipedia.org/wiki/Collection_(abstract_data_type)) in which the entities in the collection are kept in order and the principle (or only) operations on the collection are the addition of entities to the rear terminal position, known as *enqueue,* and removal of entities from the front terminal position, known as *dequeue*. This makes the queue a [First-In-First-Out (FIFO) data structure](https://en.wikipedia.org/wiki/FIFO_(computing_and_electronics)). In a FIFO data structure, the first element added to the queue will be the first one to be removed. This is equivalent to the requirement that once a new element is added, all elements that were added before have to be removed before the new element can be removed. Often a [*peek*](https://en.wikipedia.org/wiki/Peek_(data_type_operation)) or *front*operation is also entered, returning the value of the front element without dequeuing it. A queue is an example of a [linear data structure](https://en.wikipedia.org/wiki/Linear_data_structure), or more abstractly a sequential collection.

In my program I am going to use queue to work in ‘monitoring regime’. This means, that bot will search for news by given criteria every n minutes and add it to a Queue ADT, than bot will send to the user and delete it from the queue.

Source:

https://en.wikipedia.org/wiki/Queue\_(abstract\_data\_type)