

## queue.cm

```
/*  
  
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    )  
  
*/  
  
// Copyright (c) 1994  
// Hewlett–Packard Company  
// Copyright (c) 1996  
// Silicon Graphics Computer Systems, Inc.  
// Copyright (c) 2009 Alexander Stepanov and Paul McJones  
  
using System;  
using System.Concepts;  
  
namespace System.Collections  
{  
    public class Queue<T> where T is Semiregular  
    {  
        public typedef T ValueType;  
  
        public nothrow inline bool IsEmpty() const  
        {  
            return items.IsEmpty();  
        }  
        public nothrow inline int Count() const  
        {  
            return items.Count();  
        }  
        public inline void Put(const ValueType& item)  
        {  
            items.Add(item);  
        }  
        public inline void Put(ValueType&& item)  
        {  
            items.Add(item);  
        }  
        public inline ValueType Get()  
        {  
            return items.RemoveFirst();  
        }  
        public nothrow inline const ValueType& Front() const  
        {  
            return items.Front();  
        }  
    }  
}
```

```
}  
public nothrow void Clear()  
{  
    items.Clear();  
}  
private List<ValueType> items;  
}
```