In today's lab we will design and implement the Queue ADT using linked list.

```
quetype.h
#ifndef QUETYPE_H_INCLUDED
#define QUETYPE_H_INCLUDED
class FullQueue
{};

class EmptyQueue
{};
template <class ItemType>
class QueType {
    struct NodeType
    {
        ItemType info;
        NodeType* next;
    };
    public:
        QueType();
        ~QueType();
        void MakeEmpty();
        void Enqueue(ItemType);
        void Dequeue(ItemType&);
        bool IsEmpty();
        bool IsFull();
    private:
        NodeType *front, *rear;
};

#endif // QUETYPE_H_INCLUDED
```