

## Threading::UnboundedMPMCQueue< T >

- closed
- mtx
- not\_empty\_or\_closed
- queue

- + UnboundedMPMCQueue()
- + UnboundedMPMCQueue()
- + operator=()
- + UnboundedMPMCQueue()
- + operator=()
- + add()
- + close()
- + take()