**链队列**

1. 到现在这个阶段了，我们就讲解基础的部分了，我们直接上代码了呀

template<typename T>

class LinkQueue{

typedef struct node{

T data;

node \*next;

}Node;

Node \*front\_;

Node \*rear\_;

public:

//初始化

LinkQueue(){

front\_ = rear\_ = new Node();

front\_->next = 0;

}

//push进去一个元素

bool push(T e){

Node \*p = new Node();

p->data = e;

p->next = 0; // 好习惯，我们不乱指向

rear\_->next = p;

rear\_ = p;

return true;

}

bool pop(){

if(isEmpty())

return false;

Node \*p = new Node();

p = front\_->next;

front\_->next = p->next;

//如果我们删完恰好算是空的话

if(rear\_==p) front\_ = rear\_;

delete p;

return true;

}

bool isEmpty(){

return front\_==rear\_;

}

//取出队头的元素

T& front(){

return front\_->next->data;

}

};

int main(){

LinkQueue<int> que;

que.push(2);

que.push(3);

que.push(4);

que.push(5);

while(!que.isEmpty()){

cout << que.front() << " ";

que.pop();

}

return 0;

}