

Queue.h

```
1 #pragma once
2
3 template <typename T>
4 class Queue {
5     public:
6         void enqueue(T e);
7         T dequeue();
8         bool isEmpty();
9
10    private:
11        T *items_;
12        unsigned capacity_;
13        unsigned size_;
14 };
15
16
17
18
19
20
21
22
```

What type of implementation is this Queue?

How is the data stored on this Queue?



```
Queue<int> q;
q.enqueue(3);
q.enqueue(8);
q.enqueue(4);
q.dequeue();
q.enqueue(7);
q.dequeue();
q.dequeue();
q.enqueue(2);
q.enqueue(1);
q.enqueue(3);
q.enqueue(5);
q.dequeue();
q.enqueue(9);
```