

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
```



`Queue<char> q;`

...

`q.enqueue(m);`

`q.enqueue(o);`

`q.enqueue(n);`

...

`q.enqueue(d);`

`q.enqueue(a);`

`q.enqueue(y);`

`q.enqueue(i);`

`q.enqueue(s);`

`q.dequeue();`

`q.enqueue(h);`

`q.enqueue(a);`