

It represents a first-in, first-out collection of object. It is used when you need a first-in, first-out access of items. When you add an item in the list, it is called **enqueue**, and when you remove an item, it is called **dequeue**

Properties and Methods of the Queue Class

The following table lists some of the commonly used **properties** of the **Queue** class:

Property	Description
Count	Gets the number of elements contained in the Queue.

The following table lists some of the commonly used **methods** of the **Queue** class:

S.N	Method Name & Purpose
1	Public Overridable Sub Clear Removes all elements from the Queue.
2	Public Overridable Function Contains <i>objAsObject</i> As Boolean Determines whether an element is in the Queue.
3	Public Overridable Function Dequeue As Object Removes and returns the object at the beginning of the Queue.
4	Public Overridable Sub Enqueue <i>objAsObject</i> Adds an object to the end of the Queue.
5	Public Overridable Function ToArray As Object Copies the Queue to a new array.
6	Public Overridable Sub TrimToSize Sets the capacity to the actual number of elements in the Queue.

Example:

The following example demonstrates use of Queue:

```
Module collections
Sub Main()
```

```

Dim q As Queue = New Queue()
q.Enqueue("A")
q.Enqueue("M")
q.Enqueue("G")
q.Enqueue("W")
Console.WriteLine("Current queue: ")
Dim c As Char
For Each c In q
    Console.Write(c + " ")
Next c
Console.WriteLine()
q.Enqueue("V")
q.Enqueue("H")
Console.WriteLine("Current queue: ")
For Each c In q
    Console.Write(c + " ")
Next c
Console.WriteLine()
Console.WriteLine("Removing some values ")
Dim ch As Char
ch = q.Dequeue()
Console.WriteLine("The removed value: {0}", ch)
ch = q.Dequeue()
Console.WriteLine("The removed value: {0}", ch)
Console.ReadKey()
End Sub
End Module

```

When the above code is compiled and executed, it produces the following result:

```

Current queue:
A M G W
Current queue:
A M G W V H
Removing some values
The removed value: A
The removed value: M

```

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