

FCQueue

Inherits From: FCUnsortedCollection : FCOrderedCollection : FCCollection : Object

Declared In: FCQueue.h

Class Description

FCQueue is a subclass of FCUnsortedCollection that implements a standard FIFO (First In First Out) queue mechanism; objects are added onto the back of the queue and retrieved from the front.

An example of a queue is NeXT's event queue; when new events occur (like mouse movement) they are added to the back of the queue, and when the program wants a new event, it removes the oldest event from the front of the queue.

FCQueue simply adds some convenience methods (- **enqueue:** , - **dequeue** , - **peek**) to the standard FCUnsortedCollection class.

FCQueue inherits from FCUnsortedCollection, FCUnorderedCollection, and FCCollection. The interface documented here only covers the methods that are new or different in FCQueue, but all the methods in its superclasses will work on an FCQueue as well. Refer to the documentation on those classes to complete the description of an FCQueue.

Instance Variables

Inherited from Object

None declared in this class.

Inherited from FCCollection

id **_fc_contents** ;

Class **_fc_class** ;

SEL **_fc_sortSelector** ;

BOOL **_fc_archiveByReference** ;

Inherited from FCOrderedCollection

None declared in this class.

Inherited from FCUnsortedCollection

None declared in this class.

Declared in FCQueue

None declared in this class.

Method Types

Querying the contents -peek

Modifying the contents -enqueue:
 -dequeue

Instance Methods

deque

- **deque;**

Removes the front element from the queue and returns it. Returns **nil** if the queue is empty.

This method is actually just a mnemonic cover for [self removeObjectAt:0].

See also: - **removeObjectAt:** (FCOrderedCollection)

enqueue:

- **enqueue:anObject;**

Adds *anObject* onto the back of the queue. Returns **nil** if the programmer has set a content class and *anObject* isn't a kind of that class, otherwise returns **self** .

This method is actually just a mnemonic cover for the - **addObject:** method.

See also: - **addObject:** (FCCollection)

peek

- **peek;**

Returns the **id** of element on the front of the queue, or **nil** if the queue is empty. The queue is not modified.

This method is actually just a mnemonic cover for [self objectAt:0].

See also: - **objectAt:** (FCOrderedCollection)

