

# MiscQueue

**Inherits From:** List  
**Declared In:** misckit/MiscQueue.h

## Class Description

A MiscQueue is a version of the List object that acts like a queue. That is, it allows you to add objects to the List and subsequently remove them in the order that you added them, ie. a first in, first out (FIFO) data structure. To use the MiscQueue, use the **±addObject:** method from the List class to add objects to the queue. To take the next object from the MiscQueue, use the **±removeNextObject** method, which will return the next object in line. You may also use any of the standard List methods to manipulate the objects in the MiscQueue, if you wish. The next item to leave the MiscQueue is the item at position zero of the MiscQueue, and objects with higher position numbers will exit the MiscQueue after objects with lower position numbers.

## Method Types

Removing Objects from the queue ± removeNextObject

## **Instance Methods**

**removeNextObject**  
- **removeNextObject**

Removes the next object in line from the queue.