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Category:Bass (sound) Category:Guitar performance techniques Category:Guitar acoustics Category:Guitar solos Category:Sound production technologyQ: How to build a Queue in C#? What is the best solution for building a queue in C#? I need to have a queue with a maximum of a certain number of items. I would prefer to not use a List for this, as I am not sure how well that would perform. I have looked into the ArrayList class, however I don't know if this is what I would use. I am thinking of something like this: class QueueItem { public int Value {get; set; } } How would I use this and how would I pass this in and out? Would I use a simple List? A: What's wrong with using a List? List is a nice in-built type that is well suited for general purpose purposes. A: What about ConcurrentQueue? From the MSDN: The ConcurrentQueue class is a thread-safe implementation of the generic Queue class in the System.Collections.Concurrent namespace. When multiple threads access a ConcurrentQueue instance concurrently, no ordering guarantees are made with respect to how thread access the elements of the queue. So you should be able to use it from anywhere, and have it queue up everything, and in the same order as you've queued it up. A: You might want to look at a LinkedList. Like a List, it implements a linked list of data. Unlike a List though, it doesn't require that you call the Add(T) method to put items into it. This is a great implementation of a queue for I/O bound applications, because it doesn't require an "enumerator" to move items out of the queue. If you do have to add items to the queue, then you can also get the first one by using the GetFirst() method. This type is also very easy to use: LinkedList list = new LinkedList(); int number = list.GetFirst(); // do something with number list.Add(42

A: Aparentemente tienes una parábola equilateral con puntuación $O = (0,0,\frac{\pi}{4})$. Prueba con esto. Observe en el diagrama que la secante vertical con paso 1 que desciende perpendicularmente al $x-y$-plano afecta a ambos lados, por lo que su medida depende de la forma que cree la función distribuyendo los puntos alrededor de los lados. Se puede simplificar fácilmente un tanto y arreglar los problemas, usando la función $$ \begin{cases} r = \frac{1}{\sin \theta} \quad 0 \le \theta \le \frac{\pi}{2} \\ \phi = 2 \theta \end{cases} $$ Donde θ es el ángulo y r y ϕ son el tamaño y la forma. Se puede ver que el límite $\theta \to 0$ es la parábola recta. La cuadrícula se verá en el diagrama como la línea $\phi = 0$, obviamente el ángulo será mayor que $\frac{\pi}{4}$ para evitar bucles infinitesimales. Puedes ver la figura de la función por aquí (El javascript desordenado) Las líneas verticales en la distribución de los puntos corresponderán a secantes perpendiculares. Nota: Los valores de la función y sus derivadas son tan sólo una proyección en el plano de ϕ del plano θ,r,ϕ (casi siempre el límite de las proyecciones hacia el plano de ϕ afecta menos de lo que se quisiera). Por lo tanto, hay que ajustar un poco las cosas para que se a 2d92ce491b