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#include <stdio.h>

#include <stdlib.h>

#define MAX_SIZE 10

int stack1[MAX_SIZE];

int stack2[MAX_SIZE];

int top1 = -1;

int top2 = -1;

void push(int x) {
    if (top1 == MAX_SIZE - 1) {
        printf("Queue is full. Cannot push.\n");
        return;
    }
    stack1[++top1] = x;
    printf("Pushed: %d\n", x);
}

int pop() {
    if (top1 == -1 && top2 == -1) {
        printf("Queue is empty. Cannot pop.\n");
        return -1;
    }
    if (top2 == -1) {
        while (top1 != -1) {
            stack2[++top2] = stack1[top1--];
        }
    }
    int popped = stack2[top2--];
    printf("Popped: %d\n", popped);
    return popped;
}

int peek() {
    if (top1 == -1 && top2 == -1) {

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printf("Queue is empty. Cannot peek.\n");
return -1;
}
if (top2 == -1) {
while (top1 != -1) {
stack2[++top2] = stack1[top1--];
}
}
int front = stack2[top2];
printf("Peek: %d\n", front);
return front;
}
int empty() {
return (top1 == -1 && top2 == -1);
}
int main() {
// Test the queue operations
push(1);
push(2);
push(3);
peek();
pop();
peek();
push(4);
push(5);
while (!empty()) {
pop();
}
pop();
return 0;
}
```

