Stacle LIFO

> 40 e 30 e 10

Queve FIFO

1 ront

10 26 26 40 50 60 1

Szack

pysl

rop

prek

2 veuc

977

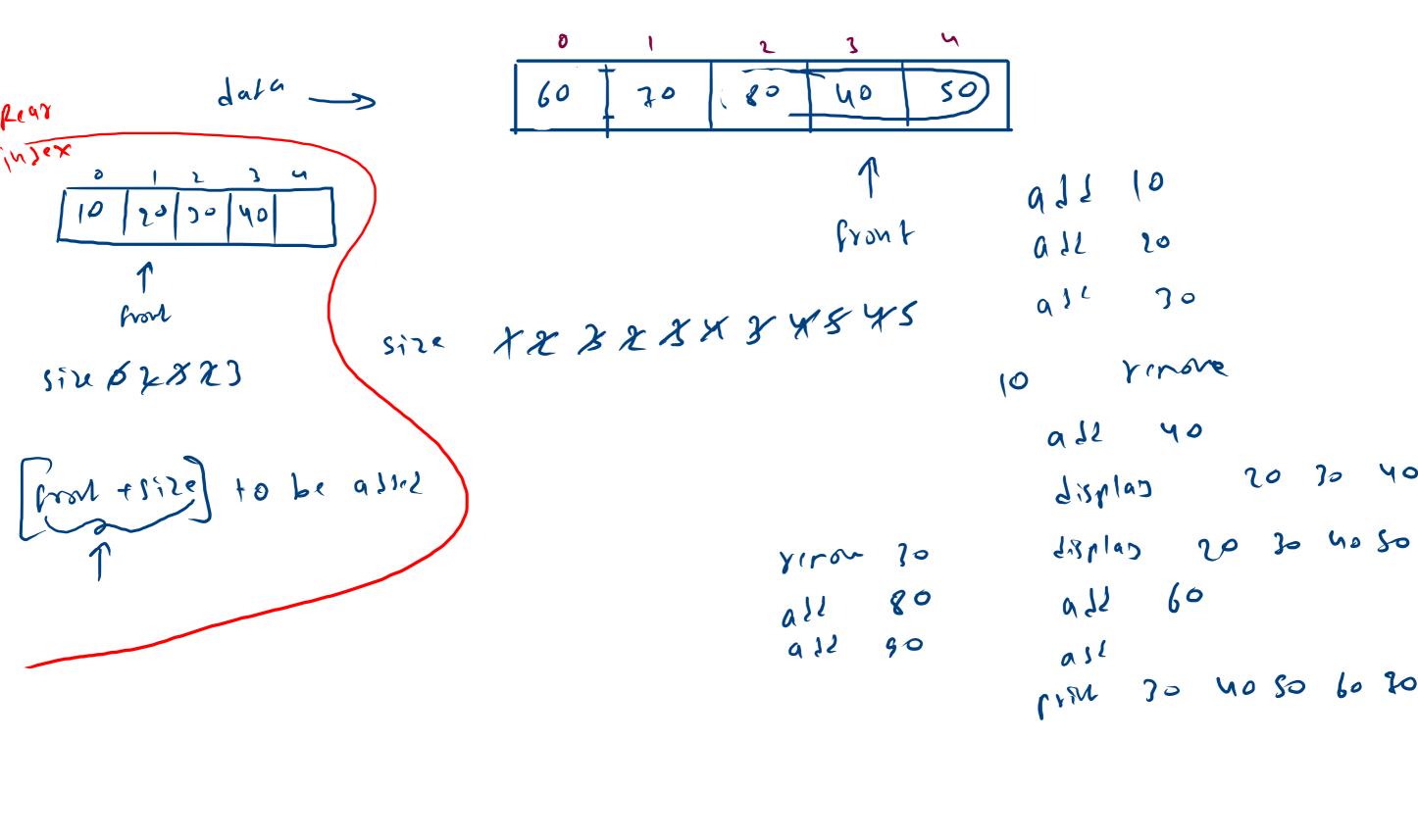
YIMOVE

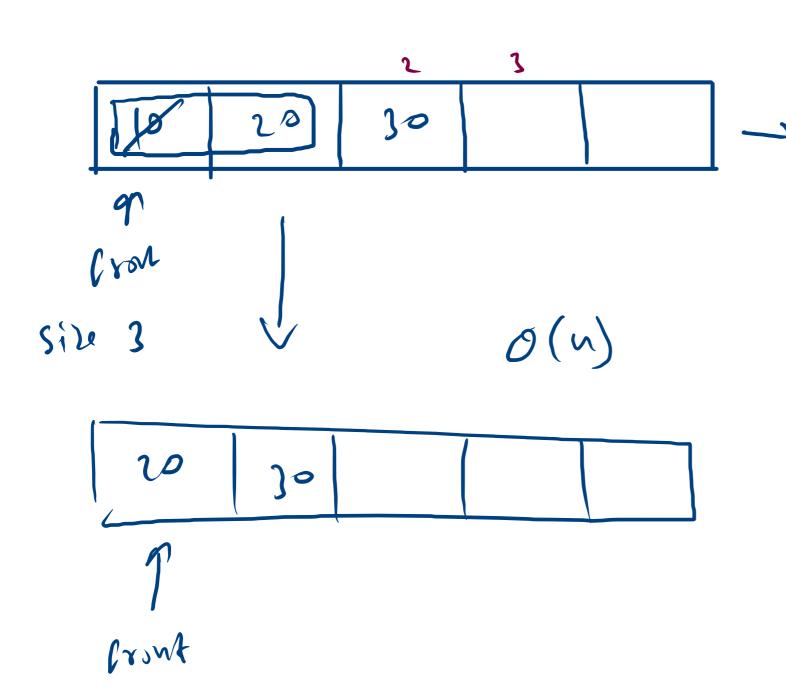
perle

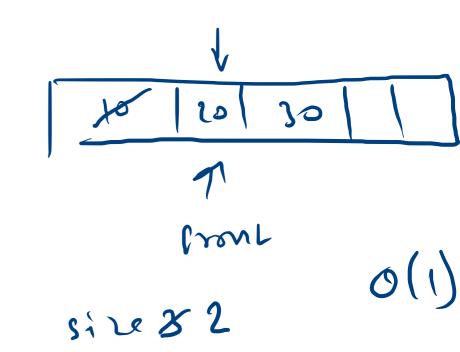
get

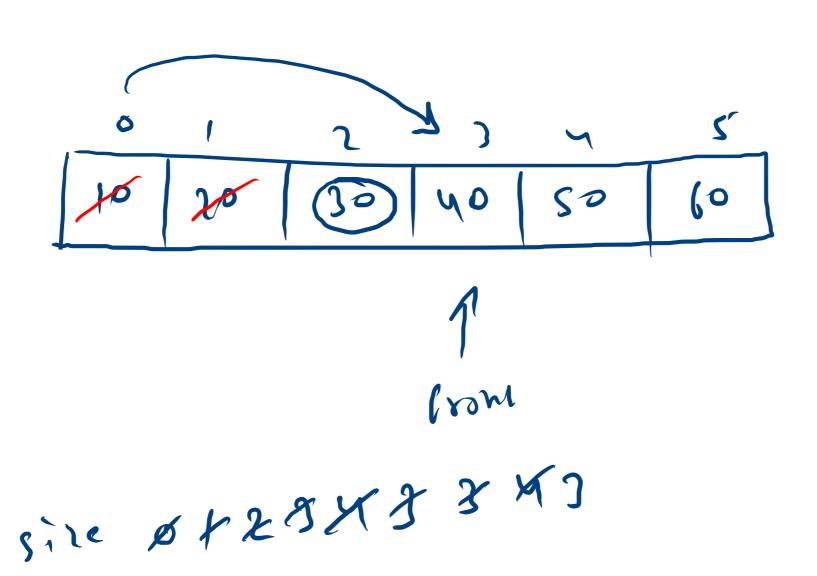
9 11

rimore



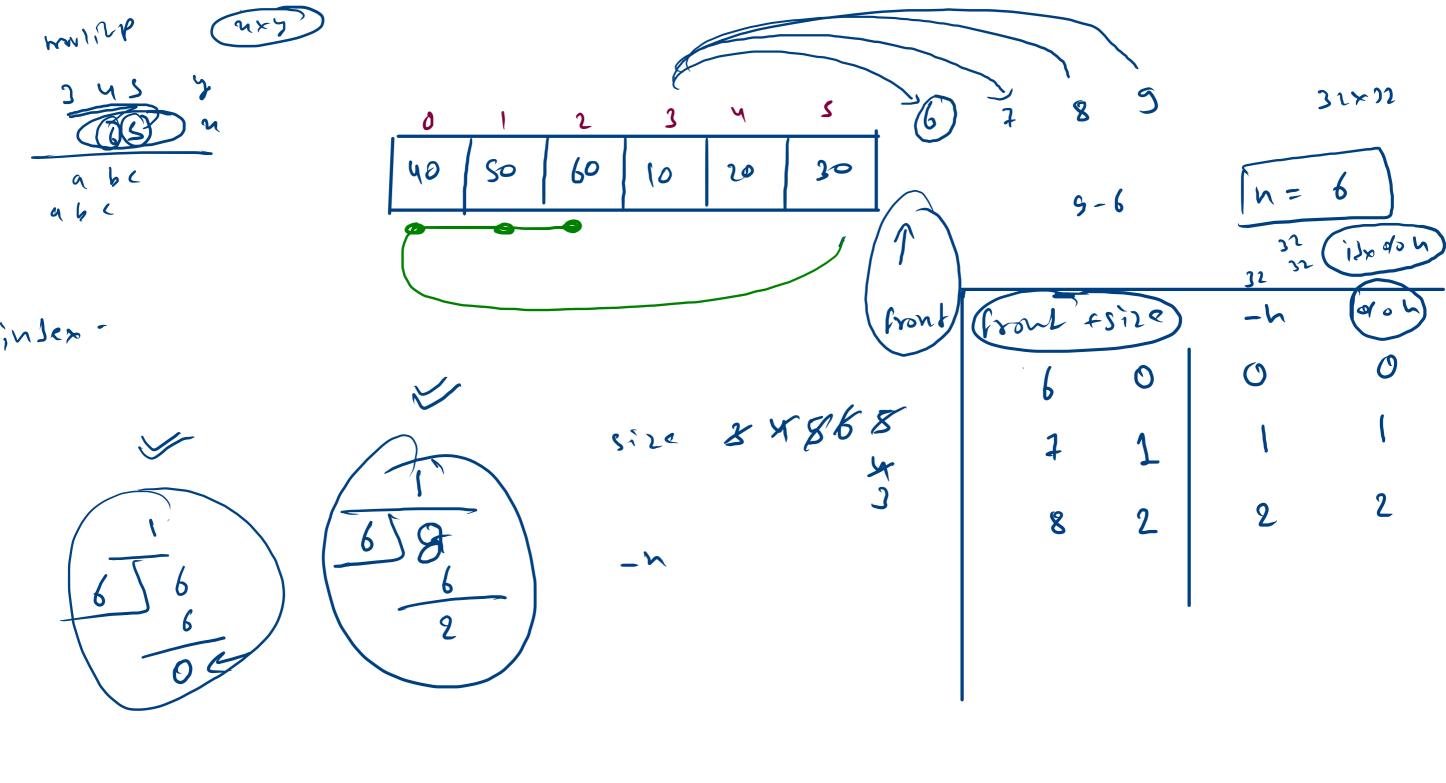




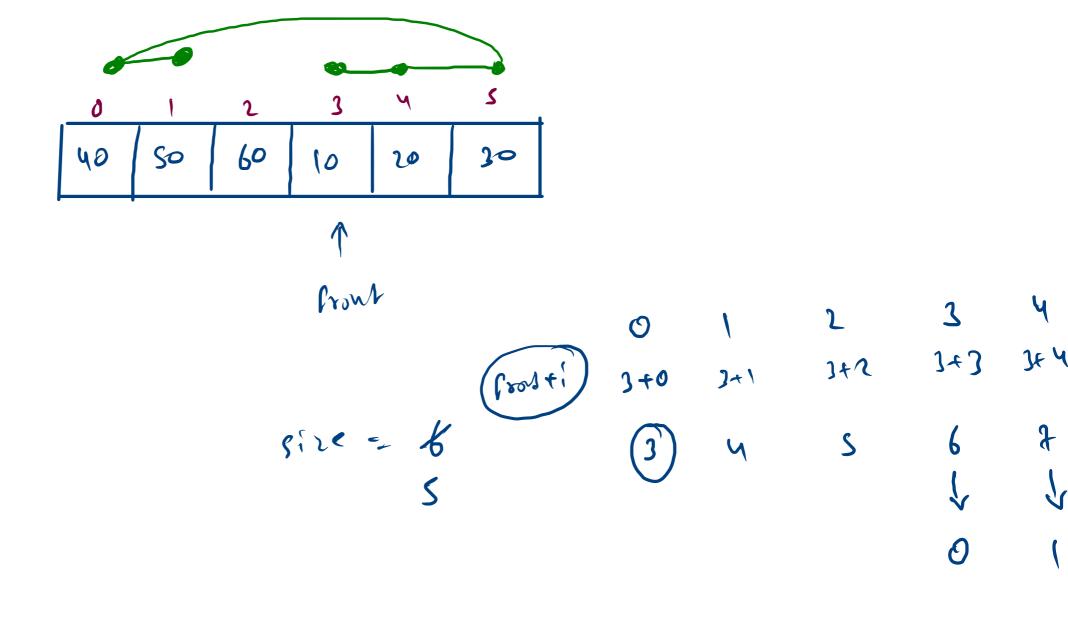


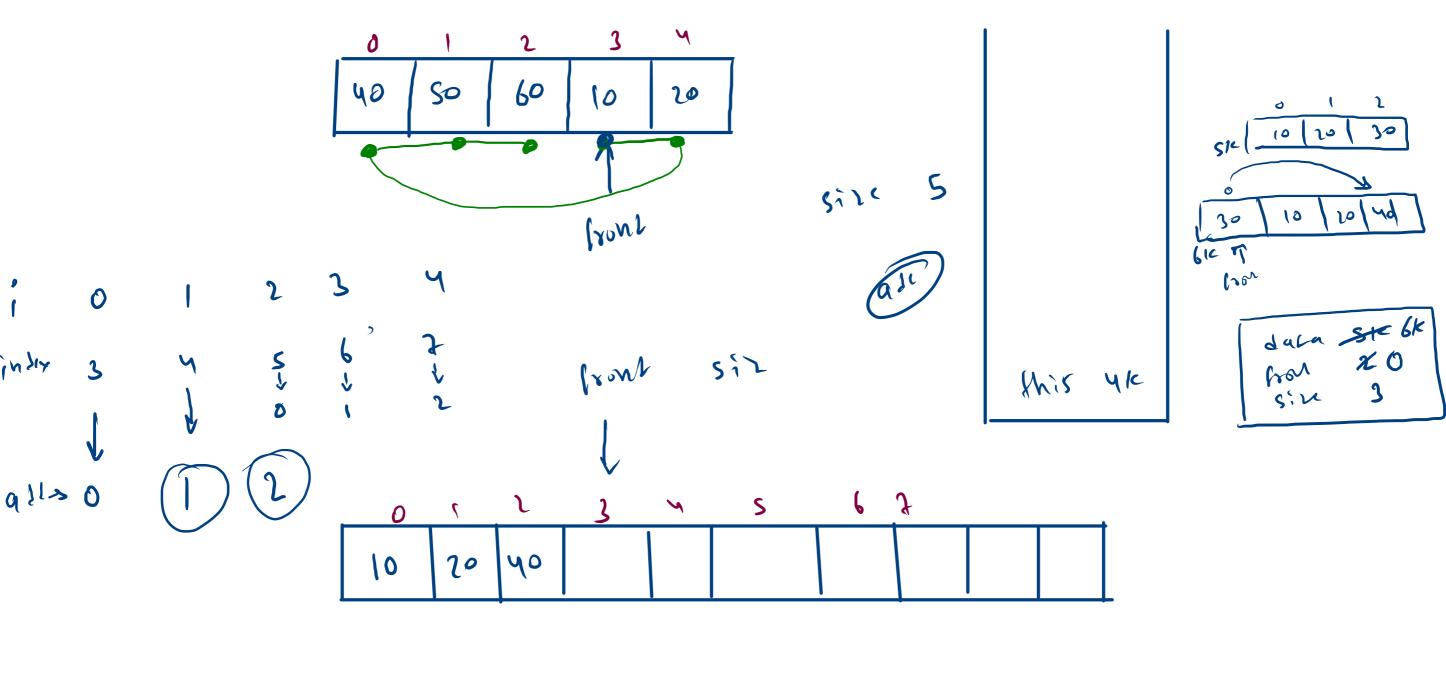
To add - Growl + Size

a 1 1 60



phsly4(hom)





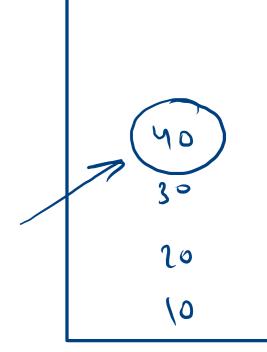
maind 10/20 18E V91:30 pop val-40 helper a 071 remove bille 20 push ellilient soli) lo 30 16 0/ 40 Joy

16 /20/70/40

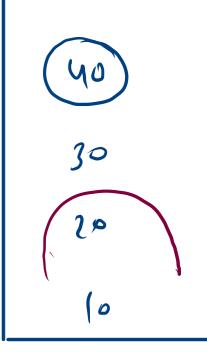
```
while(mainQ.size() > 1){
   oint val = mainQ.remove();
   helperQ.add(val);
}
int val = mainQ.remove();
helperQ.add(val);
while(helperQ.size() > 0){
   mainQ.add(helperQ.remove());
}
return val;
```

```
10 20 20 20 20 20 20 40 Val= 40
```

10/20/20/40



main 2 10 40 30 20 30 20 10 18 30 20 10 Pop

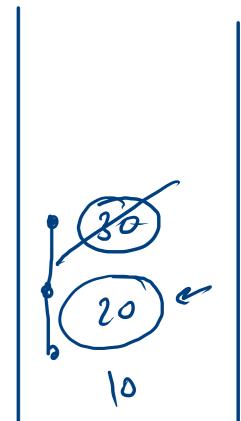


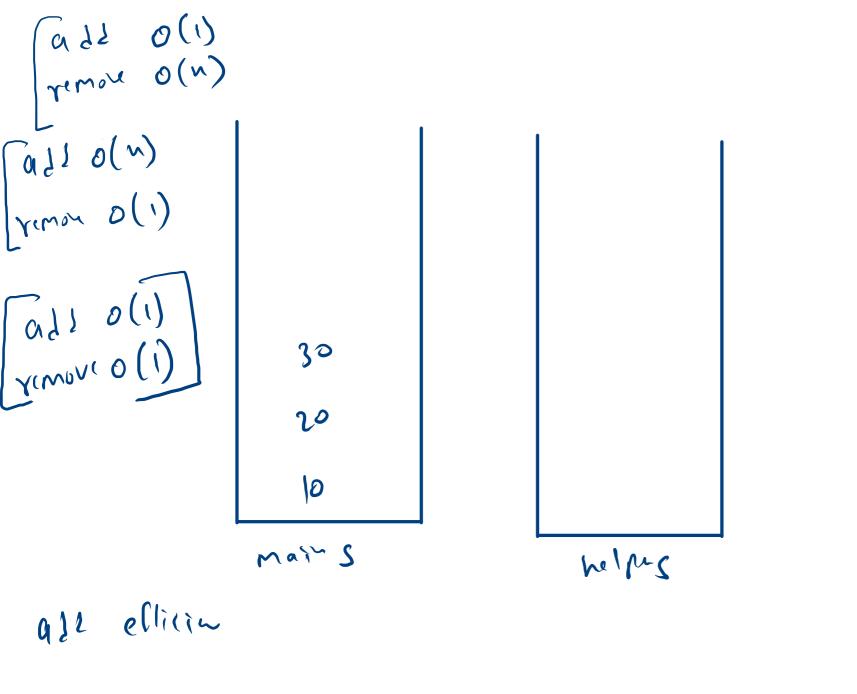
maind

Pox

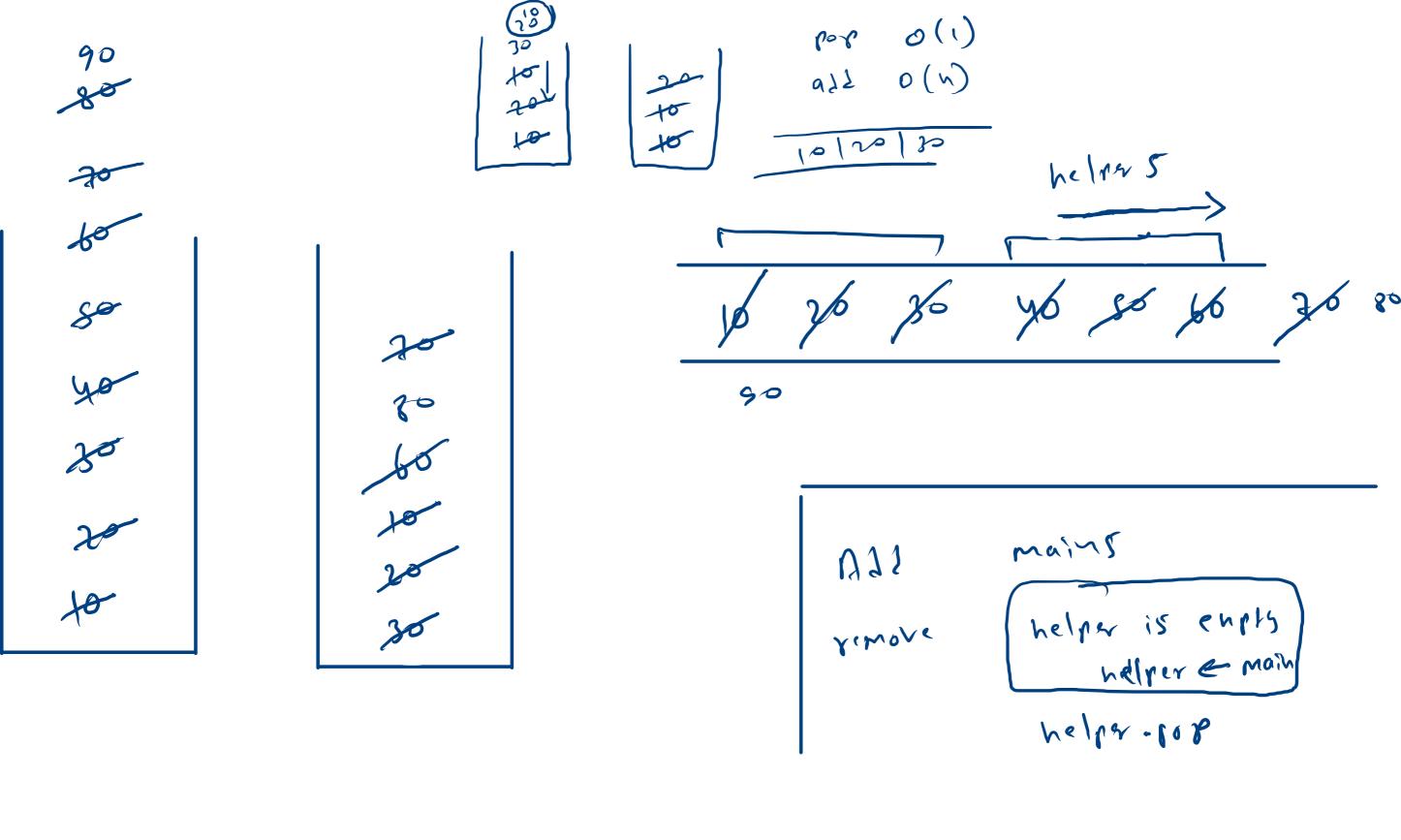
10 20 10 30 20 10

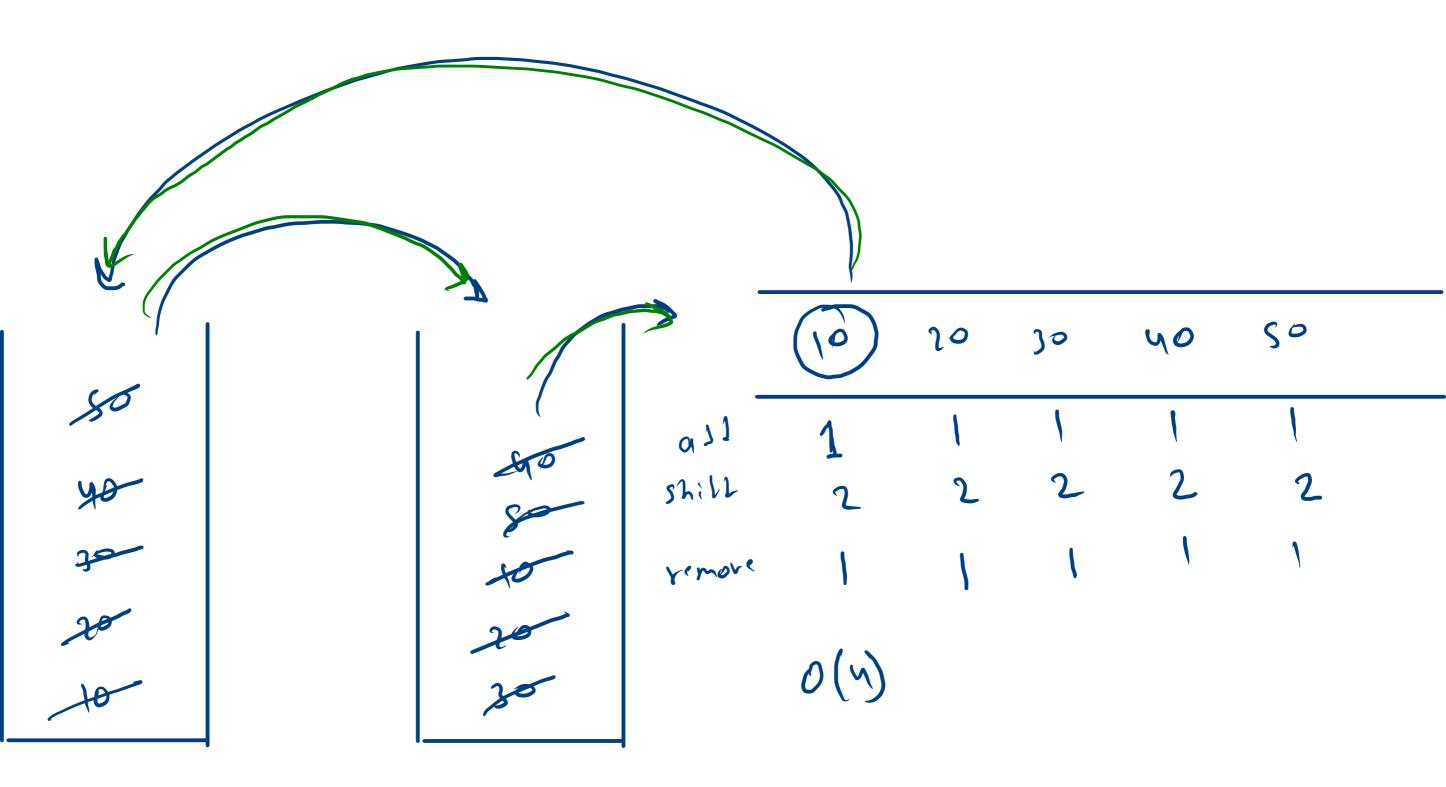
2 3 20 20 10 30 20 10 50 Six & G











val=10 val=no