

# Implement Queue Using Stacks

The screenshot shows a code editor interface with the following details:

- Code Tab:** Shows a C code snippet defining a stack structure.
- Run Tab:** Contains "Run" and "Ctrl" buttons.
- Test Result Tab:** Shows the status as "Accepted" with a runtime of 0 ms.
- Case 1:** Input: ["MyQueue", "push", "push", "peek", "pop", "empty"]  
Output: [null, null, null, 1, 1, false]
- Expected:** Input: ["MyQueue", "push", "push", "peek", "pop", "empty"]  
Output: [null, null, null, 1, 1, false]

The code in the editor is:

```
1 typedef struct {
2     int s1[100];
```