

Queue

For this computer assignment, you are to implement the Queue class using STL stacks. All relevant files are located at `/home/turing/mhou/public/csci340spring2018`.

`assignment4.h` contains the definition of the Queue class. It is given here to facilitate the following description:

```
class Queue {
private:
    std::stack<int> s1, s2;
public:
    bool empty() const;
    int size() const;
    int front();
    int back();
    void push(const int& val);
    void pop();
};
```

You are required to implement this class in `assignment4.cc`. In this file, the `main` function is already provided. The driver program works with an input file `assignment4input.txt`.

In the implementation of the class, you are going to use stacks `s1` and `s2` to store and manipulate data. You are suggested to use only `s1` to save the element just “pushed” in (i.e. enqueueed), and use `s2` to hold older elements. More details are described below.

<code>empty()</code> :	You need to make sure both <code>s1</code> and <code>s2</code> are empty.
<code>size()</code> :	You need to count the number of elements in both <code>s1</code> and <code>s2</code> .
<code>front()</code> :	This method returns the oldest element. First of all if <code>s2</code> is empty, move all elements from <code>s1</code> to <code>s2</code> . Simply return the top element in <code>s2</code> .
<code>back()</code> :	This method returns the newest element. Simply return the top element in <code>s1</code> .
<code>push()</code> :	Simply add the element to <code>s1</code> .
<code>pop()</code> :	This method removes the oldest element. You can reuse the method <code>front()</code> .

Programming Notes:

- Include any necessary headers.
- In the final version of your assignment, you are not supposed to change existing code, including the class definition and the main method, provided to you in the original files `assignment4.h` and `assignment4.cc`.

- To compile the source file, execute “`g++ -Wall assignment4.cc -o assignment4.exe`”. This will create the executable file `assignment4.exe`. To test your program, execute “`./assignment4.exe < assignment4input.txt > assignment4.out 2>&1`”, which will put the output and error in file `assignment4.out`. `assignment4input.txt` is the input file. You can find the correct output of this program in the file `assignment4.out` in the directory shown in the last page.
- Add documentation to your source file.
- Prepare your `Makefile` so that the TA only needs to invoke the command “`make`” to compile your source file and produce the executable file `assignment4.exe`. **Make sure you use exactly the same file names specified here, i.e. `assignment4.cc` and `assignment4.exe`, in your `Makefile`.** Otherwise your submission may get 0 point.
- When your program is ready, submit your source file `assignment4.cc` and `Makefile` to your TA by following the Assignment Submission Instructions.