Priority Queue

`#include <queue>

std::priority_queue<DataType> priorityQueueName;`

Unveiling Priority Queues:

- Priority Queue & Heap: Tied to heap data structure for efficient management.
- Max Heap Magic: Default priority queue yields the greatest value first. Can also craft a min heap using vector and slight adjustments.
- Fetch Logic: Max heap delivers the largest element; min heap, the smallest.
- Priority Queue Toolbox: Methods encompass push, pop, top, size, empty, streamlining element handling.

Methods

1. push(value): Pushes an element onto the priority queue.

2. pop(): Removes the top element (the highest-priority element) from the priority queue.

3. top(): Accesses the top element (the highest-priority element) of the priority queue.

4. size(): Returns the number of elements in the priority queue.

5. empty(): Checks if the priority queue is empty (i.e., if its size is zero).