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Here y1 point to -1 which is for stack 1 and t2 point to 7 which is for stack 2.

![Diagram

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Here we are for stack 1 inserting by doing t1++ and for stack 2 is t2--. here t1>t2 is fine but t1==t2 will be wrong. But in gfg driver code will always keep t1<t2 in test cases.

Now consider we want to pop 30.

![A picture containing text, blackboard

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See it is pointing to t1 to 20 .30 will not get deleted just pointer will point to 20 now so is new element is getting on t1 or t2 just overlap 30 with that new number.

![A picture containing text, blackboard

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If any of stack is empty return -1.

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