4. 栈与队列

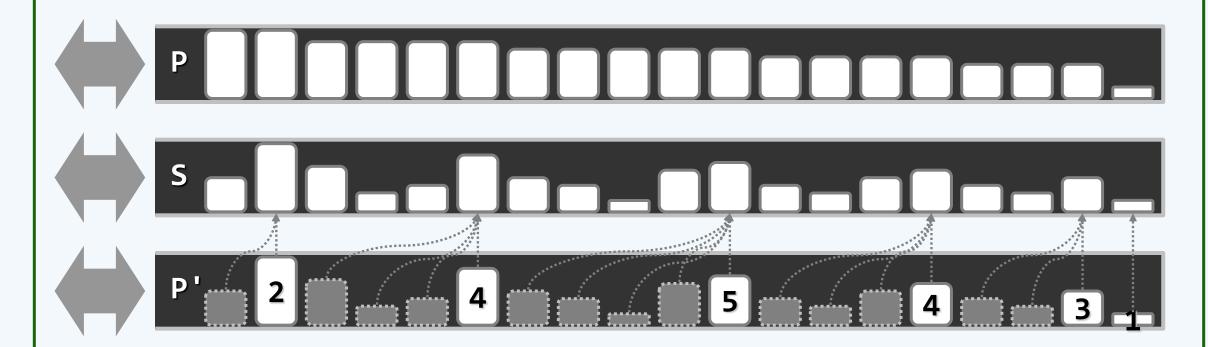
(x1) Steap + Queap

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```
Steap = Stack + Heap = push + pop + getMax
```

- \$ S.pop(); P.pop(); //0(1)
- \$ S.push(e); P.push(max(e, P.top())); //0(1)



```
Queap = Queue + Heap = enqueue + dequeue + getMax
```

