895. Maximum Frequency Stack <hard>

class FreqStack {

unordered\_map<int,int> freq;

unordered\_map<int,stack<int>> group;

int maxfreq;

public:

FreqStack() {

maxfreq = 0;

}

void push(int x) {

int f = freq[x]++;

group[f].push(x);

maxfreq = max(maxfreq, f);

}

int pop() {

int x = group[maxfreq].top();

group[maxfreq].pop();

freq[x]--;

if(group[maxfreq].empty())

maxfreq--;

return x;

}

};

/\*\*

\* Your FreqStack object will be instantiated and called as such:

\* FreqStack\* obj = new FreqStack();

\* obj->push(x);

\* int param\_2 = obj->pop();

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