ITEM item;

if (s1.pop(item)==false) {

cout << "error,Nothing to dequeue" << endl;

return;

}

if (s2.pop(item)==false) {//while s1 is not empty keep popping,store value

while (s1.pop(item) == true) {

s2.push(s1.pop(item));

}

//popped in var then psuh in s2

/\*s1.pop(item);

ITEM temp = item;

s2.push(item);\*/

//we reversed the order of elements

}

s2.pop(item);//popping top element

while (s2.pop(item)==true) {//returning the elements back to stack 1

s1.push(s2.pop(item));

s2.pop(item);

ITEM temp = item;

s1.push(item);

}