```cpp
class Max_Queue {
private:
  stack<PII> stk0, stk1;
public:
  void push(ll x) {
    ll y = stk1.size() ? stk1.top().second : LLONG_MIN;
    stk1.push({ x, max(x, y) });
  }
  void pop() {
    if (!stk0.size()) {
      while (stk1.size()) {
        ll x = stk1.top().first;
        ll y = stk0.size() ? stk0.top().second : LLONG_MIN;
        stk0.push({ x, max(x, y) });
        stk1.pop();
      }
    }
    stk0.pop();
  }
  size_t size() {
    return stk0.size() + stk1.size();
  }
  void clear() {
    while (stk0.size()) stk0.pop();
    while (stk1.size()) stk1.pop();
  }
  ll get_max() {
    ll x = LLONG_MIN, y = LLONG_MIN;
    if (stk0.size()) x = stk0.top().second;
    if (stk1.size()) y = stk1.top().second;
    return max(x, y);
  }
};
```