void printMiddle(struct QueueStack &Queue1, int m) {

struct QueueStack temp;

QueueInit(temp);

int x = (Queue1.s1.size - m) / 2;

int z = 0;

int counter = 0;

while (isEmpty(Queue1) == 0)

{

if (x + counter == temp.s1.size && counter < m) {

z = dequeue(Queue1);

enqueue(temp, z);

printf("%d", z);

counter++;

}

else {

enqueue(temp, dequeue(Queue1));

}

}

}