Implement Queue using two stacks

```
#include <bits/stdc++.h>
using namespace std;

struct Queue {
	stack<int> s1, s2;

	// Enqueue an item to the queue
	void enQueue(int x)
	{
		// Push item into the first stack
		s1.push(x);
	}

	// Dequeue an item from the queue
	int deQueue()
	{
		// if both stacks are empty
		if (s1.empty() && s2.empty()) {
			cout << "Q is empty";
			exit(0);
		}

		// if s2 is empty, move
		// elements from s1
		if (s2.empty()) {
			while (!s1.empty()) {
				s2.push(s1.top());
				s1.pop();
```

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                }
            }

            // return the top item from s2
            int x = s2.top();
            s2.pop();
            return x;
        }
};

// Driver code
int main()
{
        Queue q;
        q.enQueue(1);
        q.enQueue(2);
        q.enQueue(3);

        cout << q.deQueue() << '\n';
        cout << q.deQueue() << '\n';
        cout << q.deQueue() << '\n';

        return 0;
}
```