

Stack

For this computer assignment, you are to implement the Stack class using STL queues. All relevant files are located at /home/turing/mhou/public/csci340spring2017.

assignment4.h contains the definition of the Stack class. It is given here to facilitate the following description:

```
class Stack {
private:
    std::queue<int> q1, q2;
public:
    bool empty() const;
    int size() const;
    int top();
    void push(const int& val);
    void pop();
};
```

You are required to implement this class in assignment4.cc. In this file, the main function is already provided. The driver program works with an input file assignment4input.txt.

In the implementation of the class, you are going to use queues `q1` and `q2` to store and manipulate data. You are suggested to keep all elements in one of the queues at anytime. More details are described below.

<code>empty()</code> :	You need to make sure both <code>q1</code> and <code>q2</code> are empty.
<code>size()</code> :	You need to count the number of elements in both <code>q1</code> and <code>q2</code> .
<code>top()</code> :	This method returns the newest element. If <code>q1</code> is not empty, simply return the end element of <code>q1</code> . Otherwise <code>q2</code> is not empty and simply return the end element of <code>q2</code> .
<code>push()</code> :	Simply add the element to a non-empty queue. If both queues are empty, the new element can be added to an arbitrary queue.
<code>pop()</code> :	This method removes the newest element. Since all elements are in one of the queues, say it is the <code>source</code> , you need to dump all elements except the newest to the other queue. And then remove the last (i.e. the newest) element in the <code>source</code> .

Programming Notes:

- Include any necessary headers.

- In the final version of your assignment, you are not supposed to change existing code, including the class definition and the `main` method, provided to you in the original files `assignment4.h` and `assignment4.cc`.
- To compile the source file, execute “`g++ -Wall assignment4.cc -o assignment4.exe`”. This will create the executable file `assignment4.exe`. To test your program, execute “`./assignment4.exe < assignment4input.txt > assignment4.out 2>&1`”, which will put the output and error in file `assignment4.out`. `assignment4input.txt` is the input file. You can find the correct output of this program in file `assignment4.out` in the directory shown in the last page.
- Add documentation to your source file.
- Prepare your `Makefile` so that the TA only needs to invoke the command “`make`” to compile your source file and produce the executable file `assignment4.exe`. Make sure you use exactly the same file names specified here, i.e. `assignment4.cc` and `assignment4.exe`, in your `Makefile`. Otherwise your submission will get 0 points.
- When your program is ready, submit your source file `assignment4.cc` and `Makefile` to your TA by following the Assignment Submission Instructions.