**Data Structures**

**3. Queues**

1. **Disk Tower**

**# include <bits/stdc++.h>**

**using namespace std ;**

**int main (){**

**int n;**

**cin >> n;**

**int max = n;**

**priority\_queue <int> b ;**

**int a [n];**

**for (int i = 0;i < n;i++){**

**cin >> a[i] ;**

**b.push(a[i]) ;**

**while (b.top() == max){**

**cout << b.top() << " " ;**

**max -- ;**

**b.pop() ;**

**}**

**cout << endl ;**

**}**

**return 0 ;**

**}**