- 1. Assume you have an empty stack, a sequence of operations are performed on it as shown below. Show all intermediate steps and the final stack
 - a. push(a), pop(), push(b), push(c), pop(), push(d), pop, push(e), pop, pop

Push a: a
Pop:
Push b: b
Push c: b,c
Pop: b
Push d: b,d
Pop: b
Push e: b,e
Pop: b

Pop:

End result is there's nothing left. Since there's five push's and five pop's, every element gets removed.

- 2. Assume you have an empty queue, a sequence of operations are performed on it as shown below. Show all intermediate steps and the final queue.
 - a. enqueue(a), enqueue(b), dequeue, enqueue(c), enqueue(d), enqueue(e), dequeue, dequeue, enqueue(f)

Enqueue a: a
Enqueue b: a,b
Dequeue: b
Enqueue c: b,c
Enqueue d: b,c,d
Enqueue e:, b,c,d,e
Dequeue: c,d,e
Dequeue: d,e
Enqueue f: d,e,f

End: d,e,f

- 3. Answer the following questions about your C++ program:
 - a. Write a short summary explaining your solution for question-3 I found this one to be a bit tricky but I think I was able to find an efficient solution to it. To start, I took input from the users for both the number of lockers and passes. I then filled an array of lockers and set each one equal to 0. I set 0 as closed and 1 as open. I then made a nested for-loop where I said if the current pass index was divisible by the current locker index, then I'd switch the status. Then, I ran through it again once it was done and counted all the open lockers, and printed out the status of each one and how many were open.

- b. Did you encounter any challenges in implementing the solution? How did you overcome them?
 - I think understanding the puzzle was a bit complex. It would've been nice if the wording was a bit better or if a few test cases were given because I initially set up the problem wrong as I wasn't entirely clear on when the status should be changed. To fix this, I reached out to the professor and was directed to the correct method.
- Any special instructions to compile your code
 No, it should work with the given compilation instructions and worked in all of my test cases.