

Topic 3. «STL stack»



What is stack?

- Stack is a type of container adaptor, specifically designed to operate in a LIFO context (last-in first-out), where elements are inserted and extracted only from one end of the container.
- Elements are pushed/popped from the "back" of the specific container, which is known as the top of the stack.

Declaration

```
#include <stack>
```

```
stack <int> q;
```

```
stack <double> u;
```

```
stack <char> a;
```

```
stack <short> k;
```

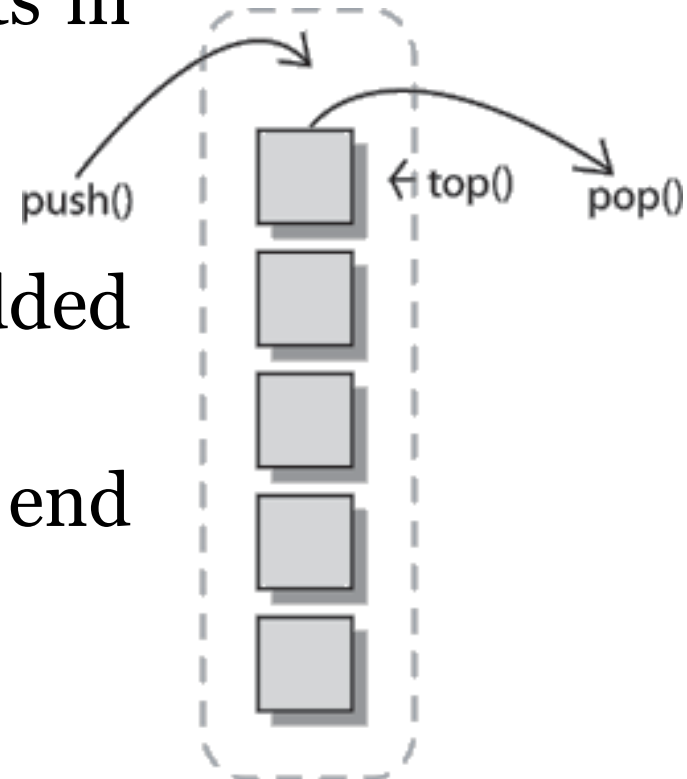
```
stack <long long> e;
```

How to access elements?



Methods

- `size()` – the number of elements in stack;
- `top()` – the last added element;
- `pop()` – remove the last added element;
- `push(x)` – add element `x` to the end of the stack;



Questions?

