

# 1381. Design a Stack With Increment Operation

## Description

Design a stack that supports increment operations on its elements.

Implement the `CustomStack` class:

- `CustomStack(int maxSize)` Initializes the object with `maxSize` which is the maximum number of elements in the stack.
- `void push(int x)` Adds `x` to the top of the stack if the stack has not reached the `maxSize`.
- `int pop()` Pops and returns the top of the stack or `-1` if the stack is empty.
- `void inc(int k, int val)` Increments the bottom `k` elements of the stack by `val`. If there are less than `k` elements in the stack, increment all the elements in the stack.

### Example 1:

**Input**

```
["CustomStack","push","push","pop","push","push","push","increment","increment","pop","pop","pop","pop"]
[[3],[1],[2],[],[2],[3],[4],[5,100],[2,100],[],[],[],[],[ ]]
```

**Output**

```
[null,null,null,2,null,null,null,null,null,103,202,201,-1]
```

**Explanation**

```
CustomStack stk = new CustomStack(3); // Stack is Empty []
stk.push(1);                          // stack becomes [1]
stk.push(2);                          // stack becomes [1, 2]
stk.pop();                            // return 2 --> Return top of the stack 2, stack becomes [1]
stk.push(2);                          // stack becomes [1, 2]
stk.push(3);                          // stack becomes [1, 2, 3]
stk.push(4);                          // stack still [1, 2, 3], Do not add another elements as size is 4
stk.increment(5, 100);                 // stack becomes [101, 102, 103]
stk.increment(2, 100);                 // stack becomes [201, 202, 103]
stk.pop();                            // return 103 --> Return top of the stack 103, stack becomes [201, 202]
stk.pop();                            // return 202 --> Return top of the stack 202, stack becomes [201]
stk.pop();                            // return 201 --> Return top of the stack 201, stack becomes []
stk.pop();                            // return -1 --> Stack is empty return -1.
```

### Constraints:

- $1 \leq \text{maxSize}, x, k \leq 1000$
- $0 \leq \text{val} \leq 100$
- At most `1000` calls will be made to each method of `increment`, `push` and `pop` each separately.

