Code:

```
import java.util.Arrays;
import javax.swing.*;
public class TheStack {
    private String[] StackArray;
    private int stackSize;
    private int topOfStack = -1;
    TheStack(int size){
       StackArray = new String[size];
       Arrays.fill(StackArray, val: "-1");
    public String displayTheStack(){
        String output = "";
           output += "=";
       output += "\n";
       for(int i = 0; i < 10; i++){
            output += "| " + StackArray[i];
        output += "|\n";
        for(int i=0; i<45;i++) {
           output += "=";
        output += "\n";
```

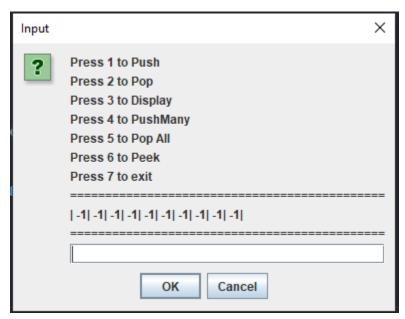
```
public void push(String input){
       String output = "";
       output += "Sorry but the stack is full.";
       output += displayTheStack();
        JOptionPane.showMessageDialog(parentComponent: null, output);
public String pop() {
   String output = "";
       output += displayTheStack();
        output += "POP " + StackArray[topOfStack] + " was removed from the Stack.\n";
        JOptionPane.showMessageDialog(parentComponent: null, output);
```

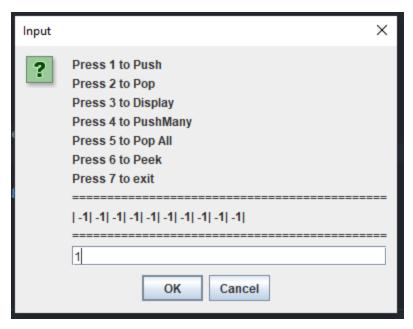
```
output += displayTheStack();
         output += "Sorry but the stack is empty.";
         JOptionPane.showMessageDialog(parentComponent: null, output);
public String peek() {
    String output = "";
     output += displayTheStack();
     JOptionPane.showMessageDialog(parentComponent: null, output);
public void pushMany(String multipleValues) {
     String[] tempString = multipleValues.split(regex: " ");
         push(tempString[i]);
 public void popAll() {
```

```
case 2:
    theStack.pop();
    break;
case 3:
    JOptionPane.showMessageDialog(parentComponent: null,theStack.displayTheStack());
    break;
case 4:
    String values = JOptionPane.showInputDialog(message: "Enter values");
    theStack.pushMany(values);
    break;
case 5:
    theStack.popAll();
    break;
case 6:
    theStack.pek();
    break;
case 7:
    System.exit(status: 1);
}
}
while(menuChoice != 7);

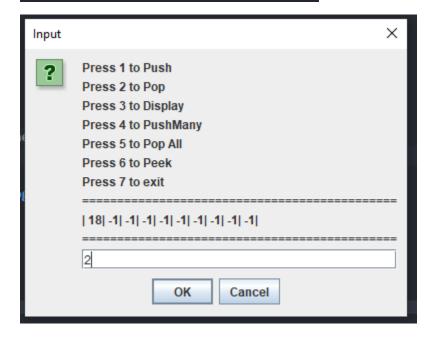
173
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}
```

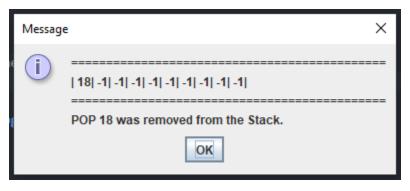
## Output:

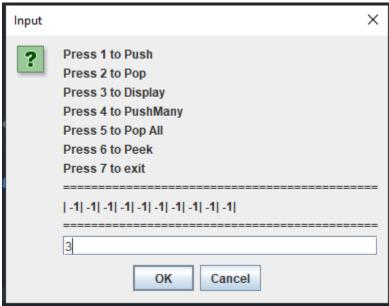


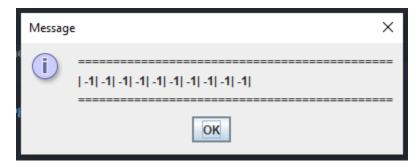


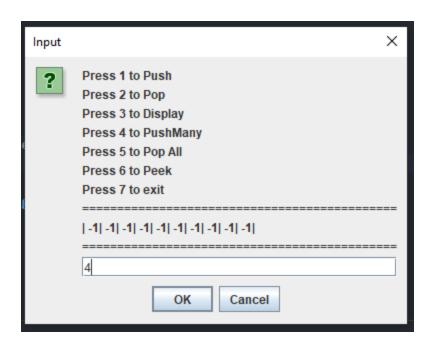


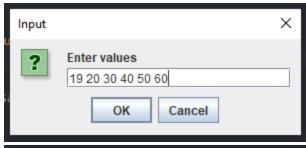


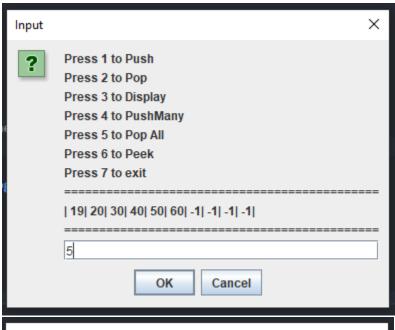




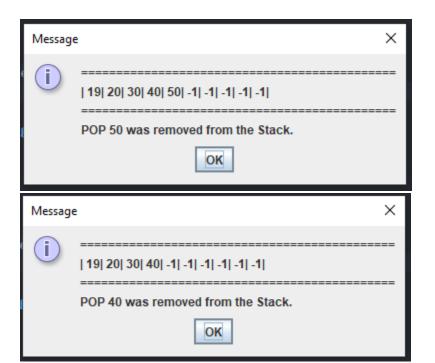


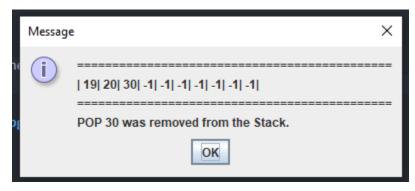


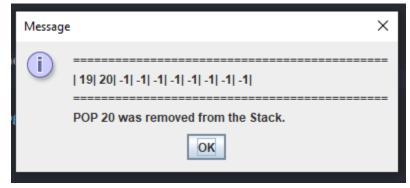


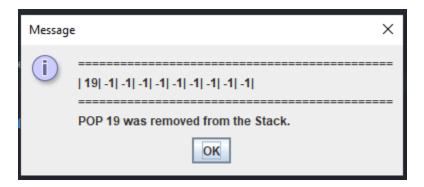












After the Stack.push Many ("10 20 30 40"); (For peek demonstration)

