#include <iostream>

#include <stack>

using namespace std;

int main() {

    system ("cls");

    stack<int> myStack;

    // The values pushed in the stack should be of the same

    // data which is written during the declaration of stack

    myStack.push(21);

    myStack.push(32);

    myStack.push(24);

    myStack.push(29);

    myStack.push(15);

    myStack.push(34);

    myStack.push(45);

    cout<< endl;

    cout << "The size of my stack: "<< myStack.size()<< endl;

   if (myStack.empty()==0)

   {

        cout << "My stack is not empty" << endl;

   }

   else

   {

        cout << "My stack is empty" << endl;

   }

    myStack.pop();

    myStack.pop();

    myStack.pop();

    int num=10;

    myStack.push(num);

    cout << "The current element in my Stack:" << endl;

    while (!myStack.empty()) {

        cout << myStack.top() <<" ";

        myStack.pop();

    }

}