```
C/C++
#include <iostream>
#include <stack>
using namespace std;
void display(stack<string> pl) {
    while (!pl.empty()) {
        cout << pl.top() << endl;</pre>
        pl.pop();
    cout << endl;
}
int main() {
    stack<string> pl;
    cout << "Push elements into stack:" << endl;</pre>
    //add items to the stack
    pl.push("C++");
   pl.push("Java");
    pl.push("Python");
    display(pl);
   return 0;
}
```

```
main.cpp
                                                                              ∝ Share
                                                                                                    Push elements into stack:
2 #include <iostream>
                                                                                                    Python
4 using namespace std;
                                                                                                    Java
6 void display(stack<string> pl) {
       while (!pl.empty()) {
           cout << pl.top() << endl;</pre>
           pl.pop();
                                                                                                    === Code Execution Successful ===
       cout << endl;</pre>
14 int main() {
       stack<string> pl;
       {\tt cout} << "Push elements into stack:" << {\tt endl};
       pl.push("C++");
       pl.push("Java");
       pl.push("Python");
       display(pl);
```

Queue

```
C/C++
#include <iostream>
#include <queue>
using namespace std;
void display(queue<string> q) {
    while (!q.empty()) {
        cout << q.front() << endl;</pre>
        q.pop();
    cout << endl;</pre>
}
int main() {
    queue<string> q;
    cout << "Push elements into queue:" << endl;</pre>
    //Add items to the queue
    q.push("C++");
    q.push("Java");
    q.push("Python");
    display(q);
    return 0;
}
```

