

```
1  #pragma once
2  #include <stdio.h>
3  #include "Point.h"
4
5  class Stack {
6  private:
7      int sp;
8      int maxSize;
9      Point *stack;
10 public:
11     Stack(int stackSize);
12     int Size();
13     void Push(Point point);
14     Point Pop();
15     ~Stack();
16 };
17
18 Stack::Stack(int maxSize) {
19     stack = new Point[maxSize];
20
21     sp = 0;
22     this->maxSize = maxSize;
23 }
24
25 int Stack::Size() {
26     return sp;
27 }
28
29 void Stack::Push(Point point)
30 {
31     if (sp < maxSize)
32         stack[sp++] = point;
33 }
34
35 Point Stack::Pop() {
36     if (sp > 0)
37         return stack[--sp];
38     else
39         return Point();
40 }
41
42 Stack::~~Stack() {
43     delete(stack);
44 }
```