```h
#pragma once
#include <stdio.h>
#include "Point.h"

class Stack {
private:
    int sp;
    int maxSize;
    Point *stack;
public:
    Stack(int stackSize);
    int Size();
    void Push(Point point);
    Point Pop();
    ~Stack();
};

Stack::Stack(int maxSize) {
    stack = new Point[maxSize];

    sp = 0;
    this->maxSize = maxSize;
}

int Stack::Size() {
    return sp;
}

void Stack::Push(Point point)
{
    if (sp < maxSize)
        stack[sp++] = point;
}

Point Stack::Pop() {
    if (sp > 0)
        return stack[--sp];
    else
        return Point();
}

Stack::~Stack() {
    delete(stack);
}
```