**Question 2**

#include <bits/stdc++.h>

using namespace std;

struct MyStack

{

stack<int> s;

int minEle;

void getMin()

{

if (s.empty())

cout << "Stack is empty\n";

else

cout <<"Minimum Element in the stack is: "

<< minEle << "\n";

}

void peek()

{

if (s.empty())

{

cout << "Stack is empty ";

return;

}

int t = s.top(); // Top element.

cout << "Top Most Element is: ";

(t < minEle)? cout << minEle: cout << t;

}

void pop()

{

if (s.empty())

{

cout << "Stack is empty\n";

return;

}

cout << "Top Most Element Removed: ";

int t = s.top();

s.pop();

if (t < minEle)

{

cout << minEle << "\n";

minEle = 2\*minEle - t;

}

else

cout << t << "\n";

}

void push(int x)

{

if (s.empty())

{

minEle = x;

s.push(x);

cout << "Number Inserted: " << x << "\n";

return;

}

if (x < minEle)

{

s.push(2\*x - minEle);

minEle = x;

}

else

s.push(x);

cout << "Number Inserted: " << x << "\n";

}

};