

```

public class reverseList {
    private int[] data;
    private int top;

    public reverseList(int maxItems)
    {
        data = new int[maxItems];
        top = -1;
    }

    public Object top()
    {
        return (data[top]);
    }

    public Object pop()
    {
        top -= 1;

        return data[top + 1];
    }

    public void push(int item)
    {
        if (top < data.length - 1)
        {
            top += 1;
            data[top] = item;
        }
    }

    public boolean is_empty()
    {
        if (top == -1)
        {
            return true;
        }
        else
        {
            return false;
        }
    }

    public void make_empty()
    {
        top = -1;
    }
}

```

I started by recycling stack2

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    public int size()
    {
        if (is_empty())
        {
            return 0;
        }
        else
        {
            return top +1;
        }
    }
}

package Masteries;

import java.util.Scanner;

public class reverseListTest {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        int i;
        reverseList q1 = new reverseList(10);
        for (i = 0; i < 10; i++)
        {

            Scanner input = new Scanner(System.in);
            int intnum;
            System.out.println("Enter a number (999 to quit) : ");
            intnum = input.nextInt();

            if (intnum == 999)
            {
                break;
            }
            else
            {
                q1.push(intnum);
            }
        }

        System.out.println("your numbers backwards are ");

        for (int b =0; b < i; b++)
        {
            System.out.print(q1.pop() + " ");
        }
    }
}

```

I started by creating a for list to count to 10, then created my input system. After saving the input to a variable I pushed it to the list. Then I made an if to check for 999 to quit the program. Finally outside of the for loop I made a system that reverse printed the results.