1. struct MyStack

{

    stack<int> s;

    int minEle;

    // Prints minimum element of MyStack

    void getMin()

    {

        if (s.empty())

            cout << "Stack is empty\n";

        // variable minEle stores the minimum element

        // in the stack.

        else

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

                 << minEle << "\n";

    }

};

2. struct MyStack {

    stack<int> s;

    int maxEle;

    // Prints maximum element of MyStack

    void getMax()

    {

        if (s.empty())

            cout << "Stack is empty\n";

        // variable maxEle stores the maximum element

        // in the stack.

        else

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

                 << maxEle << "\n";

    }

};