class MinStack:

def \_\_init\_\_(self):

self.stack = []

self.minStack = []

def push(self, val: int) -> None:

self.stack.append(val)

if self.minStack:

val = min(self.minStack[-1],val)

self.minStack.append(val)

def pop(self) -> None:

self.stack.pop()

self.minStack.pop()

def top(self) -> int:

return self.stack[-1]

def getMin(self) -> int:

return self.minStack[-1]