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2286. Stack Implementation

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Description

Time Limit: 1sec Memory Limit:256MB

Implement the following Stack:

```
typedef int Stack_entry;

class Stack {
public:
    // Standard Stack methods
    Stack();
    bool empty() const;
    /* Returns true if the stack is empty, otherwise, returns false.
    */
    int size() const;
    /* Returns the number of elements in the stack.
    */
    void push(const Stack_entry &item);
    /*item is pushed into the stack and it becomes the new top element.
    */
    void pop();
    /*The top item is removed if the stack is not empty.
    Otherwise, nothing happens.
    */

    Stack_entry & top() const;
    /* The top element is returned by item if the stack is not empty,
    and the stack remains unchanged.
    Nothing happens if the stack is empty.
    */
    // Safety features
    ~Stack();
    Stack(const Stack &original);
    void operator =(const Stack &original);
};

typedef Stack MyStack;

//or if your are using templates

typedef Stack<int> MyStack;
```

Hint

Submit your implementations only.

Problem Source: ADTs: Implementations and Applications[Status](#)[Submit](#)[Source Code](#)

