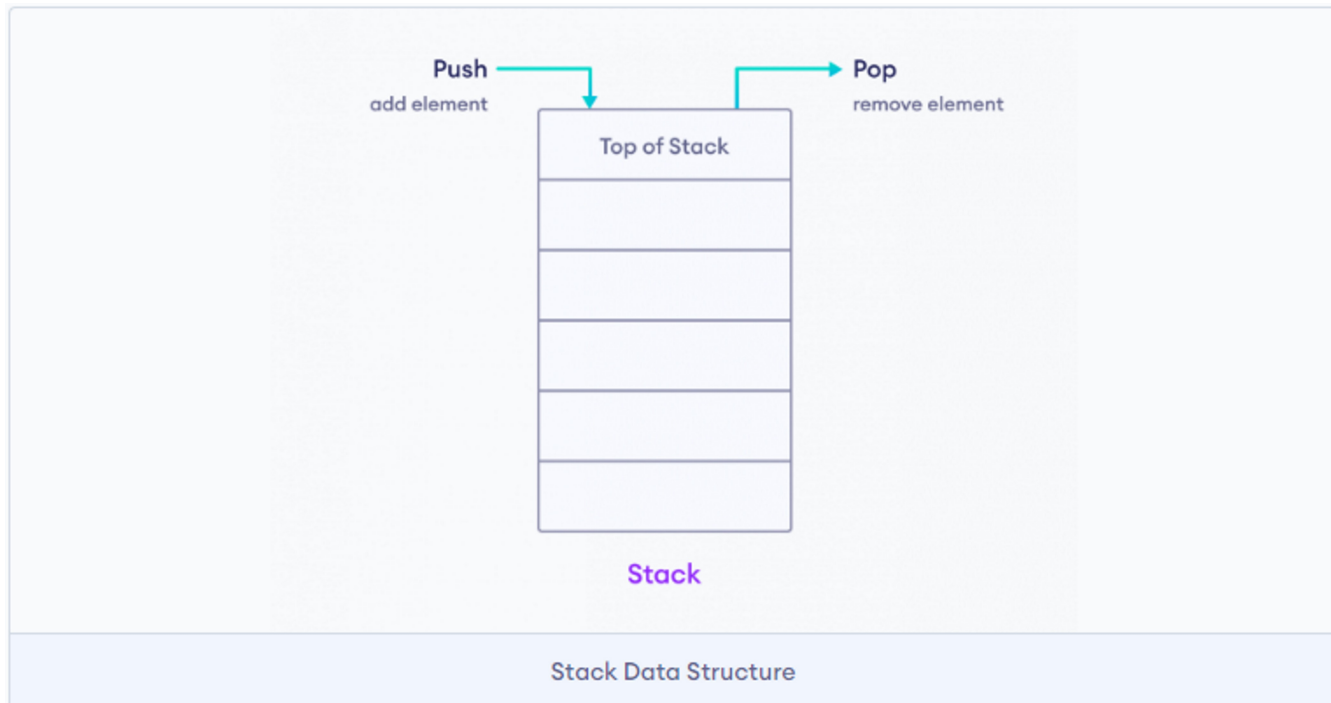


LIFO
(last in first out)



```
#include <stack.h>
```

```
stack<int> numeri;
```

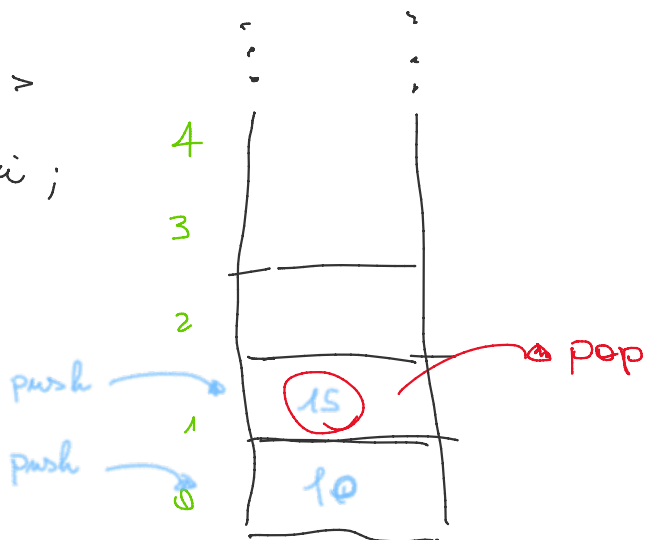
```
numeri.push(10);
```

```
numeri.push(15);
```

```
numeri.pop();
```

```
numeri.top();
```

```
↳ 10
```



```
numeri.size();
```

```
numeri.empty();
```

~ 1
~ false