



```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Collections;

namespace stack_collection
{
    internal class Program
    {
        static void Main(string[] args)
        {
            Stack st = new Stack();

            st.Push('A');

            st.Push('M');

            st.Push('G');

            st.Push('W');

```

```

Console.WriteLine("Current Stack");
foreach (char c in st)
{
    Console.WriteLine(c + " ");
}

Console.WriteLine();
st.Push('V');
st.Push('H');
Console.WriteLine("The next poppable value in stack:{0}",
st.Peek());

Console.WriteLine("Current Stack:");
foreach(char c in st)
{
    Console.WriteLine(c + "");
}

Console.WriteLine();
Console.WriteLine("Remove Lines");
st.Pop();
st.Pop();
st.Pop();

Console.WriteLine("Current stack:");
foreach(char c in st)
{
    Console.Write(c + " ");
}

Console.ReadKey();

```

}
}
}