

```

using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

using System.Collections;

namespace Stack
{
    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.Write(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.Write(c + " ");
        }

        Console.WriteLine();

        Console.WriteLine("Removing values ");
        st.Pop();
        st.Pop();
        st.Pop();

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

```

