Stack

1)

Kodi:

using System;

using System.Collections;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ST1

{

class Program

{

static void Main(string[] args)

{

Stack st = new Stack();

st.Push(1);

st.Push(2);

st.Push(3);

foreach ( Object obj in st)

{

Console.WriteLine(obj);

}

Console.WriteLine(); Console.WriteLine();

Console.WriteLine("The number of elements in the stack " + st.Count);

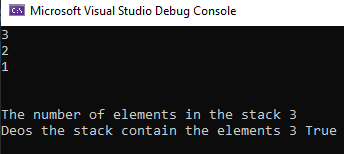
Console.WriteLine("Deos the stack contain the elements 3 " + st.Contains(3));

}

}

}

Rezultati:



2)

Kodi:

using System;

using System.Collections;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ST2

{

class Program

{

static void Main(string[] args)

{

Stack st = new Stack();

st.Push(1);

st.Push(2);

st.Push(3);

st.Pop();

foreach (Object obj in st)

{

Console.WriteLine(obj);

}

}

}

}

Rezultati:

