```
#Problem 1
from inspect import stack
print(")
print('Problem 1')
stack1 = []
def push(stack, num):
  stack.append(num)
def display(stack):
  print(stack)
push(stack1, 1)
push(stack1, 2)
push(stack1, 3)
push(stack1, 4)
display(stack1)
#Problem 2
print(")
print('Problem 2')
stack2 = [5,10,15]
def pop(stack):
  lastNum = stack[-1]
  stack.pop(-1)
  print(f'Top element popped: {lastNum}, Updated Stack: {stack}')
pop(stack2)
#Problem 3
print(")
print('Problem 3')
stack3 = [3,6,9]
def peek(stack):
  print(f'Top element is: {stack3[-1]}')
peek(stack3)
#Problem 4
print(")
```

```
print('Problem 4')
stack4 = []
def is_empty(stack):
  if(len(stack) == 0):
    print('Stack is empty.')
  else:
    print('Stack is not empty.')
is_empty(stack4)
#Problem 5
print(")
print('Problem 5')
stack5 = [7, 14, 21]
def stack_size(stack):
  print(len(stack))
stack_size(stack5)
#Problem 6
print(")
print('Problem 6')
stack6 = [1,2,3]
def reverse_stack(stack):
  stack.reverse()
  print(stack)
reverse_stack(stack6)
#Problem 7
print(")
print('Problem 7')
stack7 = "(())"
stack7_1 = "(()"
def is_balanced(stack):
  left = 0
  right = 0
  for letter in stack:
    if (letter == "("):
      left += 1
    elif (letter == ")"):
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right += 1
  if ((left % 2 == 0) and (right % 2 == 0)):
    print("Parentheses are balanced")
  else:
    print("Parenthese are not balanced")
is_balanced(stack7)
is_balanced(stack7_1)
#Problem 8
print(")
print('Problem 8')
stack8 = [4, 1, 3, 2]
def sort_stack(stack):
  return sorted(stack)
print(sort_stack(stack8))
#Problem 9
print(")
print('Problem 9')
stack9 = [4,5,2,10]
def next_greater_element(nums):
  result = [-1] * len(nums)
  stack = []
 for i in range(len(nums)):
   while stack and nums[i] > nums[stack[-1]]:
     index = stack.pop()
     result[index] = nums[i]
    stack.append(i)
  return result
print(next_greater_element(stack9))
```

```
#Problem 10
print(")
print('Problem 10')
class MinStack:
 def __init__(self):
    self.stack = []
 def push(self, x):
    self.stack.append(x)
 def pop(self):
    if self.stack:
     self.stack.pop()
 def get_min(self):
    if self.stack:
     return min(self.stack)
    return None
min_stack = MinStack()
min_stack.push(1)
min_stack.push(2)
min_stack.push(3)
print(min_stack.get_min())
print(min_stack.stack)
print(min_stack.pop())
print(min_stack.get_min())
```