

Absolutely! As an expert in Java programming, here's a **complete list of all the methods available in the `java.util.Stack` class**, including the ones it inherits from its parent classes (`Vector`, `AbstractList`, `AbstractCollection`, and `Object`).

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## ✓ Stack Class Overview

Java `Stack` is a subclass of `Vector` and extends `Vector<E>`. It uses **LIFO (Last In, First Out)** principle.

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## 📌 Methods Declared in Stack

These are the **specific methods** declared in the `Stack` class:

Method	Description
<code>boolean empty()</code>	Checks if the stack is empty.
<code>E peek()</code>	Returns the object at the top without removing it.
<code>E pop()</code>	Removes and returns the top object of the stack.
<code>E push(E item)</code>	Pushes an item onto the top of the stack.
<code>int search(Object o)</code>	Returns the 1-based position from the top of the stack if the object exists, else -1.

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## Important Methods Inherited from Vector

Since `Stack` extends `Vector`, it also inherits **all methods of Vector**. Here are **major Vector methods grouped logically**:

### ◆ Element Access & Modification

Method	Description
<code>E get(int index)</code>	Gets the element at the given index.
<code>E set(int index, E element)</code>	Replaces the element at index with the given one.
<code>void addElement(E obj)</code>	Adds element to the end.
<code>void insertElementAt(E obj, int index)</code>	Inserts element at specific position.
<code>void removeElementAt(int index)</code>	Removes element at specified index.
<code>boolean removeElement(Object obj)</code>	Removes first occurrence of object.
<code>void setElementAt(E obj, int index)</code>	Sets object at index.
<code>E firstElement()</code>	Returns the first element.

<code>E lastElement()</code>	Returns the last element.
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♦ **Capacity & Size**

Method	Description
<code>int size()</code>	Returns number of elements.
<code>int capacity()</code>	Returns current capacity.
<code>void ensureCapacity(int minCapacity)</code>	Ensures capacity is at least <code>minCapacity</code> .
<code>void trimToSize()</code>	Trims capacity to current size.
<code>void setSize(int newSize)</code>	Sets new size, filling with nulls if growing.
<code>boolean isEmpty()</code>	Returns true if vector is empty.

♦ **Search & Query**

Method	Description
<code>boolean contains(Object o)</code>	Checks if element exists.
<code>int indexOf(Object o)</code>	Returns index of first occurrence.

<code>int lastIndexOf(Object o)</code>	Returns index of last occurrence.
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<code>int indexOf(Object o, int index)</code>	Index from specific position.
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<code>int lastIndexOf(Object o, int index)</code>	Last index from specific position.
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<code>boolean containsAll(Collection&lt;?&gt; c)</code>	Checks if vector contains all elements of collection.
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♦ **Bulk Operations**

Method	Description
<code>void addAll(Collection&lt;? extends E&gt; c)</code>	Adds all elements from collection.
<code>void addAll(int index, Collection&lt;? extends E&gt; c)</code>	Inserts all at specific index.
<code>boolean removeAll(Collection&lt;?&gt; c)</code>	Removes all matching elements.
<code>boolean retainAll(Collection&lt;?&gt; c)</code>	Keeps only elements in collection.
<code>void clear()</code>	Removes all elements.

♦ **Conversion & Iteration**

Method	Description
<code>Object[] toArray()</code>	Converts vector to array.
<code>&lt;T&gt; T[] toArray(T[] a)</code>	Converts to typed array.
<code>Enumeration&lt;E&gt; elements()</code>	Returns enumeration of vector.
<code>Iterator&lt;E&gt; iterator()</code>	Returns iterator.
<code>ListIterator&lt;E&gt; listIterator()</code>	List iterator.
<code>ListIterator&lt;E&gt; listIterator(int index)</code>	List iterator from index.
<code>List&lt;E&gt; subList(int fromIndex, int toIndex)</code>	Sublist between two indices.

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## Methods Inherited from java.lang.Object

Method	Description
<code>boolean equals(Object o)</code>	Checks equality.

<code>int hashCode()</code>	Hash code of object.
<code>String toString()</code>	String representation.
<code>Class&lt;?&gt; getClass()</code>	Gets class info.
<code>void notify()</code>	Wakes up a single thread.
<code>void notifyAll()</code>	Wakes all threads.
<code>void wait()</code>	Causes current thread to wait.
<code>void wait(long timeout)</code>	Waits for specified milliseconds.
<code>void wait(long timeout, int nanos)</code>	Waits with nanos.
<code>Object clone()</code>	Creates and returns a copy.
<code>protected void finalize()</code>	Called by GC before object is destroyed.

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## Summary

If you're building or solving problems using Java Stack, you'll mostly use:

- `push(E item)`
- `pop()`
- `peek()`
- `empty()`
- `search(Object o)`

But understanding inherited `Vector` methods gives you a **big power boost** for advanced operations.

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If you want **Java code examples** for all `Stack` methods, I can provide a complete reference file or project. Would you like that?