class MinStack {

Stack<Integer> st;

Stack<Integer> minstack;

int min;

public MinStack() {

this.st=new Stack<>();

this.minstack=new Stack<>();

this.min=Integer.MAX\_VALUE;

minstack.push(Integer.MAX\_VALUE);

}

public void push(int val) {

min=Math.min(min,val);

st.push(val);

minstack.push(min);

}

public void pop() {

st.pop();

minstack.pop();

this.min=minstack.peek();

}

public int top() {

return st.peek();

}

public int getMin() {

return min;

}

}

/\*\*

\* Your MinStack object will be instantiated and called as such:

\* MinStack obj = new MinStack();

\* obj.push(val);

\* obj.pop();

\* int param\_3 = obj.top();

\* int param\_4 = obj.getMin();

\*/