

template<class type> stack

topPtr: * stack<type>

copy (c: stack<type>& const): void

+ stack()

+ ~stack()

+ stack(c: stack<type>& const)

+ empty() const: bool

+ size() const: int

+ top() const: type

+ print() const: void

+ push(type) :void

+ pop() : void

+ initStack() : void

+ operator=(stack<type> const) const :
stack<type>&