

# Studienleistung Programmierung II Teil 4

## Teil A - Datenstrukturen

Stack.java:

```
package Silly;

import java.util.ArrayList;
import java.util.List;

public class Stack<E> {
    private List<E> list;

    public Stack(){
        list= new ArrayList<E>();
    }

    public void push(E item){
        list.add(item);
    }

    public E pop(){
        return list.remove(list.size() - 1);
    }

    public boolean isEmpty(){
        return list.isEmpty();
    }
}
```

Test.java:

```
import Misc.*;
import Silly.Stack;

public class Test {
    public static void main(String[] args) {
        Console console = new Console();
        Stack<String> stack= new Stack<String>();
        console.log("IS STACK EMPTY", stack.isEmpty());
        stack.push("test");
        console.log("PUSH ITEM");
        console.log("IS EMPTY", stack.isEmpty());
        console.log("POP ITEM", stack.pop());
    }
}
```

## Teil B - "Geometrische Objekte"

siehe bitbucket --> <https://bitbucket.org/TitanNano/vectorsketchbook>