①
```
        void push (int x )
        {
            main stack. push (x) ;
            if ( main stack . size () == 1 )
            {
                track stack . push (x) ;
                return ;
            }
            if (x > track stack . top () )
                track stack . push (x) ;
            else
                track stack . push ( track stack . top () ) ;
        }
        int  get Max ()
        {
            return  track stack . top () ;
        }
        int pop ()
        {
            main stack . pop () ;
            track stack . pop () ;
        }
```

(2)

```
int min = data;
if (!minst.isEmpty() && min > minst.peek()){
    min = minst.peek();
}

st.push(data);
minst.peek();
}

st.push(data);
minst.push(min);
}
```