Stack

The **Stack**class represents a ***last-in-first-out (LIFO)*** stack of objects. While a Vector starts index at 0, a Stack starts index at 1. It extends class Vector with five operations that allow a vector to be treated as a stack. The additional operations are:

// Tests if this stack is empty.

boolean empty();

// Read the object at the top of this stac

peek()

// Retrieve and remove the object at the top of this stack

pop()

// Pushes an item onto the top of this stack.

push(E item)

// Find the position of an object in this stack

Int search(Object o)