class Stack:

    def \_\_init\_\_(self):

        self.stack = []

    def is\_empty(self):

        # Stack bo'sh yoki yo'qligini tekshirish

        return len(self.stack) == 0

    def push(self, item):

        # Element qo'shish

        self.stack.append(item)

        print(f"{item} qo'shildi")

    def pop(self):

        # Oxirgi elementni olib tashlash

        if self.is\_empty():

            return "Stack bo'sh"

        return self.stack.pop()

    def peek(self):

        # Oxirgi elementni ko'rish

        if self.is\_empty():

            return "Stack bo'sh"

        return self.stack[-1]

    def size(self):

        # Stackdagi elementlar soni

        return len(self.stack)

# Stack obyekti yaratish

my\_stack = Stack()

# Stack operatsiyalarini bajarish

my\_stack.push(10)

my\_stack.push(20)

my\_stack.push(30)

print("Stackning yuqorigi elementi:", my\_stack.peek())

print("Olingan element:", my\_stack.pop())

print("Stackdagi elementlar soni:", my\_stack.size())

print("Stack hozirda bo'shmi?:", my\_stack.is\_empty())