```
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#include <iostream>
using namespace std;
class Stack
private:
    int *stack;
    int taille;
    int index=-1;
public:
    Stack(int taille = 20)
        stack = new int[taille];
    ~Stack()
        delete[] stack;
    void operator<<(int n)</pre>
        if (index < taille</pre>
 - 1)
            stack[++index] = n;
        else
            throw "La pile est pleine impossible d ajouter";
    void operator>>(int &n)
        if (index >= 0)
            n = stack[index--];
        else
```

```
throw "La pile est vide impossible de retirer";
    bool operator++()
        return index == taille
 - 1;
    bool operator--()
        return index == -1;
};
int main()
    Stack p;
    try
        p << 10;
        p << 20;
        p << 30;
        int n1 = 0;
        int n2 = 0;
        int n3 = 0;
        p >> n1;
        p >> n2;
        p >> n3;
        cout << "n1 = " << n1 << endl;
        cout << "n2 = " << n2 << endl;</pre>
        cout << "n3 = " << n3 << endl;</pre>
        if (++p)
            cout << "La pile est pleine" << endl;</pre>
        else
            cout << "La pile n est pas pleine " << endl;</pre>
        if (--p)
```

```
{
    cout << "La pile est vide" << endl;
}
else
{
    cout << "La pile n est pas vid " << endl;
}

catch (char *e)
{
    cerr << "Erreur: " << endl;
}

return 0;
}</pre>
```

Exécution de code :

```
n1 = 30
n2 = 20
n3 = 10
La pile n est pas pleine
La pile est vid
```