

## Initializing objects

- It is very common for some part of an object to require initialization before it can be used. e.g. a circle's centre and radius must be se

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```
//pop a value off the top of the stack
int Stack::Pop(){
    if (topOfStack==0){
        cout << "Stack underflow";
    }
    else{
        topOfStack--;
        return stackArray[topOfStack];
    }
}
```



