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//Tests the push, empty, size, pop, and top methods of the stack library.
#include <iostream>
#include <stack> // Calling Stack from the STL
using namespace std;
int main() {
    stack<int> newStack;
    newStack.push(3); //Adds 3 to the stack
    newStack.push(8);
    newStack.push(15);
    // returns a boolean response depending on if the stack is empty or not
    cout << "Stack Empty? " << newStack.empty() << endl;
    // returns the size of the stack itself
    cout << "Stack Size: " << newStack.size() << endl;
    // returns the topmost element of the stack
    cout << "Top Element of the Stack: " << newStack.top() << endl;
    // removes the topmost element of the stack
    newStack.pop();
    cout << "Top Element of the Stack: " << newStack.top() << endl;
    cout << "Stack Size: " << newStack.size() << endl;
    return 0;
}
```