Please complete the methods that need implementations.

/\*  
\* To change this license header, choose License Headers in Project Properties.  
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\* and open the template in the editor.  
\*/  
package lesson1;

/\*\*  
\*  
\* @author dawit.gebremichael  
\*/  
public class Stack2 {

int[] numbers = new int[5];  
int coutnter = 0;

public void push() {  
for (int i = 0; i < 10; i++) {  
if (i % 2 == 0) {  
System.out.println(" " + i);  
numbers[coutnter] = i;  
}  
}

}

public void pop() {

}

public void peek() {  
// System.out.println(stack.peek());  
}  
  
public boolean isEmpty(){  
return true;  
}

public static void main(String[] args) {

Stack2 st = new Stack2();  
st.push();  
  
}

}