```cpp
#include <iostream>
#include <vector>
#include <string>

using namespace std;

template <class T>
class Stack {
private:
    vector<T> elems;          // elements

public:
    void push(T);             // push element
    void pop();               // pop element
    T top();                  // return top element
};

template <class T>
void Stack<T>::push(T elem)
{
    elems.push_back(elem);
}

template <class T>
void Stack<T>::pop()
{
    elems.pop_back();
}

template <class T>
T Stack<T>::top()
{
    return elems.back();
}

int main()
{
        Stack<int>    intStack;       // stack of ints
        Stack<string> stringStack;    // stack of strings

        // manipulate int stack
        intStack.push(7);
        intStack.push(5);
        cout << intStack.top() << endl;

        // manipulate string stack
        stringStack.push("hello");
        stringStack.push("world");
        cout << stringStack.top() << endl;
        stringStack.pop();
        cout << stringStack.top();

        getchar();
        return 0;
}
```