栈的实现

- 定义属性字段
1. 在数组的基础上实现
2. 属性： elements, size, capacity
3. 构造器实现
- 定义方法
1. push, pop, peek, isEmpty

栈的实现 – 属性及构造器

```java
public class Stack<T> {
    private int size;
    private int capacity;
    private T[] elementData;

    public Stack(int capacity) {
        this.size = 0;
        this.capacity = capacity;
        this.elementData = new T[capacity];
    }
}
```