Question 3

Ans:

In [15]:
```
class Stack:
    def __init__(self):
        self.stack = []

    def push(self, item):
        self.stack.append(item)

    def pop(self):
        if self.isEmpty():
            return None
        return self.stack.pop()

    def isEmpty(self):
        return len(self.stack) == 0
```

In [16]:
```
# Create a stack object
my_stack = Stack()

# Check if the stack is empty
print(my_stack.isEmpty())

# Push elements onto the stack
my_stack.push(10)
my_stack.push(20)
my_stack.push(30)

# Check if the stack is empty
print(my_stack.isEmpty())

# Pop elements from the stack
print(my_stack.pop())
print(my_stack.pop())
print(my_stack.pop())
print(my_stack.pop())

# Check if the stack is empty
print(my_stack.isEmpty())
```

```
True
False
30
20
10
None
True
```

In [ ]: