

```
/******  
* FileName :  STACKmain.cpp  
******/
```

```
#include <iostream>  
#include <string>  
#include "Stack.h"  
using namespace std;
```

```
int main(int argc, char* argv[])  
{  
    int value;  int sizeStack;    string command;  
    .....  
    while (1)  {  
        cout << "Enter the command(push, pop, traverse, exit) : ";  
        .....  
  
        if (!command.compare("push"))    {.....}  
        else if (!command.compare("pop"))    {.....}  
        else if (!command.compare("traverse"))    {  
            stack.print();  
        }  
        else if (!command.compare("exit"))    {break; }  
        else  {cout << "Bad Command!" << endl;  }  
    }  
    return 0;  
}
```

```

/*****
* FileName :   StackADT.cpp
*****/

#include "Stack.h"

Stack::Stack(int size) : size(size) /* 데이터 초기화 */
{.....}

Stack::~Stack()
{ .....}

bool Stack::isFull() const
{.....}

bool Stack::isEmpty() const
{.....}

void Stack::push(int value)
{.....}

int Stack::pop() {
    return arrayOfData[top--];
}

void Stack::print()
{.....}

```

```
/******  
  
* Stack.h  
  
*****/  
  
#include <iostream>  
  
class Stack {  
private:  
    int* arrayOfData;  
    int top;  
    const int size;  
public:  
    Stack(int size);  
    virtual ~Stack();  
    bool isFull() const;  
    bool isEmpty() const;  
    void push(int value);  
    int pop();  
    void print() const;  
};
```