#include<iostream>

#include<process.h>

using namespace std;

class stack

{

protected:

enum {max=3};

int st[max];

int top;

public:

stack()

{top=-1;}

void push(int var)

{

st[++top]=var;

}

int pop()

{

return st[top--];

}

};

class stack2:public stack

{

public:

void push(int var)

{

if(top>=max-1)

{

cout<<"\n:error: stack is ful";

//exit(1);

}

stack::push(var);

}

int pop()

{

if(top<0)

{

cout<<"\nerror:stack is emptty";

//exit(1);

}

return stack::pop();

}

};

void main()

{

stack2 s;

s.push(11);

s.push(22);

s.push(33);

cout<<"endl"<<s.pop();

cout<<"endl"<<s.pop();

cout<<"endl"<<s.pop();

cout<<"endl"<<s.pop();

getchar();

getchar();

//return 0;

}