

STL

Stack



Saurabh Shukla (MySirG)

Agenda

- ① stack
- ② Creating stack object
- ③ stack methods

Stack

- Stack is a template container adaptor class that provides a restriction of functionality limiting access to the element most recently added to some underlying container type.

The stack class is used when it is important to be clear that only stack operations are being performed on the container.

Stack

- Stack can be used as an implementation of deque (default), list, vector or any other sequence container that supports the operations of back, push_back and pop_back.

The underlying container class is encapsulated within the container adaptor, which exposes only the limited set of the sequence container member functions as a public interface.

Stack

The header for the stack library
is `<stack>`

No support of iterators.

How to create a stack object?

```
Stack <int, vector<int>> s1;
```

```
Stack <int, deque<int>> s2;
```

Stack method

push()

pop()

top()

size()

empty()