```cpp
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---------------*/
#include<iostream>
#include <vector>
using namespace std;

template<class T>

class Stack{
public:
    vector<T> stack;

    //push method
    T push(T item){

        stack.insert(stack.begin(),item);
        cout<<"Added "<<item<<endl;
        return item;
    }

    T pop(){
        if (stack.empty()){
            cout<<"nothing to pop here";
            T i;
            return (i);
        }
        else{
            T item=stack.front();
            stack.erase(stack.begin());
            return item;
        }
    }

    T peek(){
        if (stack.empty()){
            cout<<"nothing to pop here";
            T i;
            return i;
        }
        else{
            T item=stack.front();
            return item;

        }

    }

    void display(){
        cout<<"\n\nDisplay Stack: \n\n";
        for(T i: stack){
            cout<<i<<", ";
        }
        cout<<endl<<endl;
    }

};
int main(){
    Stack<int> s;

    //array of values to add to the Stack

    int arr[]={6,3,8,1,5,7,9,0,2,4};
```

```cpp
        for(int i: arr){
            s.push(i);
        }


        s.display();

        cout<<"test pop by poping top 3 elements\n\n";

        for(int i=0; i<3;i++){
            s.pop();
        }

        s.display();

        cout<<"view the new top element using peek\n\n";

        cout<<"The top element is "<<s.peek()<<endl;



        return 0;
}
```