##Min stack

class MinStack(object):

def \_\_init\_\_(self):

"""

initialize your data structure here.

"""

self.stack = []

self.max = []

def push(self, x):

"""

:type x: int

:rtype: void

"""

self.stack.append(x)

if not self.max:

self.max.append(x)

elif self.max[-1]>x:

self.max.append(x)

else:

self.max.append(self.max[-1])

def pop(self):

"""

:rtype: void

"""

if len(self.stack):

self.stack.pop(-1)

self.max.pop(-1)

def top(self):

"""

:rtype: int

"""

return self.stack[-1]

def getMin(self):

"""

:rtype: int

"""

return self.max[-1]