Credit Name: Chapter13
Assignment Name: Reverse List

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Reflection log

I started off by importing scanner for taking user inputs and the stack for use in manipulation of said inputs.

```
package Masteries;

import java.util.Scanner;
import java.util.Stack;
```

I then initialized scanner and stack inside of the main method

```
public class ReverseList {

    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);
        Stack<Integer> stack = new Stack<>();
```

I then created the stage upon which the user may allow their inputs to a maximum of 10 with an optional stop code of 999 using a while loop and counter. This is also where the user input would be pushed onto the stack.

```
int counter = 0;

System.out.println("Enter a number (999 to quit):  ");
while (counter < 10) {

    int number = input.nextInt();

    if (number == 999) {
        break;
    }

    stack.push(number);
    counter++;

    if (counter < 10) {
        System.out.println("Enter a number (999 to quit):  ");
    }
}
```

Lastly I outputted the reversed list for display to the user as well as the exception for no user input.

```
System.out.print("The list reversed is:  ");

while (!stack.isEmpty()) {
    System.out.print(stack.pop() + " ");
```