

public interface StackInterface{

public boolean isEmpty();

//Pre: none

//Post: Returns true if the stack is empty, otherwise returns false.

public void push(Object item) throws StackException;

//Pre:item is the new item to be added

//Post: If insertion is successful, item is on the top of the stack.

//Post:Throw StackException if the insertion is not successful

public Object top() throws StackException;

//Pre: none

//Post: If stack is not empty, the item on the top is returned. The stack is left unchanged

//Post: Throws StackException if the stack is empty.

public void pop() throws StackException;

//Pre: none

//Post: If stack is not empty, the item on the top is removed from the stack.

//Post: Throws StackException if the stack is empty.