

```
#include<iostream>
#include<stdlib.h>

using namespace std;
```

```
template <class T> class Stack
{
    int max,top;
    T stack[100];

    public:
        Stack();
        int isFull();
        int isEmpty();
        void push(T data);
        T pop();
};
```

```
template <class T> Stack <T> :: Stack()
{
    max=99;
    top=0;
}
```

```
template <class T> int Stack <T> :: isFull()
{
    if (top==max)    return 1;
    else            return 0;
}
```

```
template <class T> int Stack <T> :: isEmpty()
{
    if (top==0)    return 1;
    else          return 0;
}
```

```
template <class T> void Stack <T> :: push(T data)
{
    top=top+1;
    stack[top]=data;
}
```

```
template <class T> T Stack <T> :: pop()
{
    T pdata;
    pdata=stack[top];
    top=top-1;
    return(pdata);
}
```

```
#include "Stack.h"
```

```
main()
```

```
{  
    int n, number;  
    Stack <int> st;  
  
    cout << ".....Enter the Decimal Number..... ? ";  
    cin >> n;
```

```
    int rdigit;  
  
    while (n!=0)  
    {  
        rdigit=n%2;  
  
        st.push(rdigit);  
  
        n=n/2;  
    }
```

```
    cout << ".....Binary Equivalent..... ";  
  
    while ( !st.isEmpty() )  
    {  
        cout << st.pop() << " ";  
    }  
  
    cout << endl;
```

```
}
```
