```
#include <iostream> // Including input-output stream header file

using namespace std; // Using standard namespace

struct Node
{
    int data;
    Node *next;
};


class Stack
{

Node * top=NULL;

public:

bool is_Empty()
{
    if(top==NULL)
    {
        return true;
    }
    else
    {
        return false;
    }
}




void Insert(int a)
{
    Node* ptr= new Node;
    ptr->data=a;

    if(top==NULL)
    {
        ptr->next=NULL;
    }
    else
```

```
    {
        ptr->next=top;
    }
    top=ptr;
    cout<<ptr->data <<" added to stack " <<endl;
}

void pop()
{
    if(is_Empty())
    {
        cout<<" Stack Empty " <<endl;
    }
    else{
    Node*curr=top;
    top= top->next;
    cout<< curr->data << "removed from stack" <<endl;
    delete curr;
    }
}


int peek()
{

    return top->data;
}


};

int main() {

Stack stack1;
stack1.Insert(10);
stack1.Insert(20);
stack1.Insert(30);


cout<<" Output of peek function " <<endl;
cout<<stack1.peek() <<endl;
stack1.pop();
stack1.pop();
stack1.pop(); }
```