```cpp
#include <iostream>
using namespace std;

class Stack
{
	struct node
	{
		node *next;
		int value;
	public:
		node(int value)
		{
			this->value = value;
			next = nullptr;
		}
	};
	node *head;
	int temp;
public:
	Stack()
	{
		head = nullptr;
	}
	void push(int value)
	{
		node *newnode = new node(value);
		if (!head)
		{
			head = newnode;
		}
		else
		{
			newnode->next = head;
			head = newnode;
		}
	}
	int pop()
	{
		if (!head)
		{
			throw "stack underflow";
		}
		else
		{
			temp = head->value;
			head = head->next;
			return temp;
		}
	}
};
int main()
{
	Stack s1;
	s1.push(10);
	int i = 0;
	for (i = 0; i < 10; i++)
	{
		cout << i << endl;
```

```
		s1.push(i);
	}
	for (i = 0; i < 10; i++)
	{
		cout << s1.pop() << endl;
	}
	int num;
	cin >> num;

}
```