```
class MinStack(object):

  def __init__(self):
     """
     initialize your data structure here.
     """
     self.stack = []
     self.minstack = []


  def push(self, x):
     """
     :type x: int
     :rtype: void
     """
     self.stack.append(x)
     # always keep the min on the top of minstack
     if self.minstack:
        x = min(x, self.minstack[-1])
     self.minstack.append(x)

  def pop(self):
     """
     :rtype: void
     """
     self.minstack.pop()
     self.stack.pop()


  def top(self):
     """
     :rtype: int
     """
     return self.stack[-1]


  def getMin(self):
     """
     :rtype: int
     """
     return self.minstack[-1]
```

```
# Your MinStack object will be instantiated and called as such:
# obj = MinStack()
# obj.push(x)
# obj.pop()
# param_3 = obj.top()
# param_4 = obj.getMin()
```