## EX 12.3

Abstraction is the practice of hiding the non-essential details of an object or concept in favor of presenting exclusively essential information. Abstraction allows complex systems to be broken into essential, understandable parts that makes large-scale and multi-developer projects as continually understandable as possible as complexity grows.

EX 12.4
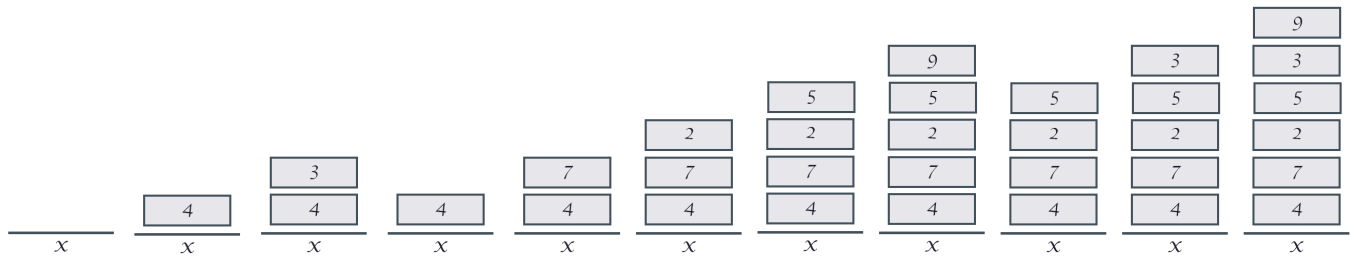
EX 12.5

a.
Y will be assigned to 9
b.
Y will be assigned to 9, then 9 is *pop*'d
Z will be assigned to 3
c.
Y will be assigned to 3, then 3 is *pop*'d
Z will be assigned to 5

EX 12.6

`isEmpty()` should have an **O(1)** time complexity
`size()` should have an **O(1)** time complexity
`toString()` should have an **O(n)** time complexity