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1 #include <stdio.h>
2 #define MAX 100
3 int stack[MAX], top1 = -1;
4 int minStack[MAX], top2 = -1;
5 void MinStack() {
6     top1 = top2 = -1;
7 }
8 void push(int val) {
9     stack[++top1] = val;
10    if (top2 == -1 || val <= minStack[top2])
11        minStack[++top2] = val;
12 }
13 void pop() {
14     if (top1 == -1) return;
15     if (stack[top1] == minStack[top2])
16         top2--;
17     top1--;
18 }
19 int top() {
20     if (top1 == -1) return -1;
21     return stack[top1];
```

```
23 int getMin() {
24     if (top2 == -1) return -1;
25     return minStack[top2];
26 }
27 int main() {
28     MinStack();
29     push(-2);
30     push(0);
31     push(-3);
32     printf("%d\n", getMin());
33     pop();
34     printf("%d\n", top());
35     printf("%d\n", getMin());
36     return 0;
37 }
```

-3

0

-2