

stack.cm

```
/*  
  
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    (See accompanying LICENSE.txt or http://www.gnu.org/licenses/gpl.html  
    )  
  
*/  
  
// Copyright (c) 1994  
// Hewlett–Packard Company  
// Copyright (c) 1996  
// Silicon Graphics Computer Systems, Inc.  
// Copyright (c) 2009 Alexander Stepanov and Paul McJones  
  
using System;  
using System.Concepts;  
  
namespace System.Collections  
{  
    public class Stack<T> where T is Semiregular  
    {  
        public typedef T ValueType;  
  
        public nothrow inline bool IsEmpty() const  
        {  
            return items.IsEmpty();  
        }  
        public nothrow inline int Count() const  
        {  
            return items.Count();  
        }  
        public inline void Push(const ValueType& item) where T is  
            Copyable  
        {  
            items.Add(item);  
        }  
        public inline void Push(ValueType&& item) where T is Movable  
        {  
            items.Add(item);  
        }  
        public inline ValueType Pop() where T is Movable  
        {  
            return items.RemoveLast();  
        }  
        public nothrow inline const ValueType& Top() const  
        {  

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```
        return items.Back();
    }
    public nothrow inline ValueType& Top()
    {
        return items.Back();
    }
    public nothrow void Clear()
    {
        items.Clear();
    }
    private List<ValueType> items;
}
}
```