

```

#ifndef STACK_H_
#define STACK_H_

#include "Vector.h" // with typedef T value_type
using namespace std;

template <typename C>
class Stack
{
public:
    typedef typename C::value_type value_type;

    Stack()
    {}

    int size() const {return the_stack.size();}

    bool empty() const {return the_stack.empty();}

    void push(const value_type& x)
    {
        the_stack.push_back(x);
    }

    void pop()
    {
        the_stack.pop_back();
    }

    value_type top()
    {
        return the_stack.back();
    }

private:
    C the_stack;    // based on container type C
};

#endif

```