**#include <iostream>**

**#include "Stack.h" // with typedef T value\_type;**

**#include "List.h" // with typedef T value\_type;**

**using namespace std;**

**int main()**

**{**

**Stack<Vector<int> > mystack; // as Vector adapter**

**Stack<List<int> > yourstack; // as List adapter**

**for (int i = 1; i <= 10; i++)**

**{**

**cout << i << " ";**

**mystack.push(i);**

**}**

**cout << endl << endl;**

**while (!mystack.empty())**

**{**

**int tp = mystack.top();**

**cout << tp << " ";**

**mystack.pop();**

**yourstack.push(tp\*tp);**

**}**

**cout << endl << endl;**

**while (!yourstack.empty())**

**{**

**int tp = yourstack.top();**

**cout << tp << " ";**

**yourstack.pop();**

**}**

**cout << endl << endl;**

**return 0;**

**}**