#include <iostream>

#include <stack>

using namespace std;

int main() {

    stack<int> stack;

    stack.push(21);// The values pushed in the stack should be of the same data which is written during declaration of stack

    stack.push(22);

    stack.push(24);

    stack.push(25);

    int num=0;

      stack.push(num);

    stack.pop();

    stack.pop();

      stack.pop();

    while (!stack.empty()) {

        cout << stack.top() <<" ";

        stack.pop();

    }

}