

Class `java.util.Stack`



public class **Stack**
extends [Vector](#)

A Last-In-First-Out(LIFO) stack of objects.

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Returns true if the stack is empty.
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Pushes an item onto the stack.
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Sees if an object is on the stack.

Constructors

o Stack

```
public Stack()
```

Methods

o push

```
public Object push(Object item)
```

Pushes an item onto the stack.

Parameters:

item – the item to be pushed on.

o pop

```
public Object pop()
```

Pops an item off the stack.

Throws: EmptyStackException

If the stack is empty.

o peek

```
public Object peek()
```

Peeks at the top of the stack.

Throws: EmptyStackException

If the stack is empty.

o empty

```
public boolean empty()
```

Returns true if the stack is empty.

o search

```
public int search(Object o)
```

Sees if an object is on the stack.

Parameters:

o – the desired object

Returns:

the distance from the top, or -1 if it is not found.

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