Class java.util.Stack

```
java.lang.Object
   |
   +----java.util.Vector
           |
           +----java.util.Stack
```

---

public class **Stack**
extends Vector

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

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o **Stack**()

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o **empty**()
Returns true if the stack is empty.
o **peek**()
Peeks at the top of the stack.
o **pop**()
Pops an item off the stack.
o **push**(Object)
Pushes an item onto the stack.
o **search**(Object)
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.