

[Lab – Practice]

- Stack Class Template
 - use *byte-array*
 - “#include <iostream>” **only**
 - make Stack class template for *int & char* types
 - make Stack member function template

Stack for *char* type

```
#include <iostream>
using namespace std;

class Stack {
private:
    int topIdx;    // top index
    char* stackPtr; // stack pointer
public:
    Stack(int size = 10);
    void Push(const char&);
    char Pop();
    ~Stack() {
        delete[] stackPtr;
    }
};
...
```

```
int main() {
    Stack<char> stack1;
    Stack<int> stack2;
    stack1.Push(83);
    stack2.Push(83);
    stack1.Push(67);
    stack2.Push(67);
    for (int i = 0; i < 2; i++) {
        cout << stack1.Pop() << endl;
        cout << stack2.Pop() << endl;
    }
}
```

```
C
67
S
83
```