

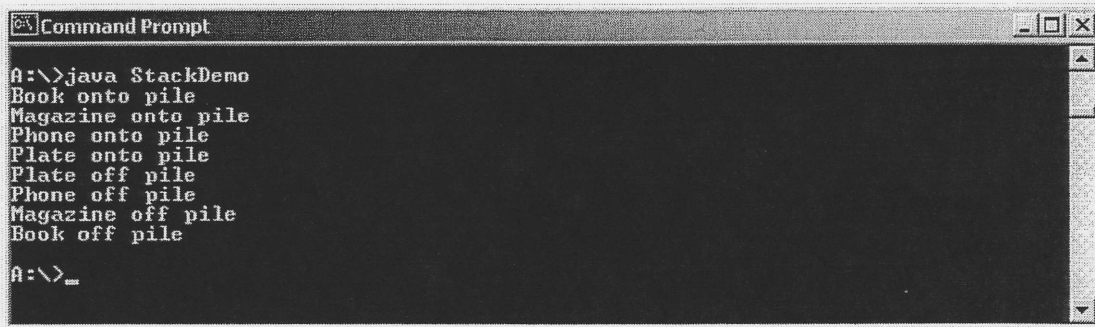
Stack.java

```
public class Stack {  
  
    private String[] store = new String[5];  
    private int location = 0;  
  
    public void enter(String name) {  
        store[location] = name;  
        location++;  
        location %= 5;  
    }  
  
    public String leave() {  
        location--;  
        if (location < 0) location = 4;  
        return store[location];  
    }  
}
```

← You DON'T NEED
TO WRITE YOUR OWN
STACK CLASS - AS
WE WILL SEE WHEN
WE DO COLLECTIONS.

StackDemo.java

```
public class StackDemo {  
    public static void main(String[] arg) {  
        Stack pile = new Stack();  
        pile.enter("Book");  
        System.out.println("Book onto pile");  
        pile.enter("Magazine");  
        System.out.println("Magazine onto pile");  
        pile.enter("Phone");  
        System.out.println("Phone onto pile");  
        pile.enter("Plate");  
        System.out.println("Plate onto pile");  
        System.out.println(pile.leave() + " off pile");  
        System.out.println(pile.leave() + " off pile");  
        System.out.println(pile.leave() + " off pile");  
        System.out.println(pile.leave() + " off pile");  
    }  
}
```



```
Command Prompt  
A:\>java StackDemo  
Book onto pile  
Magazine onto pile  
Phone onto pile  
Plate onto pile  
Plate off pile  
Phone off pile  
Magazine off pile  
Book off pile  
A:\>_
```