Stack Declaration

```
public class stackObject {
    // protected objects are not
    // accessible outside the class

    protected Object elements[];
    protected int top;

    // constructor for creating an
    // empty stack of objects

    public stackObject(int capacity) {
        elements = new
        Object[capacity];
        top = -1;
    }

    // Other operations on stacks.

}
```

Stack Operations

```
// Check stack empty condition
public boolean isEmpty(){
    return top == -1;
}

// Check stack full condition
public boolean isFull(){
    return top == elements.length;
}

// Push possible if stack is not full
public void push(Object i){
    if(!isFull()) elements[++top] = i;
}

// Pop possible if stack is not empty
public Object pop(){
    if(isEmpty()) return null;
    return elements[top--];
}
```