# Using the GENERIC .Net FCL Stack class

**The goal for this exercise** is to make use of a generic Stack<T> class, as an example of a generic Collection class that’s built into .Net.

In this exercise, you should try writing some C# code using the generic Stack<T> class that is provided as part of the .Net Framework Class Library. For this exercise you have a specific task that you need to accomplish (as opposed to experimenting with the class in general).

As you write your program make sure to read through the online documentation for the generic Stack<T> class, paying special attention to how a Stack is a ‘Collection’ class. You will be working with the ***generic*** version of the class in this exercise – be careful not to use the normal/concrete/plain Stack.

**What you need to do for this exercise:**  In the starter solution, in the **PCE\_Starter** project, fill in the Reversing\_User\_Input class.

1. You should write a program that lets the user type numbers into the program, stores those numbers, and then prints those numbers out. When your program prints the numbers out they must be printed in reverse of the order the user entered them. So if the user enters 10, then 5, then 0 your program should print 0, then 5, then 10.
   1. You must use a generic Stack<T> class in order to accomplish this.
   2. You should stop asking the user for numbers when the user types in a negative number (any number less than 0).
   3. You only need to store whole numbers.
2. Here’s an example transcript, showing what your program should do.  
   Note that the **bold, underlined** text is the user’s input.

|  |
| --- |
| Please type a number  Please a negative number to stop  **10**  Please type a number  Please a negative number to stop  **5**  Please type a number  Please a negative number to stop  **0**  Please type a number  Please a negative number to stop  **-172**  Here's what you typed, backwards:  0  5  10 |