# What is a Stack?

**The goal for this exercise** is to familiarize yourself with what a stack is. You need to understand what a 'Stack' as understood by computer scientists, but you do not need to write any code for this exercise.

 Using any and all resources you can find (the Internet/Google, books, friends/co-workers, classmates, etc), figure out what a stack data type is. You're encouraged to discuss this with other students, using the newsgroup for this class.

Hint: Simple English Wikipedia has a good, short summary: <http://simple.wikipedia.org/wiki/Stack>

Hint: Once you’ve looked at that, you might try looking online for a "stack applet", in order to play around with a visual, animated demonstration of a stack.

**What you need to do for this exercise:**

1. In the starter project, in the **PCE\_Starter** project, you'll find a class named What\_Is\_A\_Stack. In a comment within that class, you should put a quick explanation (2-3 sentences) of how data items are stored in a stack – what order/how are they added to, and removed from, the stack?
2. Also, you need to answer this specific problem: If I push 1, 2, 3 onto a stack, then pop the stack twice, then push 4 and 5, then pop the stack one last time, what's in the stack? Which end is the 'top' end? Again, write out your answer in a comment in the What\_Is\_A\_Stack class.

	1. You do NOT need to produce working C# code for this exercise! You do need to put your answer, in a comment, into the right place, but you don’t need to write any C# code