

JAVA.UTIL.STACK.PUSH METHOD

http://www.tutorialspoint.com/java/util/stack_push.htm

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Description

The **push***Objectitem* method is used to Pushes an item onto the top of this stack.

Declaration

Following is the declaration for **java.util.Stack.push** method.

```
public Object push(Object item)
```

Parameters

- **item** -- This is the item to be pushed onto this stack.

Return Value

The method call returns the item argument.

Exception

- NA

Example

The following example shows the usage of java.util.Stack.push

```
package com.tutorialspoint;

import java.util.*;

public class StackDemo {
    public static void main(String args[]) {
        // creating stack
        Stack st = new Stack();

        // populating stack
        st.push("Java");
        st.push("Source");
        st.push("code");

        // checking elements
        System.out.println("Elements in the stack: "+st);
    }
}
```

Let us compile and run the above program, this will produce the following result.

```
Elements in the stack: [Java, Source, code]
```

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