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/**
*This is the PushPop class.  It is the driving force of my program.
*@author  Isabel Trinh
*/
class PushPop{

/**This is the main method. It will call all of the methods to run the
*program.
*/
    public static void main(String args[]){
        Stack Isabel = new Stack();

        String people;

        for(int i = 8; i < 11; i++){

    people = ("You ate "+i+" bananas today! You're a MONKEY!!!");

        System.out.println(people);

        Isabel.push(people);

        }//endfor

        while(!Isabel.empty()){

            System.out.println((Isabel.pop()));

        }//end while

        if (Isabel.empty())

           System.out.println("Stack is empty! NO more bananas!!");

        try{System.in.read();}catch(Exception e){};

    }//end main

}//emd PushPop

/**This is class Stack.  It will find if the stack is empty and do all.
*of the calculations of the stack.
*@author Isabel Trinh
*/
class Stack{

    public Stack_Item top;

/**Constructor Stack().
*/
    Stack(){

        top = null;

    }

/**This is the push method.
*@param Object pushval.
*/
    public void push(Object pushval){

        Stack_Item index = new Stack_Item(pushval);

            if ( top != null) {

                                index.set_next(top);

                top = index;
            }

            else

            top = index;
```

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    }

/**Creating a public Object pop.  This will temporary store values for the
*stack.
*/
    public Object pop() {

        if  (top != null) {

            Object tempobj = top.get_item();

            top = top.get_next();

            return tempobj;
                }
                else
                   return null;

    }

/**This method, empty, will tell let you know if the stack is empty.
* @return top is null
*/
    public boolean empty(){

        return top == null;
    }
}

/**This is the class Stack_Item
*@author Isabel Trinh
*/
class Stack_Item {

    Object value;

    public Stack_Item next;

/**This method will assign values to variables for the stack.
*@param Object stackItem
*/
    public Stack_Item (Object stackItem){

        value = stackItem;
        next = null;

    }

/**This method will return values for the stack.
*/
    Object get_item(){

        return value;
    }

/**This method will return values for the next.
*/
    Stack_Item get_next(){

        return next;
    }

/**This will set values to next.
*@param Stack_Item stackItem.
*/
    public void set_next(Stack_Item stackItem){

        next = stackItem;

    }

}
```