

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;

namespace StackPrj
{
    class StackOfStacks
    {
        public static void Main(String[] args)
        {
            //--- יצירת מערך של מחסניות ---
            Stack<int>[] arr = new Stack<int>[5];

            Stack<int> s1 = new Stack<int>();
            s1.Push(1);
            s1.Push(2);
            s1.Push(3);
            arr[0] = s1;

            Stack<int> s2 = new Stack<int>();
            s2.Push(11);
            s2.Push(12);
            s2.Push(13);
            arr[1] = s2;

            Stack<int> s3 = new Stack<int>();
            s3.Push(21);
            s3.Push(22);
            s3.Push(23);
            arr[2] = s3;

            for (int i = 0; i < arr.Length; i++)
            {
                Console.Write("arr[" + i + "] : ");
                Console.WriteLine(arr[i]);
            }
            Console.WriteLine("\n");

            //--- מחסנית של מחסניות ---
            Stack<Stack<int>> stk = new Stack<Stack<int>>();

            Stack<int> s4 = new Stack<int>();
            s4.Push(1);
            s4.Push(2);
            s4.Push(3);
            stk.Push(s4);

            Stack<int> s5 = new Stack<int>();
            s5.Push(11);
            s5.Push(12);
            s5.Push(13);
            stk.Push(s5);

            Stack<int> s6 = new Stack<int>();
            s6.Push(21);
            s6.Push(22);
            s6.Push(23);
            stk.Push(s6);

            Console.WriteLine(stk);
        }
    }
}

/*
arr[0] : [3, 2, 1]
```

```
arr[1] : [13, 12, 11]
arr[2] : [23, 22, 21]
arr[3] :
arr[4] :
```

```
[[23, 22, 21], [13, 12, 11], [3, 2, 1]]
*/
```