



```
struct stack {  
    int top;  
    int capacity;  
    int * array;  
};
```

```
struct stack* createstack (int capacity) {
```

```
    struct stack* stack = (struct stack*) malloc (sizeof (  
        struct stack));
```

```
    stack->capacity = capacity;
```

```
    stack->top = -1;
```

```
    stack->array = (int*) malloc (stack->capacity * sizeof (int));  
    return stack;
```

```
}
```

```
int main {
```

```
    struct stack* stack = createstack (100);
```

```
    return 0;
```

```
}
```