**Name:** cStack ();

**Role:** It initializes count with 0. Sets data members (top=NULL)

**Precondition:** Non

**Post-Condition:** Object is Null

**Name:** CStack (CNode\* &ptr);

**Role:** It initializes stack object with one node in it.

**Precondition:** Node must be passed as parameter.

**Post-Condition:** Initialized stack with one node.

**Name:** void push(CNode\* &ptr)

**Role:** Create a new node to the top of stack.

**Precondition:** Stack me be empty or not .

**Post-Condition:** Node is added in the top of stack. Count is incremented by 1.

**Name:** isEmpty()

**Role:** Return true if stack is empty else return false.

**Precondition:** Non

**Post-Condition:** Return Boolean

**Name:** print()

**Role:** Print data of stack.

**Precondition:** Non

**Post-Condition:** Prints the data of stack on screen.

**Name:** CStack(const CStack &src);

**Role:** Copies one object to another.

**Precondition:** Calling object must be at initializing stage.

**Post-Condition:** Stack is copied to another stack.

**Name:** CStack &operator=(CStack & src)

**Role:** Assignment operator assigns one stack to another.

**Precondition:** Calling object may or may not be empty.

**Post-Condition:** All data members of one stack is copied to another.

**Name:** CStack(ifstream &infile)

**Role:** Create stack from file

**Precondition:** Input file must be of type .txt . File must exist. File must be open.

**Post-Condition:** Stack is initialized from file

**Name:** void writeToFile(ofstream &ofile)

**Role:** Writes Stack data members to file.

**Precondition:** File must exist. File must be opened. File must be of type .txt.

**Post-Condition:** Stack members are written in .txt file.

**Name:** readFromFile(ifstream & infile)

**Role:** Copies Stack members from file to existing Stack object

**Precondition:** File must exist. File must be opened. File must be of type .txt.

**Post-Condition:** Stack is initialized from file

**Name:** ~CStack();

**Role:** Deleting all nodes of stack.

**Precondition:** Stack may be empty or not.

**Post-condition:** All nodes are deleted.

**Name:** deletenodes(CNode\* ptr)

**Role:** Deletes all nodes in stack.

**Precondition:** Stack may be empty or not.

**Post-condition:** All nodes are deleted.