# Stack

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Schritt** | **0x01** | **0x02** | **0x03** | **0x04** | **0x05** | **…** | **Eingabe** | **Ausgabe** |
| 0 – Voher | Null |  |  |  |  |  | - | - |
| 1 – Allocation | \0 | \0 | \0 | \0 | \0 | … | - | - |
| 2 – Push | A | \0 | \0 | \0 | \0 | … | A | - |
| 3 – Push | A | B | \0 | \0 | \0 | … | B | - |
| 4 – Push | A | B | C | \0 | \0 | … | C | - |
| 5 – Pull | A | B | \0 | \0 | \0 | … | - | C |
| 6 – Pull | A | \0 | \0 | \0 | \0 | … | - | B |
| 7 – Pull | Null |  |  |  |  |  | - | A |

# Queue

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Schritt** | **0x01** | **0x02** | **0x03** | **0x04** | **0x05** | **…** | **Eingabe** | **Ausgabe** |
| 0 – Voher | Null |  |  |  |  |  | - | - |
| 1 – Allocation | \0 | \0 | \0 | \0 | \0 | … | - | - |
| 2 – Push | A | \0 | \0 | \0 | \0 | … | A | - |
| 3 – Push | A | B | \0 | \0 | \0 | … | B | - |
| 4 – Push | A | B | C | \0 | \0 | … | C | - |
| 5 – Pull | A | B | C | \0 | \0 | … | - | A |
| 6 – Pull | A | B | C | \0 | \0 | … | - | B |
| 7 – Pull | Null |  |  |  |  |  | - | C |