```cpp
struct Node
{
  float data;
  Node *pNext;
};

struct Stack
{
  Node *pTop;
};

Node *initNode(float value)
{
  Node *p = new Node;

  if (p == NULL)
  {
    cout << "Khong du bo nho de cap phat" << endl;
    return NULL;
  }

  p->data = value;
  p->pNext = NULL;

  return p;
}

void initStack(Stack &s)
{
  s.pTop = NULL;
}

bool isEmpty(Stack &s)
{
  return s.pTop == NULL;
}

void push(Stack &s, Node *p)
{
  if (s.pTop == NULL)
  {
    s.pTop = p;
  }
  else
  {
    p->pNext = s.pTop;
    s.pTop = p;
  }
}
```

```
50
51  bool pop(Stack &s)
52  {
53    if (s.pTop == NULL)
54    {
55      return false;
56    }
57
58    Node *p = s.pTop;
59    s.pTop = s.pTop->pNext;
60
61    delete p;
62    return true;
63  }
64
65  bool getTopValue(Stack &s, float &value)
66  {
67    if (s.pTop == NULL)
68    {
69      return false;
70    }
71
72    value = s.pTop->data;
73    return true;
74  }
75
76  void printStack(Stack s)
77  {
78
79    if (s.pTop == NULL)
80    {
81      return;
82    }
83    Node *p = s.pTop;
84
85    while (p != NULL)
86    {
87      cout << p->data << " ";
88      p = p->pNext;
89    }
90
91    cout << endl;
92  }
```