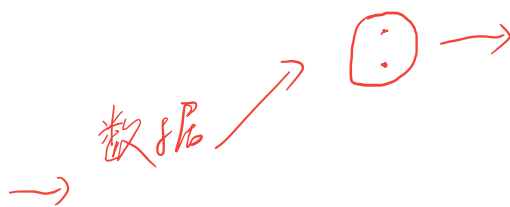


```
typedef int data_t;
```

```
typedef struct {  
    data_t *data;  
    int maxlen;  
    int top;  
}sqstack;
```

```
sqstack * stack_create(int len);  
int stack_push(sqstack * s, data_t value);  
int stack_empty(sqstack *s);  
int stack_full(sqstack *s);  
data_t stack_pop(sqstack *s);  
data_t stack_top(sqstack *s);  
int stack_clear(sqstack *s);  
int stack_free(sqstack *s);
```



struct {

data
maxlen
top

typedef. sqstack

→ int stack_create(sqstack

再调整

x)