

## Task 1.1

```
--- Begin Experiment 4 ---  
--- Empty ---  
Build up a stack of two entries:  
    push 25  
    push 31  
Pop the top value.  
    pop  
    top: 25  
--- End Experiment 4 ---  
--- Begin Experiment 5 ---  
--- Empty ---  
Start with an empty stack and push one entry:  
    stack is empty  
    push 42  
    stack is not empty  
Pop a value.  
    pop  
    stack is empty  
--- End Experiment 5 ---  
  
Process finished with exit code 0
```

## Task 1.2

### Part 1

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ALL CLASSES

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### Class Stack

java.lang.Object  
Stack

---

```
public class Stack
extends java.lang.Object
```

### Stack

An implementation of a stack using fixed arrays.  
- A simple program to show the uses and workings of a stack. Implements the simple functions of a stack including top, push and pop.

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#### Constructor Summary

Constructors	Description
Stack()	

#### Method Summary

All Methods	Static Methods	Concrete Methods
Modifier and Type	Method	
static void	empty()	
static boolean	isEmpty()	

## Part 2

**Method Summary**

All Methods	Static Methods	Concrete Methods
Modifier and Type	Method	Description
static void	<code>empty()</code>	<code>empty</code> resets the stack moving the stack pointer <code>topOfStack</code> back to <code>-1</code> and resets <code>errorFree</code> back to <code>true</code> <code>empty</code> is NOT referentially transparent
static boolean	<code>isEmpty()</code>	<code>isEmpty</code> checks if the stack is empty or not <code>isEmpty</code> is NOT referentially transparent
static boolean	<code>isFull()</code>	<code>isFull</code> checks if the stack is full or not <code>isFull</code> is NOT referentially transparent
static void	<code>main(java.lang.String[] args)</code>	
static void	<code>pop()</code>	<code>pop</code> takes 1 away from the top of stack pointer <code>topOfStack</code> changing the value at the top of the stack this only happens if the stack is not empty and there are currently no errors <code>pop</code> is NOT referentially transparent
static void	<code>push(int value)</code>	<code>push</code> add 1 to the top of stack pointer <code>topOfStack</code> and sets that position to the value passed in via the parameter value <code>push</code> is NOT referentially transparent
static int	<code>top()</code>	<code>top</code> gets the item that is currently at the top of the stack and returns it <code>top</code> is NOT referentially transparent

**Method Detail****isEmpty**

```
public static boolean isEmpty()
```

`isEmpty` checks if the stack is empty or not  
`isEmpty` is NOT referentially transparent

**Returns:**

returns true if the stack pointer `topOfStack` is `-1` which means the stack is empty, otherwise returns false

**isFull**

```
public static boolean isFull()
```

`isFull` checks if the stack is full or not  
`isFull` is NOT referentially transparent

**Returns:**

returns true if the stack pointer `topOfStack` is the stack size minus 1 which means the stack is full, otherwise returns false

**empty**

```
public static void empty()
```

`empty` resets the stack moving the stack pointer `topOfStack` back to `-1` and resets `errorFree` back to `true`  
`empty` is NOT referentially transparent

**top**

```
public static int top()
```

top gets the item that is currently at the top of the stack and returns it  
top is NOT referentially transparent

**Returns:**

if the stack is not empty and there are currently no errors then the item at the top of the stack is returned. Otherwise 0 is returned

**push**

```
public static void push(int value)
```

push add 1 to the top of stack pointer topOfStack and sets that position to the value passed in via the parameter value  
push is NOT referentially transparent

**Parameters:**

value - is the integer that is to be added to the top of the stack

**pop**

```
public static void pop()
```

pop takes 1 away from the top of stack pointer topOfStack changing the value at the top of the stack  
this only happens if the stack is not empty and there are currently no errors  
top is NOT referentially transparent

**main**

```
public static void main(java.lang.String[] args)
```