```
1
    import java.util.Iterator;
2
    import java.util.NoSuchElementException;
3
4
    import components.stack.Stack;
5
    import components.stack.StackSecondary;
6
7
8
     * {@code Stack} represented as a singly linked list, done "bare-handed", with
9
     * implementations of primary methods.
10
     * <p>
11
     * Execution-time performance of all methods implemented in this class is O(1).
12
13
     * @param <T>
14
15
                  type of Stack entries
     * @convention 
16
     * $this.length >= 0 and
17
18
     * if $this.length == 0 then
19
     * [$this.top is null]
20
     * else
21
        [$this.top is not null] and
22
        [$this.top points to the first node of a singly linked list
23
         containing $this.length nodes] and
2.4
       [next in the last node of that list is null]
     * 
25
     * @correspondence this = [data in $this.length nodes starting at $this.top]
26
27
28
   public class Stack2<T> extends StackSecondary<T> {
29
30
31
         * Private members ------
         * /
32
33
        /**
34
35
         * Node class for singly linked list nodes.
36
37
        private final class Node {
38
39
            /**
40
             * Data in node.
41
42
           private T data;
43
            /**
44
45
             * Next node in singly linked list, or null.
46
47
            private Node next;
48
49
        }
50
51
         * Top node of singly linked list.
52
53
         * /
54
        private Node top;
55
56
        /**
57
         * Number of nodes in singly linked list, i.e., length = |this|.
58
59
        private int length;
60
61
        /**
62
         * Creator of initial representation.
63
64
        private void createNewRep() {
65
66
            // TODO - fill in body
67
            this.top = null;
68
            this.length = 0;
69
```

```
70
        }
 71
 72
 73
         * Constructors -----
 74
 75
 76
 77
         * No-argument constructor.
         * /
 78
 79
        public Stack2() {
 80
           this.createNewRep();
 81
 82
 83
         * Standard methods removed to reduce clutter...
 84
 85
 86
 87
 88
         * Kernel methods -----
 89
         * /
 90
 91
        @Override
 92
        public final void push(T x) {
 93
            assert x != null : "Violation of: x is not null";
 94
 95
            // TODO - fill in body
 96
            Node bob = new Node;
 97
            bob.next = null;
 98
            bob.data = x;
99
            this.top = bob;
100
            length()++;
101
102
        }
103
104
        @Override
105
        public final T pop() {
106
            assert this.length() > 0 : "Violation of: this /= <>";
107
108
            // TODO - fill in body
109
            Node bob = this.top;
110
            T result = bob.data;
111
            this.top = bob.next;
112
            length()--;
113
114
        }
115
116
        @Override
117
        public final int length() {
118
119
           return this.length();
120
121
        }
122
123
124
         * Iterator code removed to reduce clutter...
125
126
127 }
```