



```
// **** swap_ptr == swap top with top->next ****
void swap_ptr(struct NodeStack **top)
{
    if (*top != NULL && (*top)->next != NULL)
    {
        struct NodeStack *temp = *top; 1
        *top = (*top)->next; 2
        temp->next = (*top)->next; 3
        (*top)->next = temp; 4
    }
}
```