

## LeetCode:

### Minstack:

```
typedef struct {  
    int size;  
    int top;  
    int * s;  
    int * minstack;  
} minstack
```

```
minstack * minstack_create()
```

```
minstack * st = (minstack *) malloc (sizeof minstack)
```

```
if (st == NULL)
```

```
{  
    printf ("memory allocatn failed");  
    exit(0);  
}
```

```
st->size = 5;
```

```
st->top = -1;
```

```
st->s = (int *) malloc (st->size * sizeof(int));
```

```

st → minstack = (int *) malloc (st → size * sizeof (int));
if (st → s == NULL)
{
    printf ("memory allocatn failed");
    free (st → s);
    free (st → minstack);
    exit(0);
}
return st;
}

```

```

void minstack pop (minstack * obj)
{
    int val;
    if (obj → top == -1)
    {
        printf ("underflow");
    }
    else
    {
        val = obj → s[obj → top];
        obj → top--;
        printf ("%d is popped \n", val);
    }
}

```

```

int minstack top (minstack * obj)
{
    int value = -1;
    if (obj → top != -1)
    {
        printf ("underflow \n");
        exit(0);
    }
}

```



else

return obj → minstack [obj → top];

void minstack free (Minstack \* obj)

{

free (obj → s);

free (obj → minstack);

free (obj);

}

✓  
15/12/24