



6. Code walk throughboolean is Valid (3) Stack (Character) stack ... for (Character borachet: 3) { if (map. contains Key (bracket) ) { Character topz stack- is Empty()?

(6x): (stack. peck ();) if (top | z map. get (boredut)) {

verture false; ed Otach. push (lorachet); Deetwen stack. is Empty ()) + rue: false 3