

```
1 import components.stack.StackSecondary;
2
3 /**
4  * {@code Stack} represented as a singly linked list, done "bare-
5  * handed", with
6  * implementations of primary methods.
7  * <p>
8  * Execution-time performance of all methods implemented in this
9  * class is  $O(1)$ .
10 *
11 * @param <T>
12 *         type of Stack entries
13 * @convention <pre>
14 * $this.length >= 0 and
15 * if $this.length == 0 then
16 *   [$this.top is null]
17 * else
18 *   [$this.top is not null] and
19 *   [$this.top points to the first node of a singly linked list
20 *   containing $this.length nodes] and
21 *   [next in the last node of that list is null]
22 * </pre>
23 * @correspondence this = [data in $this.length nodes starting at
24 *   $this.top]
25 */
26 public class Stack2<T> extends StackSecondary<T> {
27     /*
28     * Private members
29     */
30     /**
31     * Node class for singly linked list nodes.
32     */
33     private final class Node {
34
35         /**
36         * Data in node.
37         */
38         private T data;
39
40         /**
```

```
41         * Next node in singly linked list, or null.
42         */
43         private Node next;
44
45     }
46
47     /**
48      * Top node of singly linked list.
49      */
50     private Node top;
51
52     /**
53      * Number of nodes in singly linked list, i.e., length = |
54      this|.
55      */
56     private int length;
57
58     /**
59      * Creator of initial representation.
60      */
61     private void createNewRep() {
62         this.length = 0;
63         this.top = null;
64     }
65
66
67     /*
68      * Constructors
69      */
70
71     /**
72      * No-argument constructor.
73      */
74     public Stack2() {
75         this.createNewRep();
76     }
77
78     /*
79      * Standard methods removed to reduce clutter...
80      */
81
82     /*
```

```
83      * Kernel methods
84      */
85
86      @Override
87      public final void push(T x) {
88          assert x != null : "Violation of: x is not null";
89
90          Node added = new Node();
91          added.data = x;
92          added.next = this.top;
93          this.top = added;
94          this.length++;
95      }
96
97      @Override
98      public final T pop() {
99          assert this.length() > 0 : "Violation of: this != <>";
100
101          T popped = this.top.data;
102          this.top = this.top.next;
103          this.length--;
104          return popped;
105      }
106
107      @Override
108      public final int length() {
109
110          return this.length;
111      }
112
113      /*
114      * Iterator code removed to reduce clutter...
115      */
116
117 }
```