

Tema: Nuo C link C++. Stekas – “modulis su nepaslēpta realizacija”.

// stack_2.h

```
#define STACK_SIZE 10

/* extern */ void reset(void);
/* extern */ void push(char);
/* extern */ char pop(void);
```

// stack_2.c

```
#include <stdio.h>
#include "stack_2.h"

char stack[STACK_SIZE];
int top = 0;

void reset(void) {
    top = 0;
}
void push(char c) {
    if (top < STACK_SIZE) stack[top++] = c;
    else printf("Stekas pilnas\n");
}
char pop(void) {
    if (top > 0) return stack[--top];
    printf("\nStekas tuscias");
    return '\n';
}
```

// driver_2.c

```
#include <stdio.h>
#include "stack_2.h"
extern char stack[STACK_SIZE];
extern int top;
```

```
char stack[STACK_SIZE];
int top;
```

Linker warning:

Public symbol 'stack' defined in both module DRIVER_2.OBJ and STACK_2.OBJ
Public symbol 'top' defined in both module DRIVER_2.OBJ and STACK_2.OBJ

```
int main(void) {
    int c;

    reset(); /* top = 0; */
    while ( '\n' != (c=getchar()) ) push(c);
    stack[top++] = '!';
    while ( '\n' != (c=pop()) ) putchar(c);

    return 0;
}
```

12345
!54321
Stekas tuscias