// stack_5.h

```
const int STACK_SIZE = 10;

struct stack {                                          // class stack {
  char stackas[STACK_SIZE];
  int  top;
  void reset();
  void push(char);
  char pop();
  int  is_empty ();
  int  is_full ();
};
```

// stack_5.cpp

```
#include <stdio.h>
#include "stack_5.h"

int stack::is_empty () {return (0 == top);}
int  stack::is_full () {return (STACK_SIZE == top);}
void stack::reset() {top=0;}

void stack::push(char c) {
  if (!is_full()) stackas[top++] = c;
  else  printf("Stekas pilnas\n");
}
char stack::pop() {
  if (!is_empty()) return stackas[--top];
  printf("\nStekas tuscias\n");
  return '\n';
}
```

// driver_5.cpp

```
#include <stdio.h>
#include "stack_5.h"

int main(void) {
  int c;
  stack st1, st2;

  st1.reset();
```

```
Error Driver_5.cpp : 'stack::reset()' is not accessible in function main()...
```

```
  while ( '\n' != (c=getchar()) ) st1.push(c);
  while ( '\n' != (c=st1.pop()) )  putchar(c);

  st2.reset();
  while ( '\n' != (c=getchar()) ) st2.push(c);
  while ( '\n' != (c=st2.pop()) )  putchar(c);

  st1.stackas[st1.top++] = '!';
  putchar(st1.pop());
  return 0;
}
```