

Tema: Nuo C link C++. Stekas – “klasė”. OOP principas: informacijos slėpimas

// stack_6.h

```
const int STACK_SIZE = 10;

class stack {
private:
    char stackas[STACK_SIZE];
    int top;
    int is_empty ();
    int is_full ();
public:
    stack();
    void push(char);
    char pop();
};
```

// stack_6.cpp

```
#include <stdio.h>
#include "stack_6.h"

stack::stack () {top=0;}
int stack::is_empty () {return (0 == top);}
int stack::is_full () {return (STACK_SIZE == top);}
void stack::push(char c) {...}
char stack::pop() {...}
```

// driver_6.cpp

```
#include <stdio.h>
#include "stack_6.h"

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

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

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

```
    st1.stackas[st1.top++] = '!';
```

```
Error Driver_6.cpp : 'stack::stackas' is not accessible in function main()
Error Driver_6.cpp : 'stack::top' is not accessible in function main()
```

```
return 0;
}
```