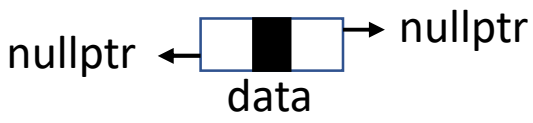
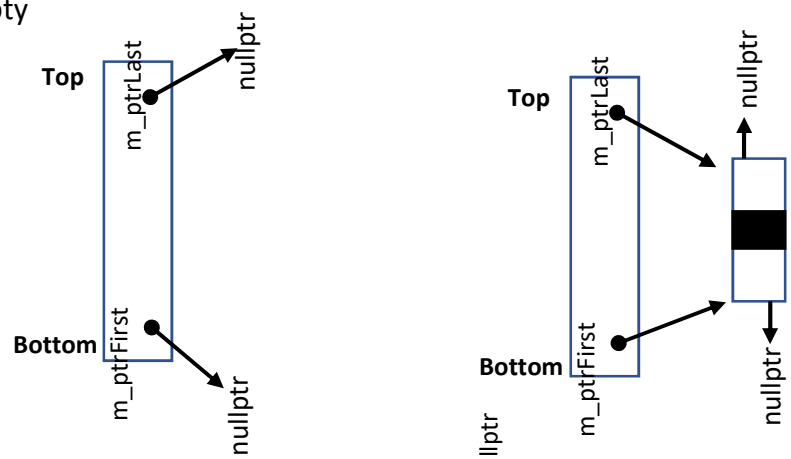
void Push(const T& newData)

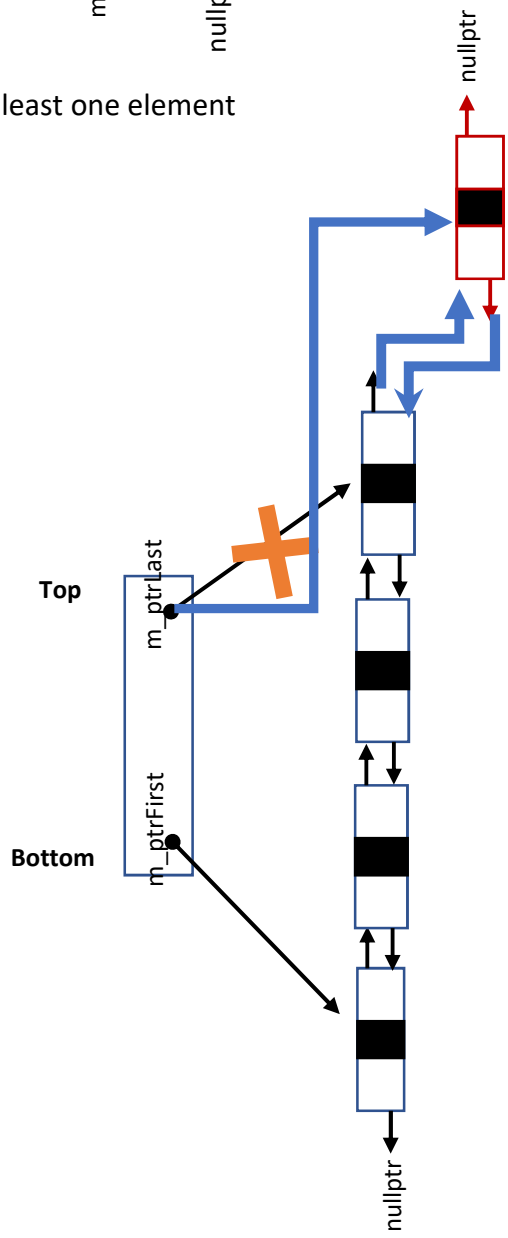
1. Create a new Node



2. If the LinkedList empty



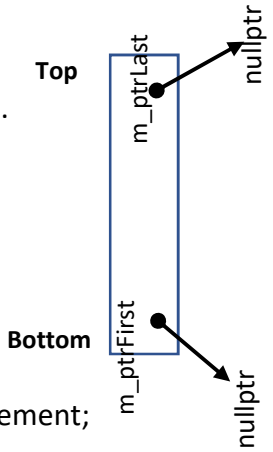
3. If the Linkedlist has at least one element



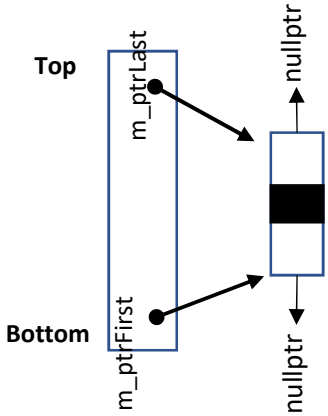
4. m_itemCount++

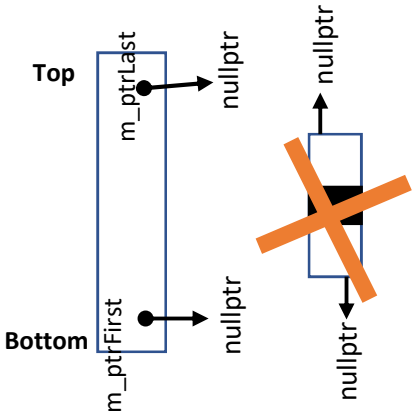
void Pop()

1. If the list is empty, ignore.

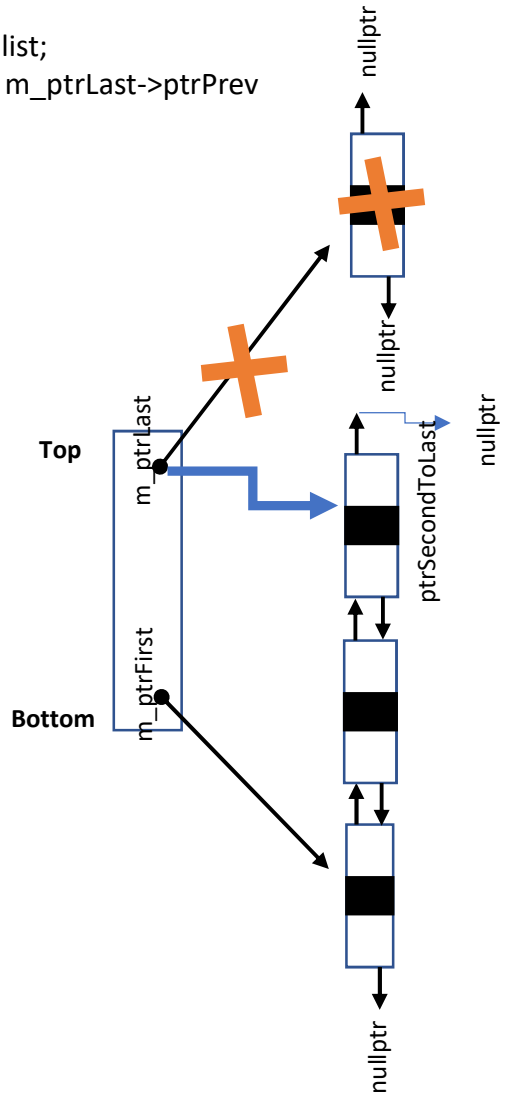


2. If the list has only one element;





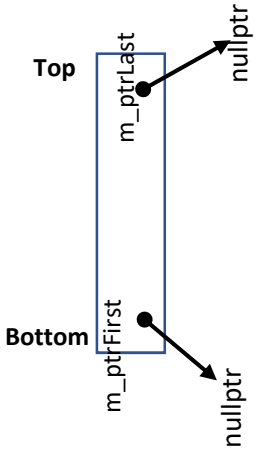
3. If there is more than one element in the list;
   define ptrSecondToLast and set it to m_ptrLast->ptrPrev



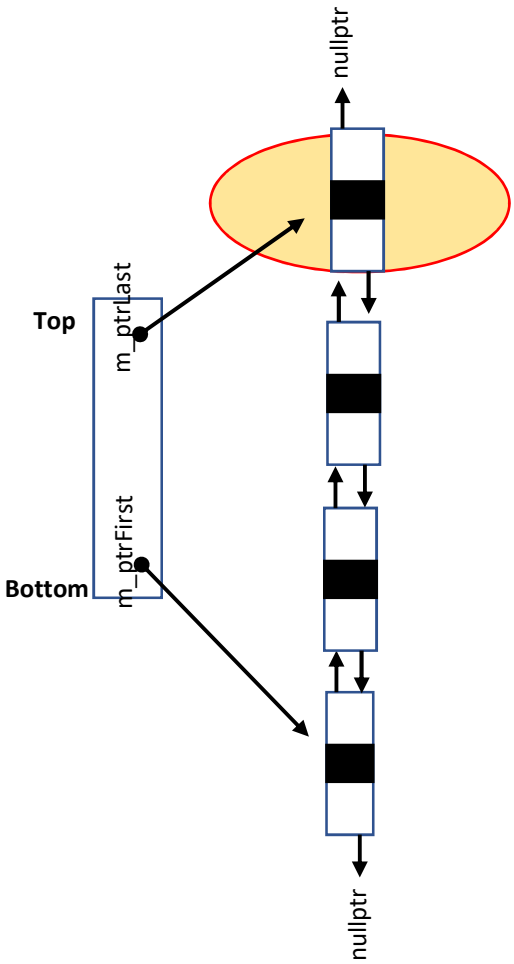
4. m_itemCount --;

T& Top()

1. If the list is empty, ignore.

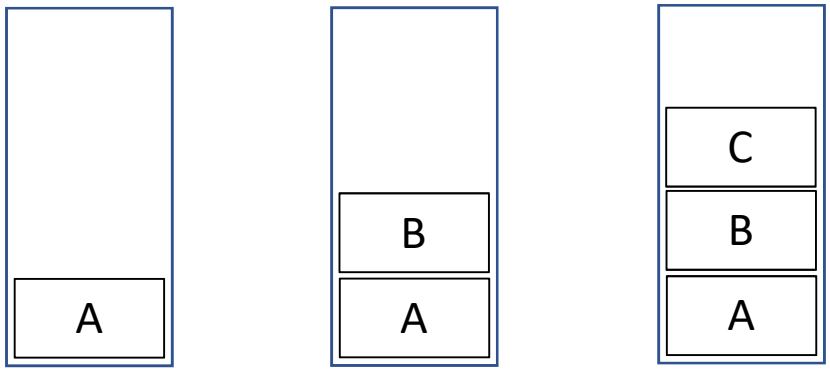


2. If the list is not empty, return the top



void Push (const T& data)

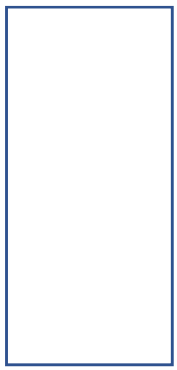
1. If the stack is empty, allocate memory for the array.
2. If the stack is full, resize the array
3. Add the item to the stack



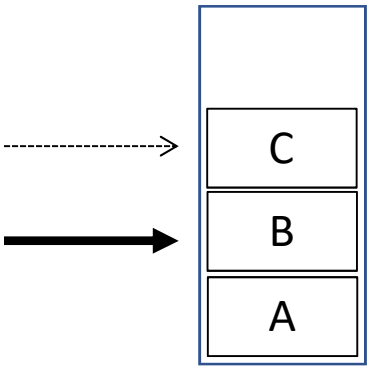
4. Increment the itemCount by one (m_itemCount++)

void Pop ()

1. If the stack is empty, display error message and ignore
2. Else, decrease the m_itemCount by 1.



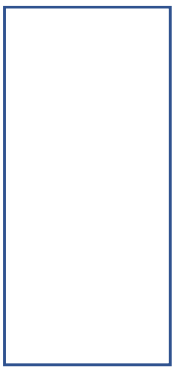
Empty Stack



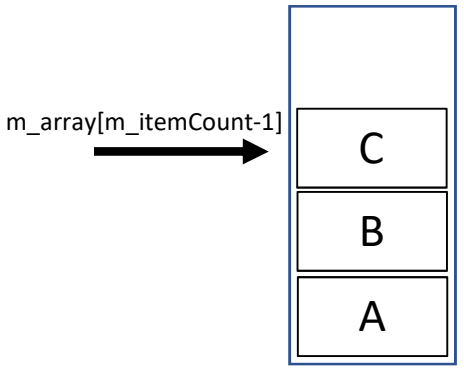
m_itemCount--

T& Top ()

1. If the stack is empty, display error message and ignore
2. Else, return the element at the top.



Empty Stack



m_itemCount