1. **More Abstract**

Stacks, queues, and priority queues are more abstract entities than arrays and many other data storage structures. They're defined primarily by their interface: the permissible operations that can be carried out on them. The underlying mechanism used to implement them is typically not visible to their user. For example, the underlying mechanism for a stack can be an array, as shown in this

chapter, or it can be a linked list. The underlying mechanism for a priority queue can be an array or a special kind of tree called a *heap*.

1. **Stacks**A stack allows access to only one data item: the last item inserted. If you remove this item, then you can access the next-to-last item inserted, and so on.