



```
Stack Operations
                                      void inHStack (STACK *s) {
  #define MAX Lø
                                           8-7 top=0;
  typedef struct {
                                       1
         int item [MAX];
                                      int is Empty (STACK *5) {
         int top;
                                          if (8-2 top==0)
   3 STACK;
                                              return 1;
int push (int X, STACK *5) {
                                           else return 0;
      if (is Fall (s))
                                       int is Full (STACK *5) {
           return 0;
       else ?
                                            if (s-> +op == MAX)
       s > item [s > top] = X;
++s -> top;
                                                 return 1;
                                                 return P;
        return 1;
```







