Chapter 7

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1. The array based implementation is a reasonable choice if the number of items in the stack does not exceed the fixed size of the array. But large stacks, linked based implementations would be a much better choice.

5.

template<class ItemType>

void LinkedStack<ItemType>::remove(int n){

for (int i =0; i<n; i++){

pop();

}

};

7.

template<class ItemType>

LinkedStack<ItemType>::~LinkedStack()

{

delete topPtr;

}