Stack.h

```
main.cpp X *stack.h X stack.cpp X
     1
          #ifndef STACK H INCLUDED
     2
          #define STACK H INCLUDED
     3
          #include <iostream>
     4
     5
          using namespace std;
     6
     7
          typedef char infotype;
     8

─struct Stack {
     9
              infotype info[15];
    10
              int top;
         L};
    11
    12
    13
          void createStack 103032300101(Stack &s);
          bool isEmpty 103032300101(Stack s);
    14
          bool isFull 103032300101(Stack s);
    15
          void push 103032300101(Stack &s, infotype x);
    16
          infotype pop 103032300101(Stack &s);
    17
          void printInfo 103032300101(Stack s);
    18
    19
    20
          #endif // STACK_H_INCLUDED
    21
    22
```

Stack.cpp

```
main.cpp X stack.h X stack.cpp X
         #include "stack.h"
    2
    3
        using namespace std;
    4
    5
       void createStack_103032300101(Stack &s) {
    6
            s.top = -1;
        L
    7
    8
    9
       □bool isEmpty 103032300101(Stack s) {
           if (s.top == -1) {
   10
               return true;
   11
            } else {
   12
               return false;
   13
   14
            }
       L }
   15
   16
   17
       □bool isFull 103032300101(Stack s) {
       if (s.top == 15) {
   18
   19
                return true;
   20
            } else {
   21
               return false;
   22
   23
   24
       □void push_103032300101(Stack &s, infotype x) {
   25
   26
           if (s.top != 15) {
   27
                s.top++;
   28
                s.info[s.top] = x;
   29
            } else {
```

```
main.cpp X stack.h X stack.cpp X
                   s.info[s.top] = x;
    29
               } else {
    30
                   cout << "Stack Full" << endl;
    31
    32
    33
    34
         □infotype pop_103032300101(Stack &s) {
    35
               if (s.top != -1) {
    36
                   infotype x = s.info[s.top];
    37
                   s.top--;
    38
                   return x;
    39
               } else {
    40
                   cout << "Stack kosong" << endl;</pre>
    41
                   return 0;
    42
         \lfloor
    43
    44
    45
         pvoid printInfo_103032300101(Stack s) {
    46
               int i;
    47
               if (s.top != -1) {
    48
                   for (i = s.top; i > -1; i--) {
    49
                      cout << s.info[i];
    50
                   }
    51
               } else {
    52
                   cout << "Stack Kosong" << endl;</pre>
    53
    54
               cout << endl;</pre>
    55
    56
```

Main.cpp

```
main.cpp X stack.h X stack.cpp X
          #include <iostream>
     1
     2
         #include "stack.h"
     3
          using namespace std;
     4
     5
     6
         int main()
     8
              Stack s;
     9
              infotype input;
    10
              int i = 4;
    11
              createStack 103032300101(s);
    12
              cin >> input;
              while (input != '.') {
    13
                  push 103032300101(s, input);
    14
    15
                  cin >> input;
    16
              }
              cout << endl << "isi stack awal" << endl;</pre>
    17
              printInfo 103032300101(s);
    18
              while (i > 0) {
    19
    20
                  input = pop 103032300101(s);
    21
    22
              cout << endl << "isi stack sesudah di pop" << endl;</pre>
    23
    24
              printInfo 103032300101(s);
    25
              return 0;
    26
```

Hasil

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```
isi stack awal
HALOBANDUNG
isi stack sesudah di pop
BANDUNG

Process returned 0 (0x0) execution time : 2.693 s
Press any key to continue.
```