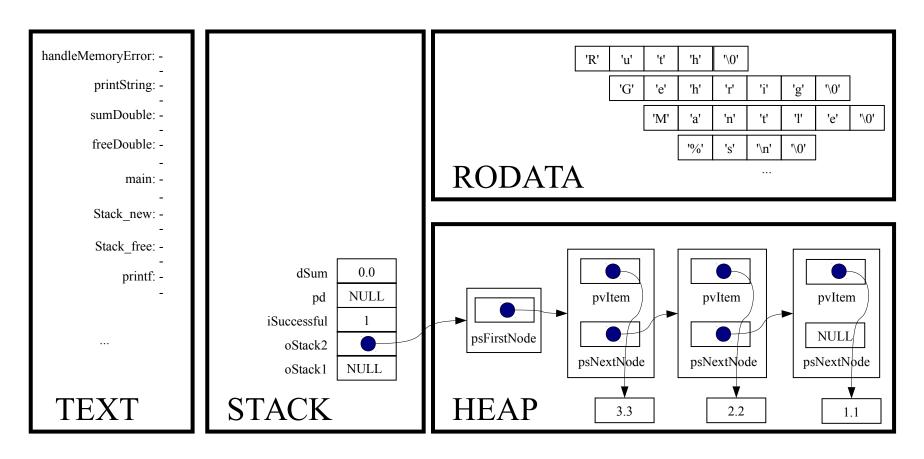
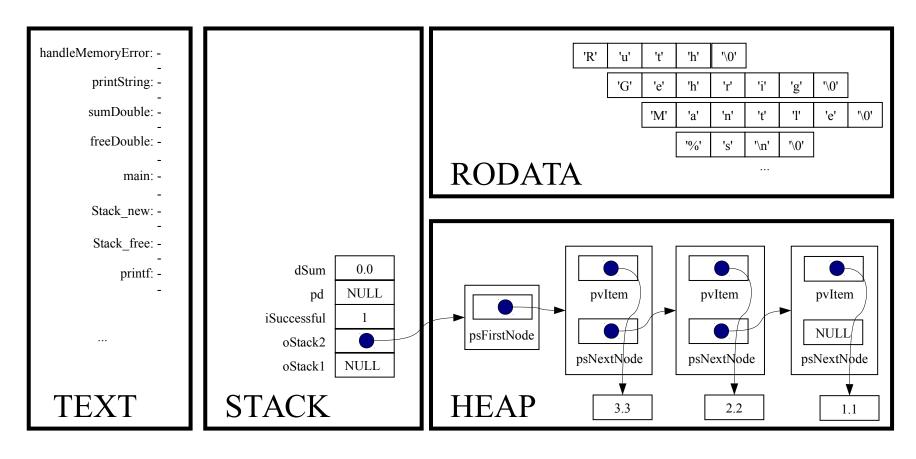
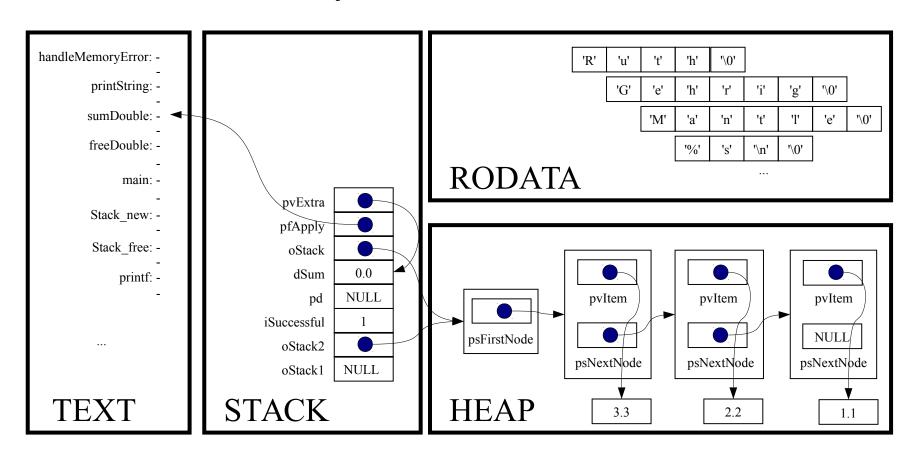
Fast forward...

Immediately before the main() function's second call of Stack map():

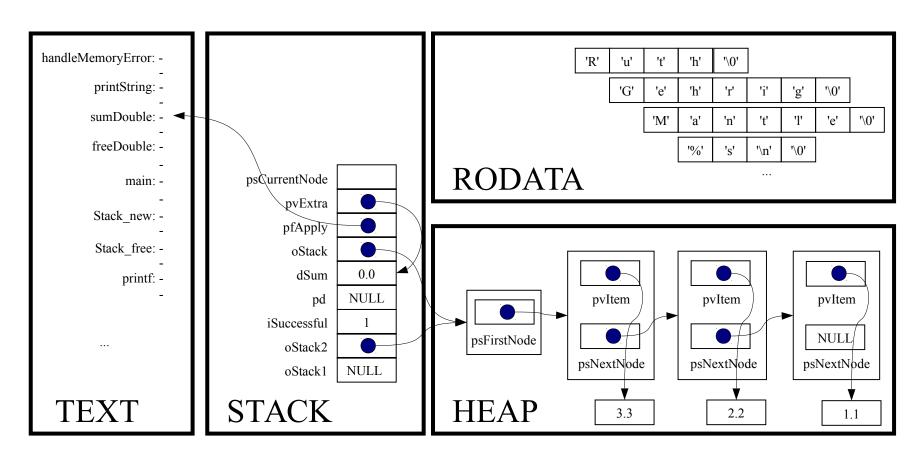


Stack map(oStack2, sumDouble, &dSum);

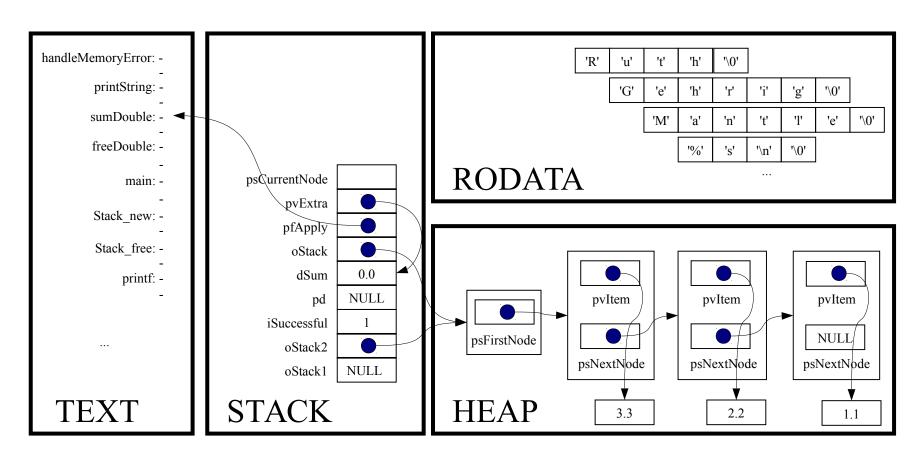




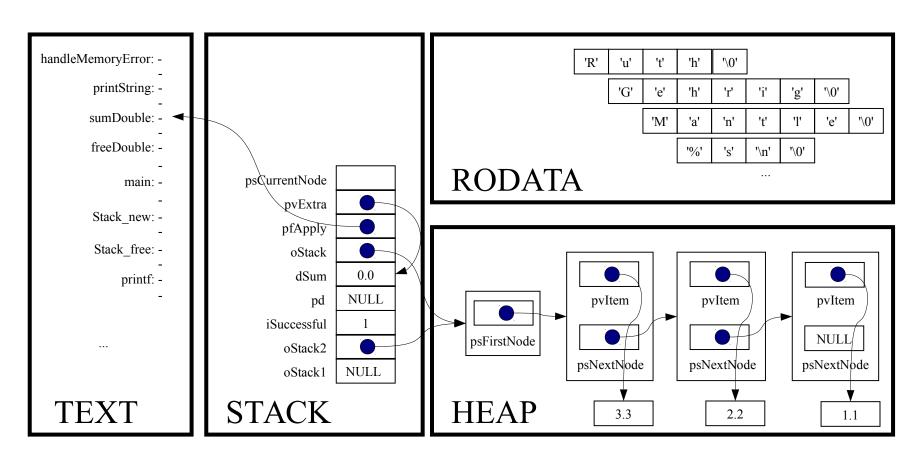
struct StackNode *psCurrentNode;



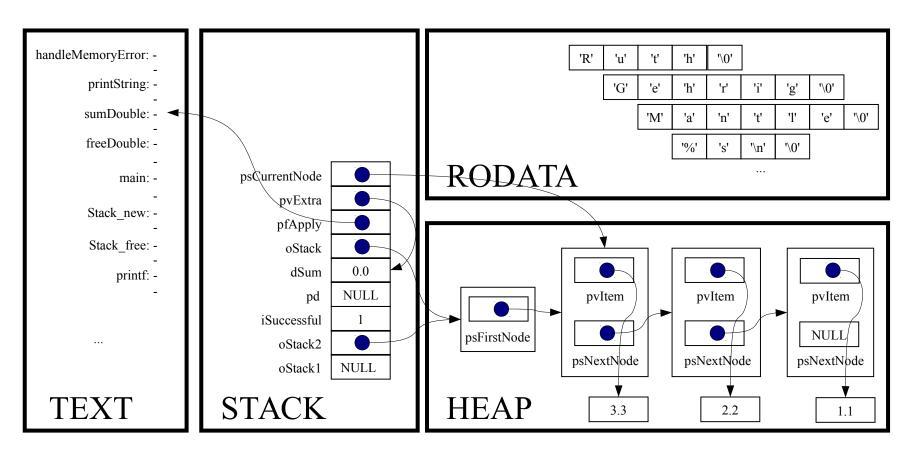
assert(oStack != NULL);



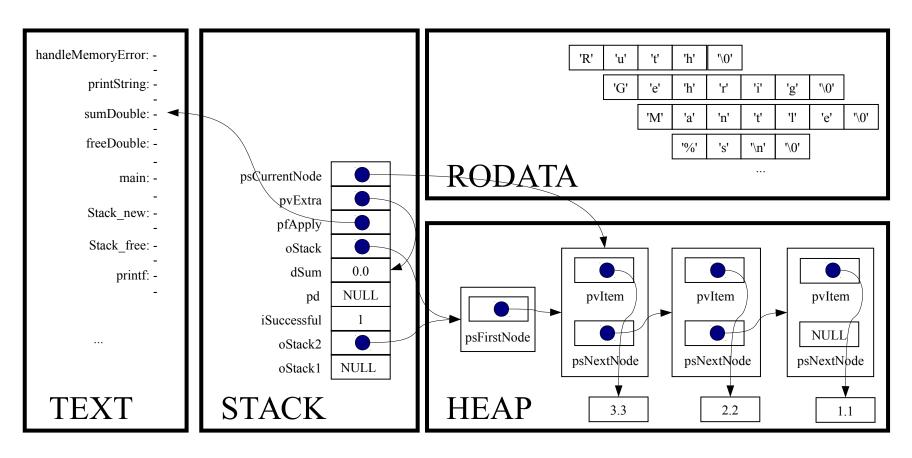
assert(pfApply != NULL);



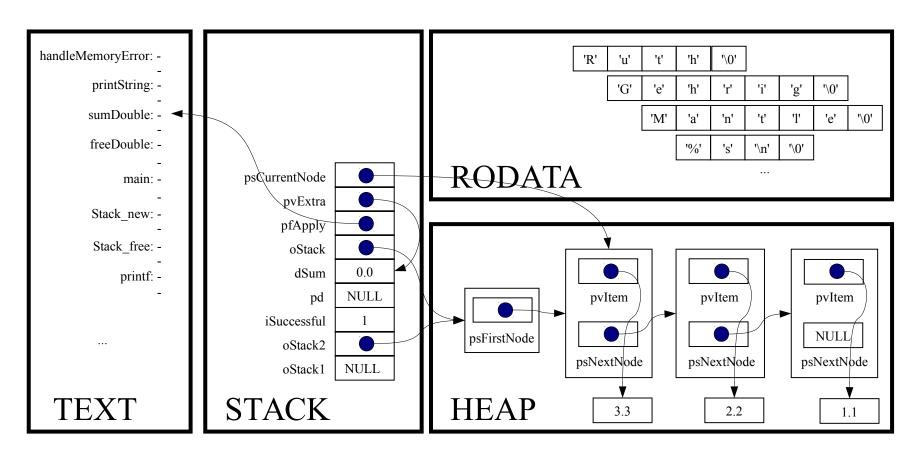
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



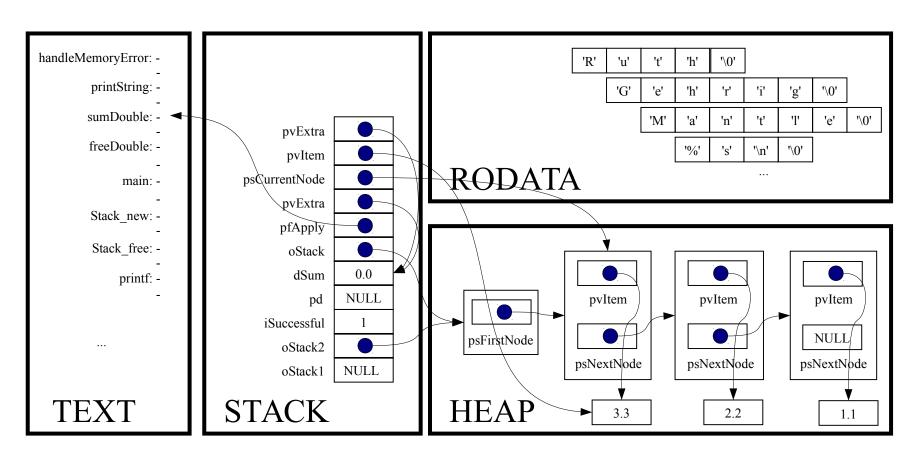
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



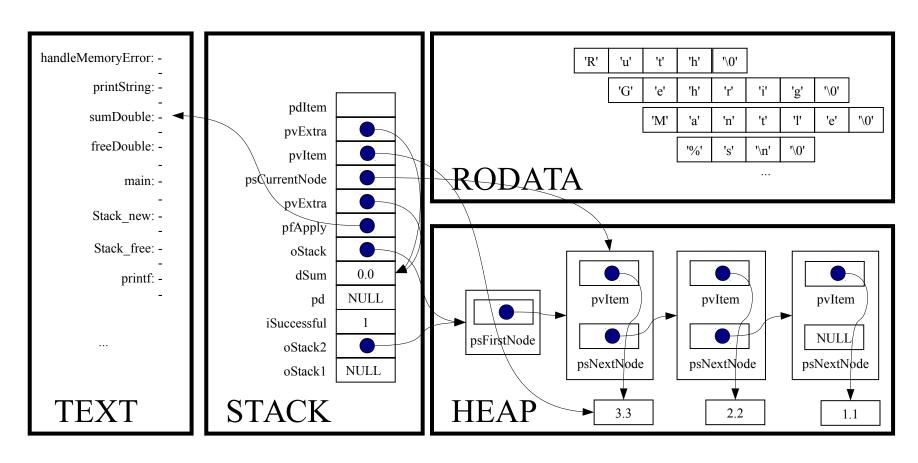
(*pfApply) ((void*)psCurrentNode->pvItem, (void*)pvExtra);



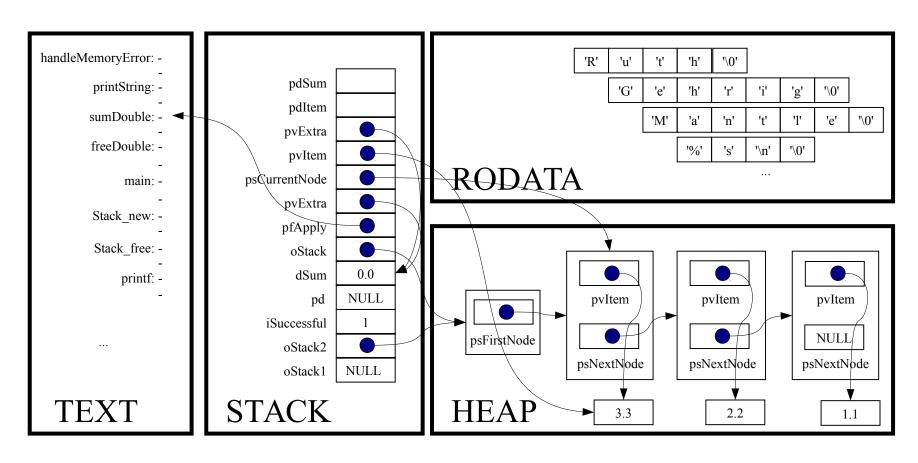
static void sumDouble(void *pvItem, void *pvExtra)



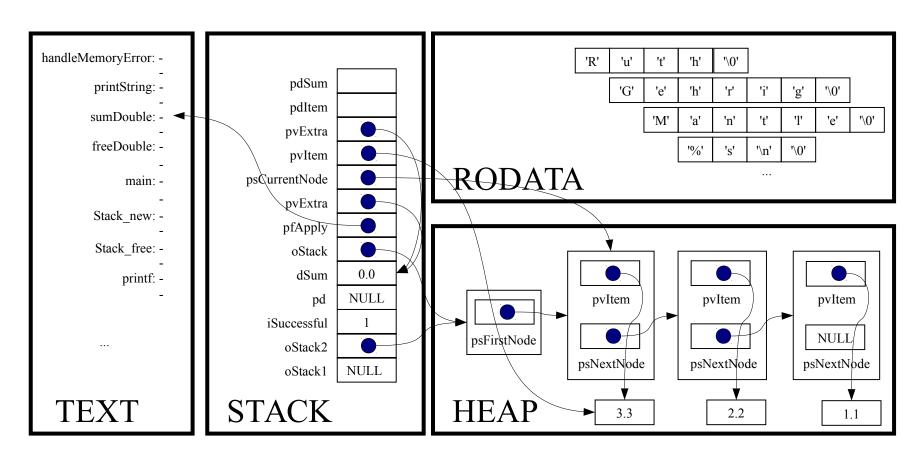
double *pdItem;



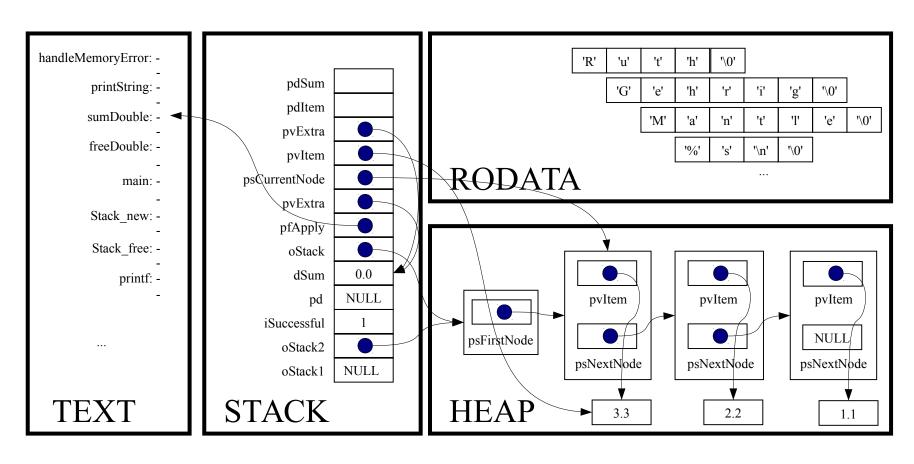
double *pdSum;



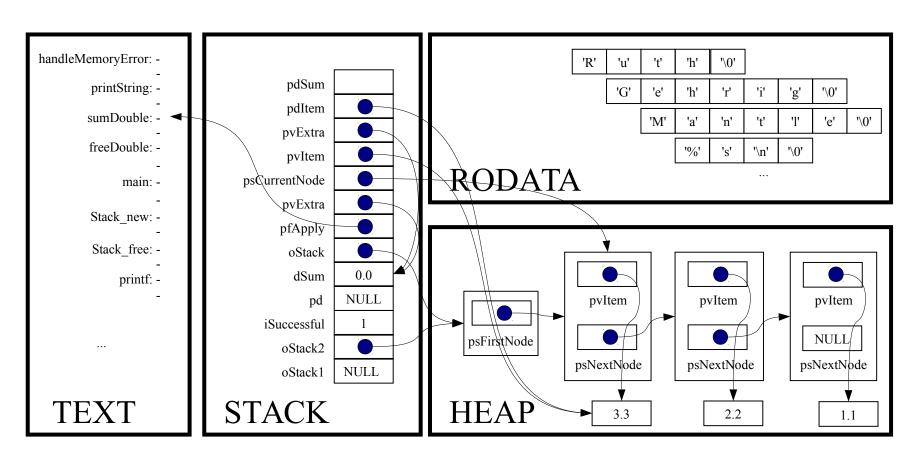
assert(pvItem != NULL);



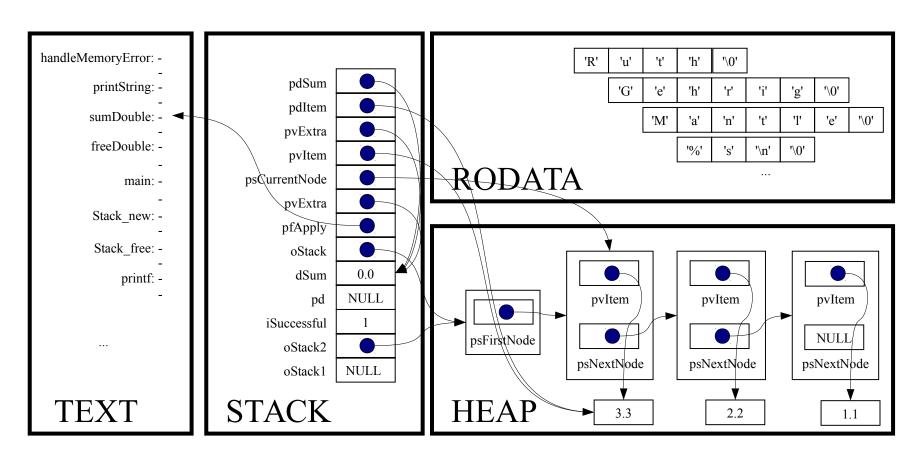
assert(pvExtra != NULL);



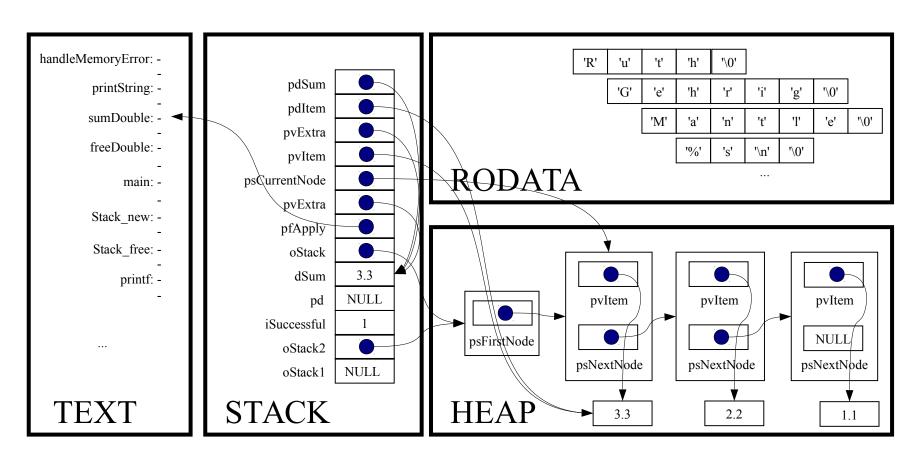
pdItem = (double*)pvItem;



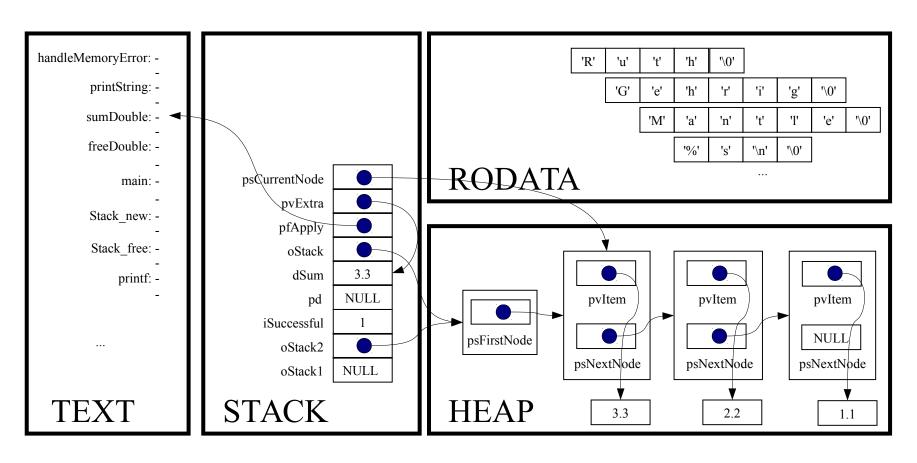
pdSum = (double*)pvExtra;



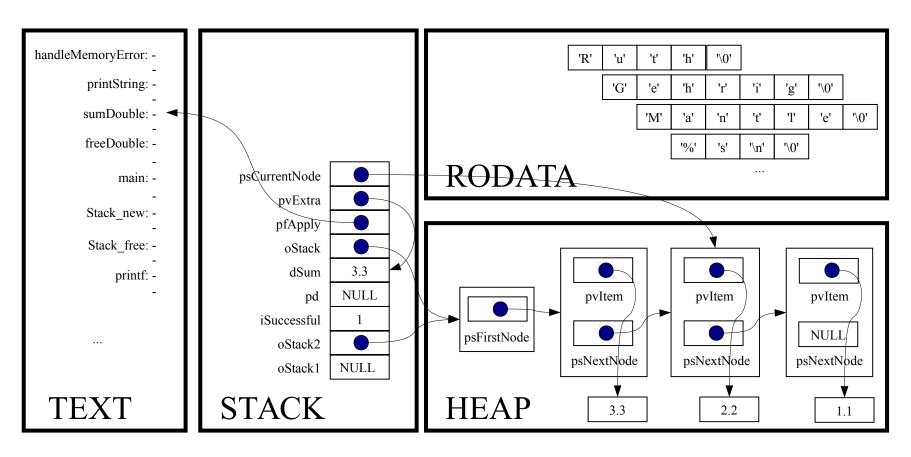
*pdSum += *pdItem;



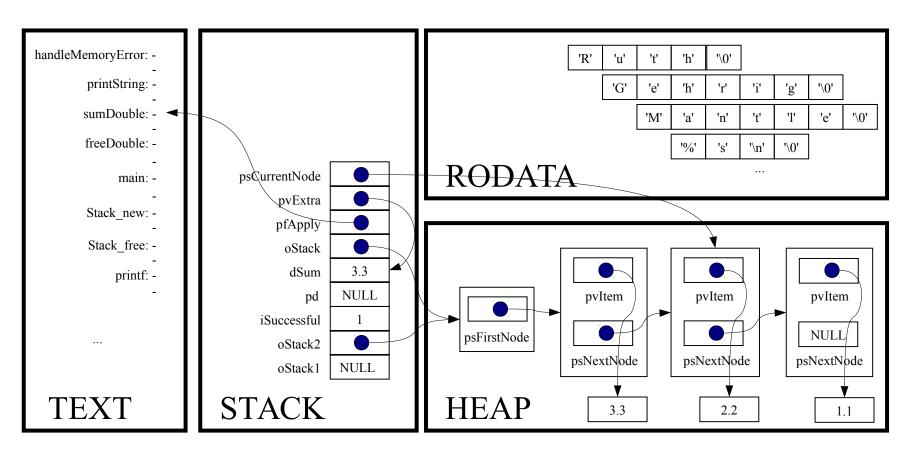
Implicit return



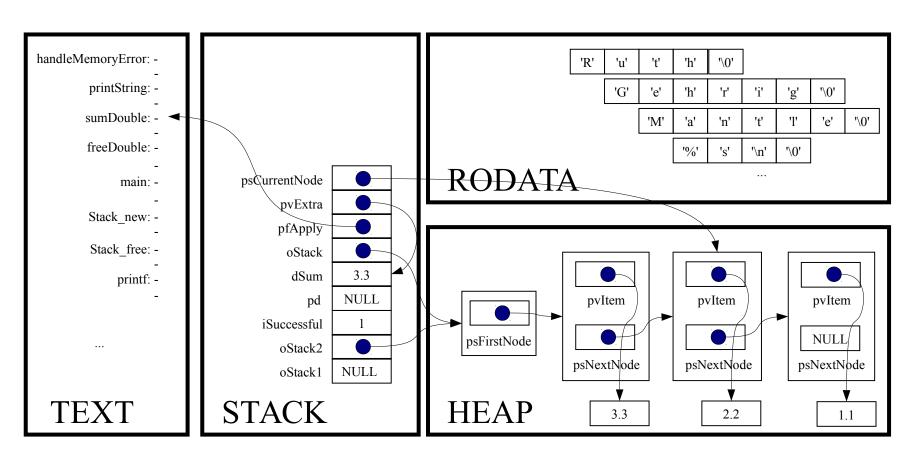
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



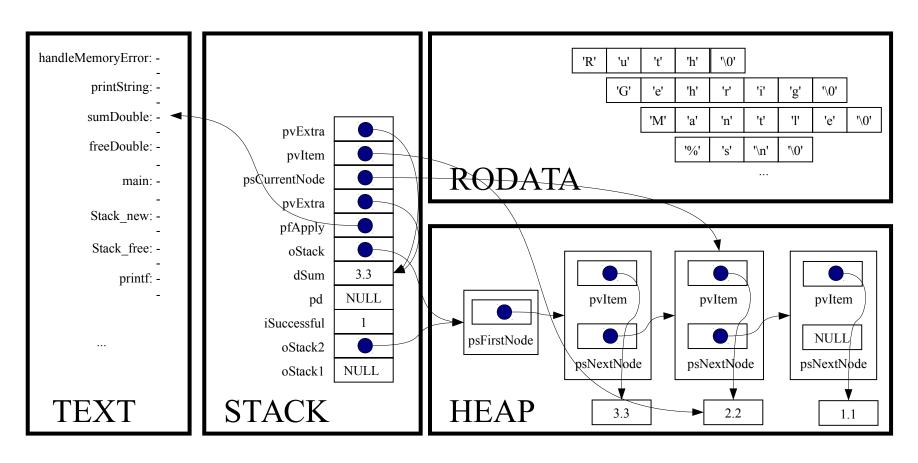
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



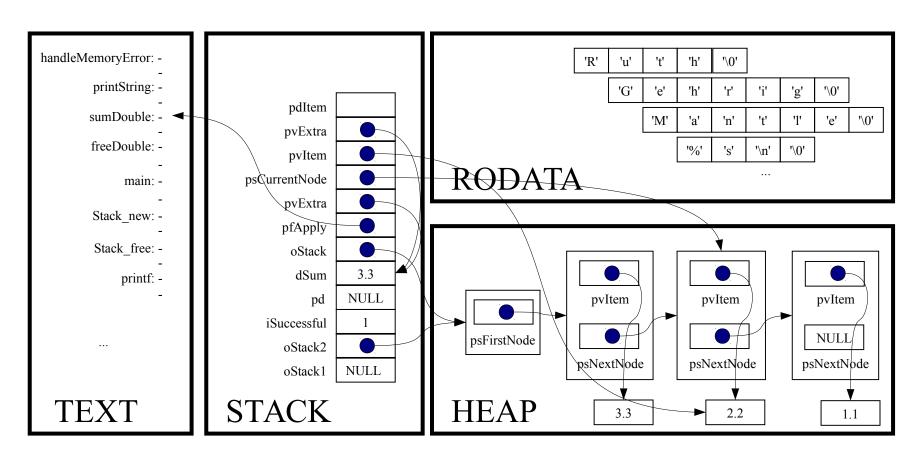
(*pfApply) ((void*)psCurrentNode->pvItem, (void*)pvExtra);



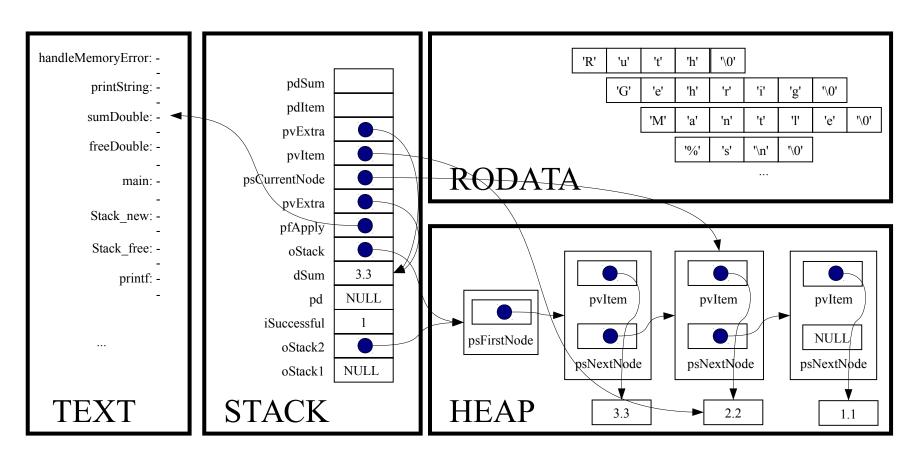
static void sumDouble(void *pvItem, void *pvExtra)



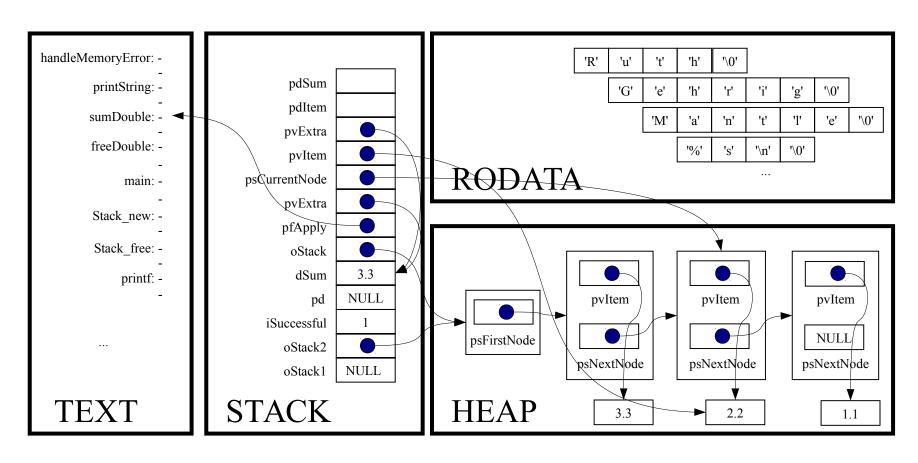
double *pdItem;



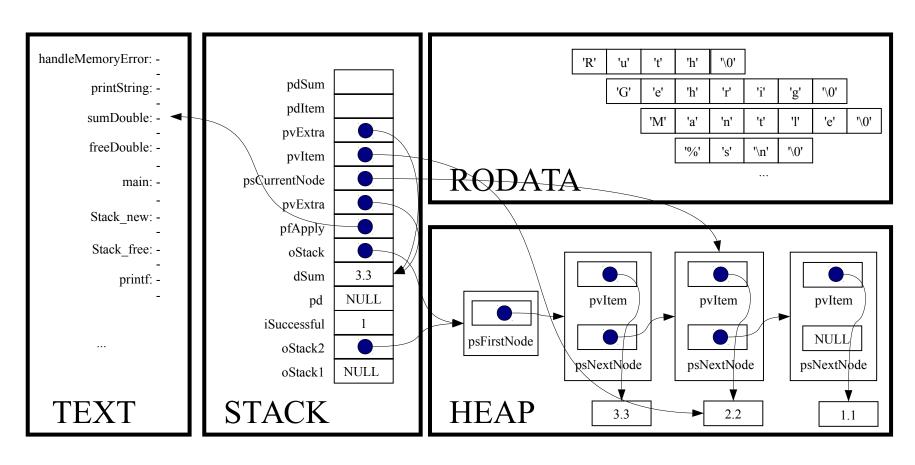
double *pdSum;



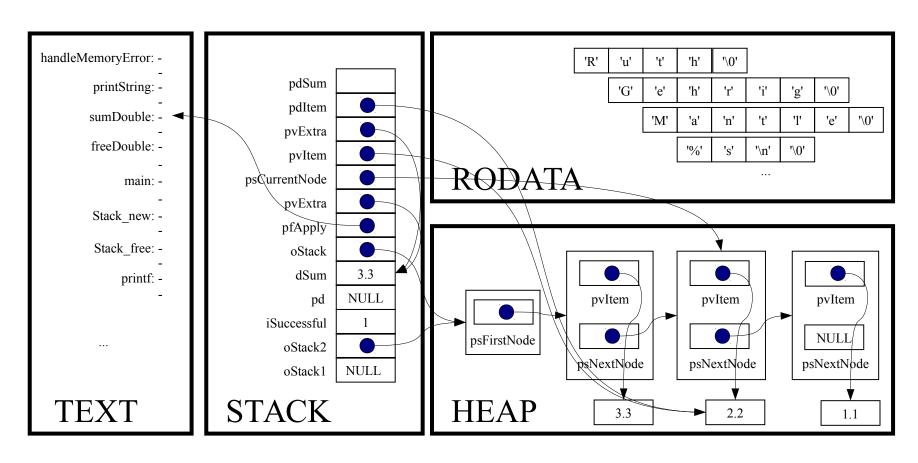
assert(pvItem != NULL);



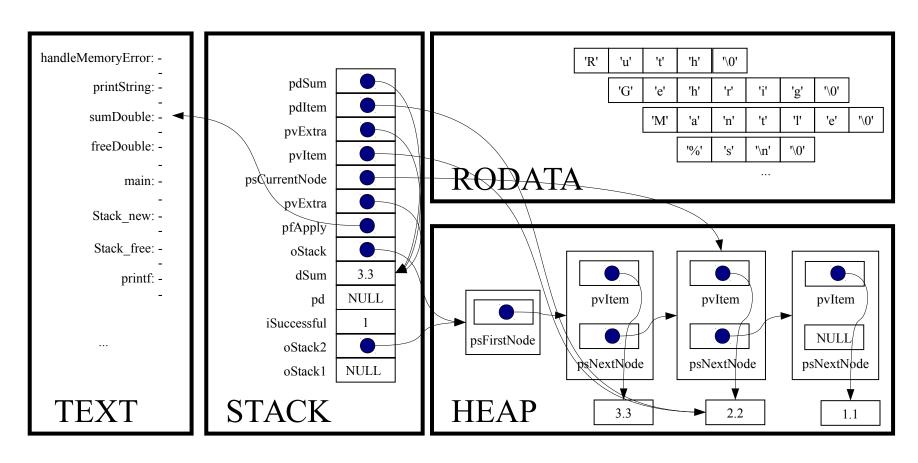
assert(pvExtra != NULL);



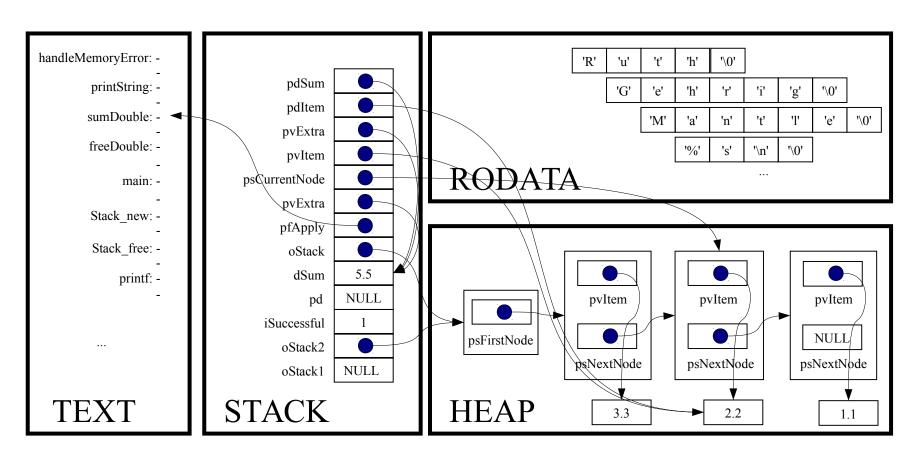
pdItem = (double*)pvItem;



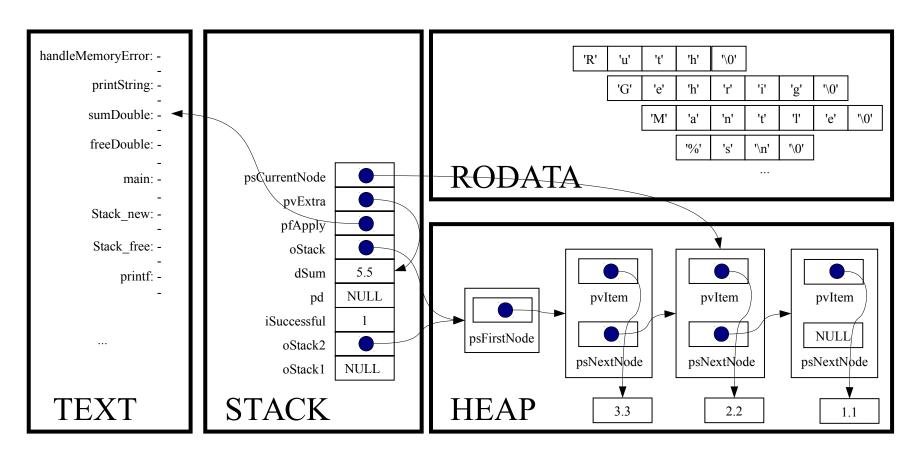
pdSum = (double*)pvExtra;



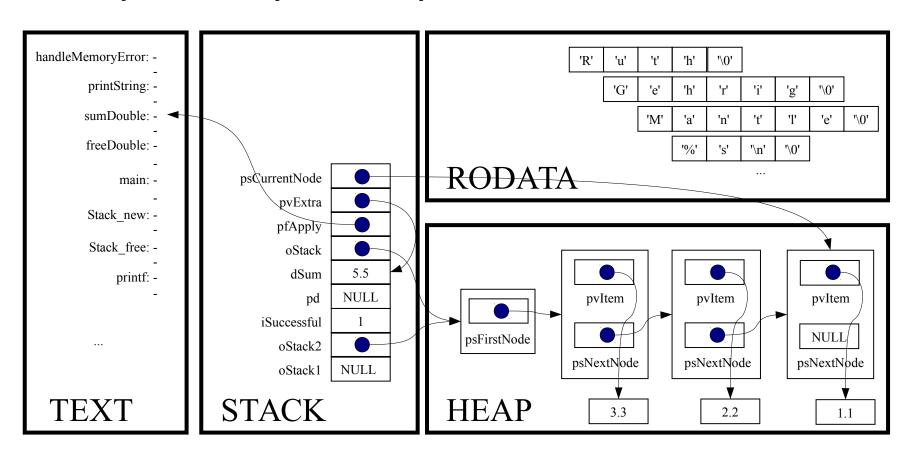
*pdSum += *pdItem;



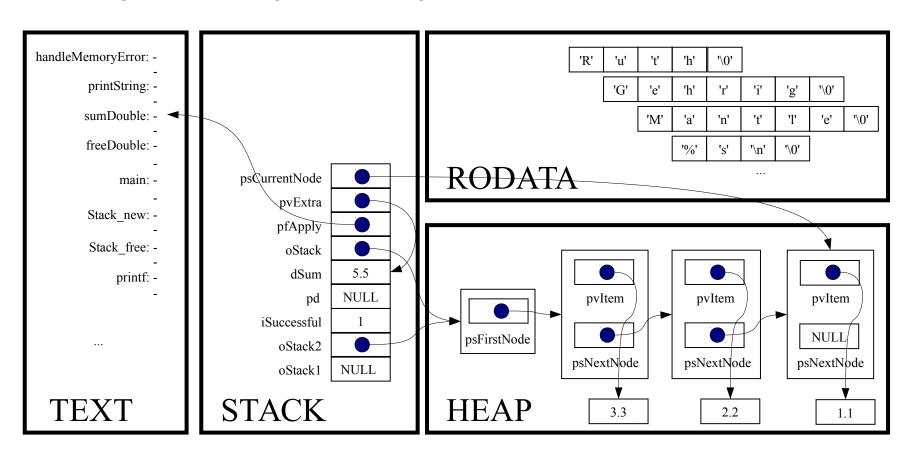
Implicit return



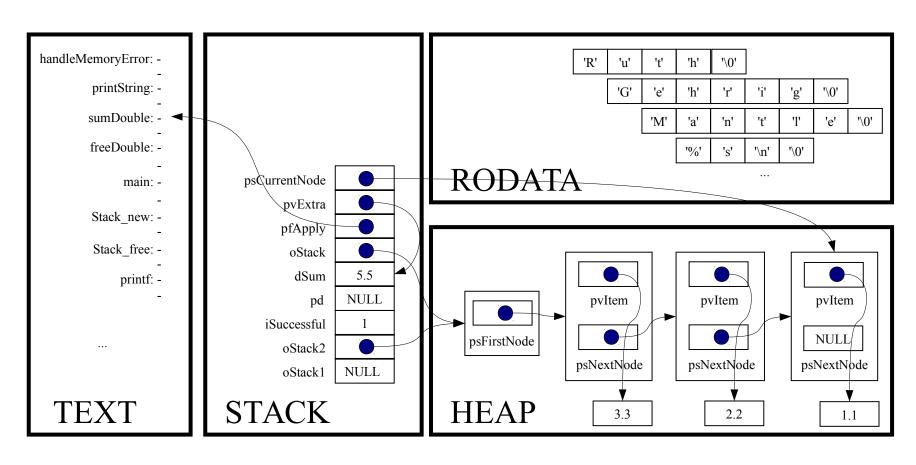
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



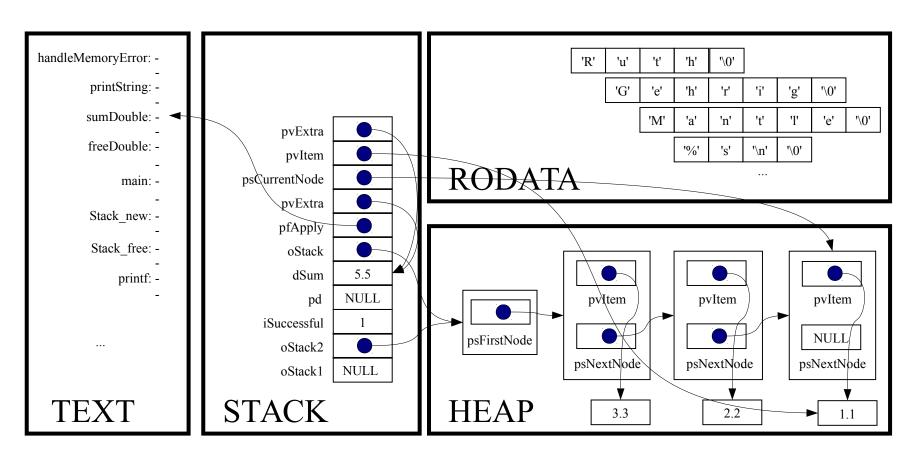
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



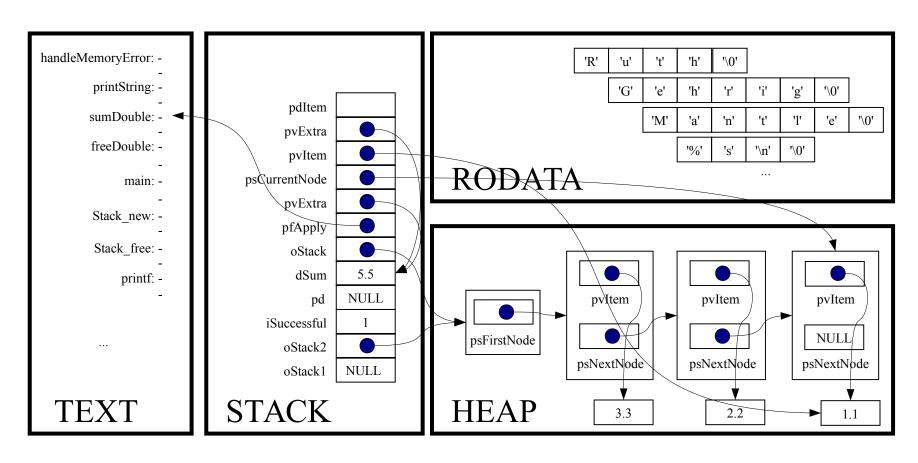
(*pfApply) ((void*)psCurrentNode->pvItem, (void*)pvExtra);



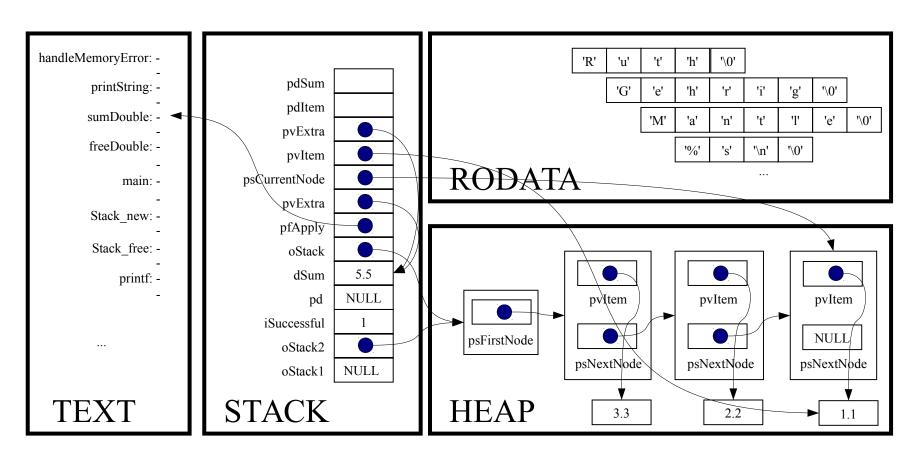
static void sumDouble(void *pvItem, void *pvExtra)



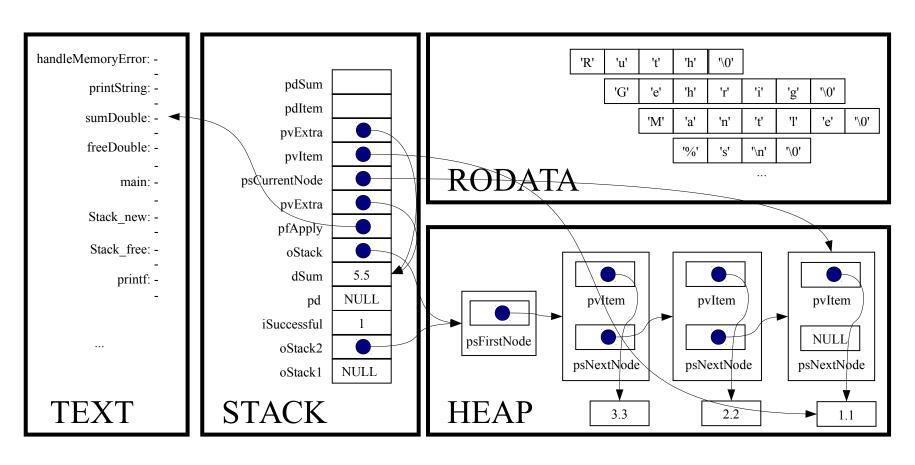
double *pdItem;



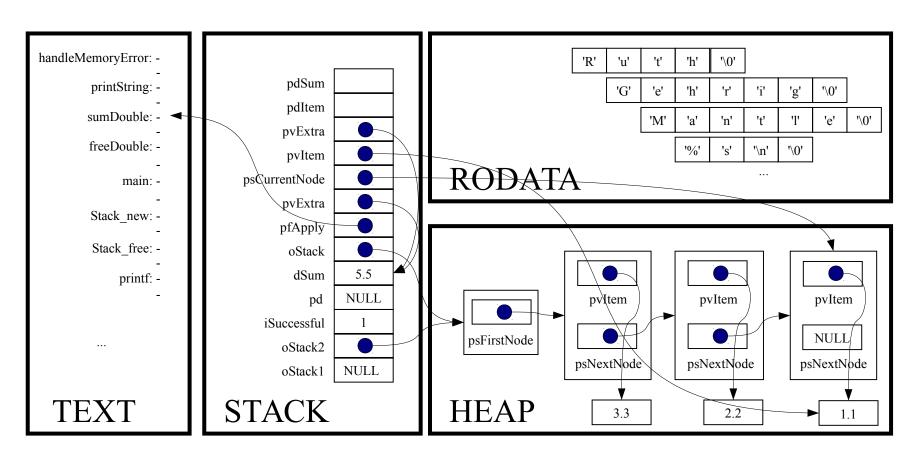
double *pdSum;



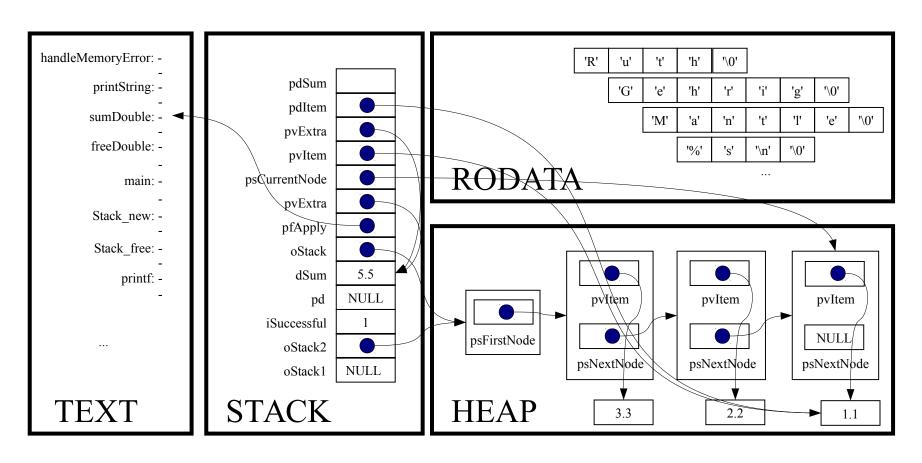
assert(pvItem != NULL);



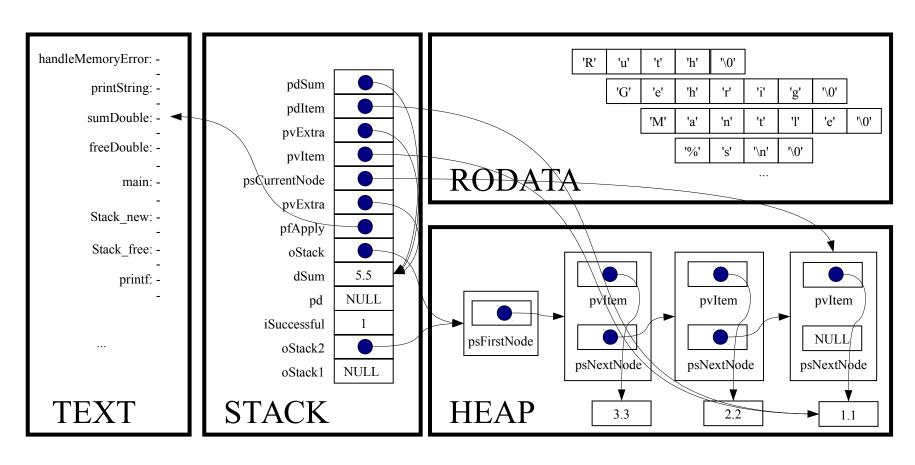
assert(pvExtra != NULL);



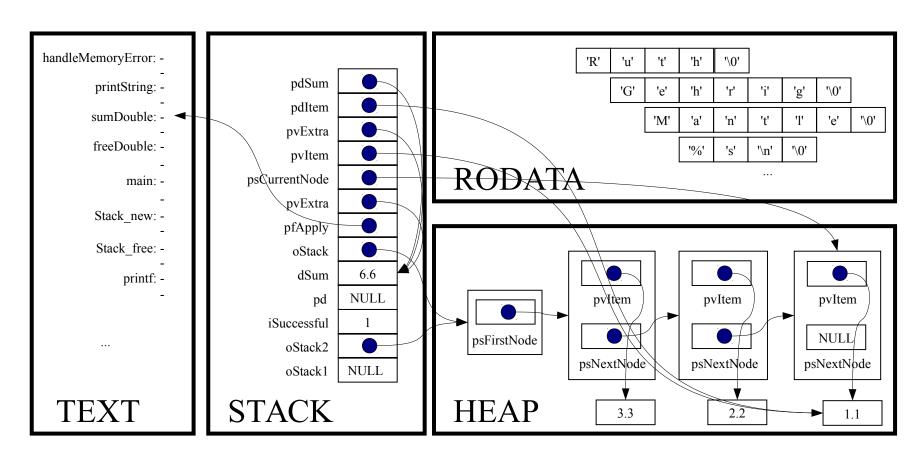
pdItem = (double*)pvItem;



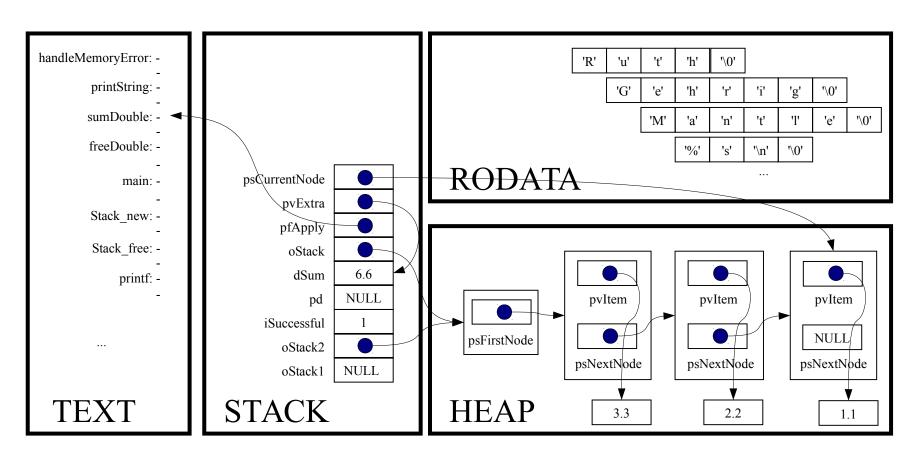
pdSum = (double*)pvExtra;



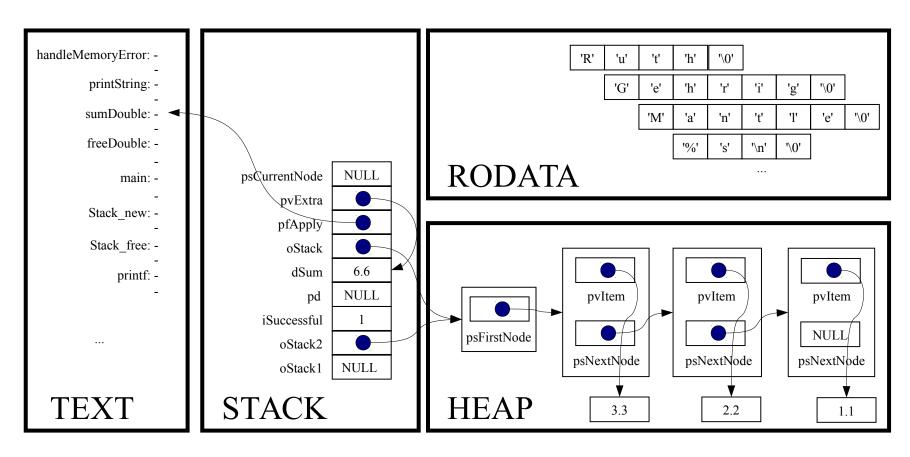
*pdSum += *pdItem;



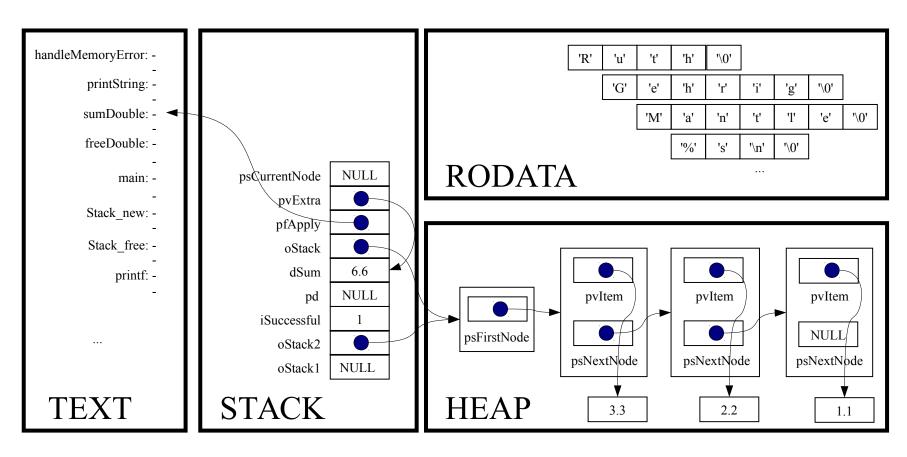
Implicit return



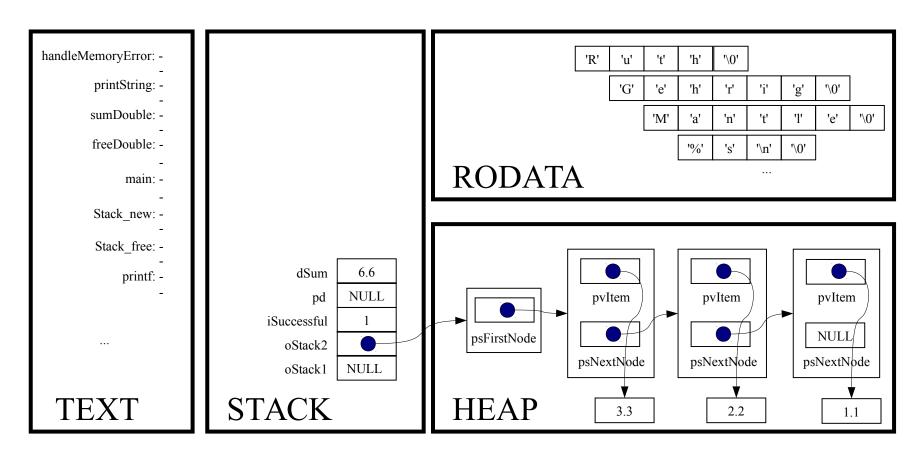
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



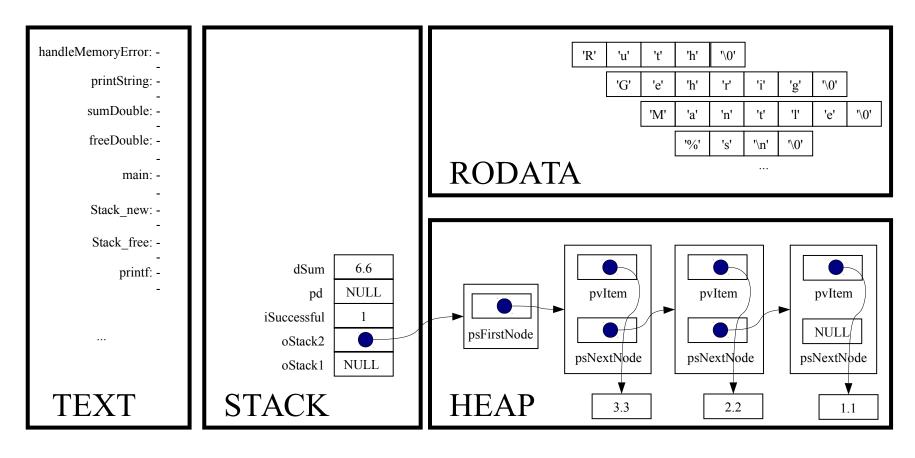
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



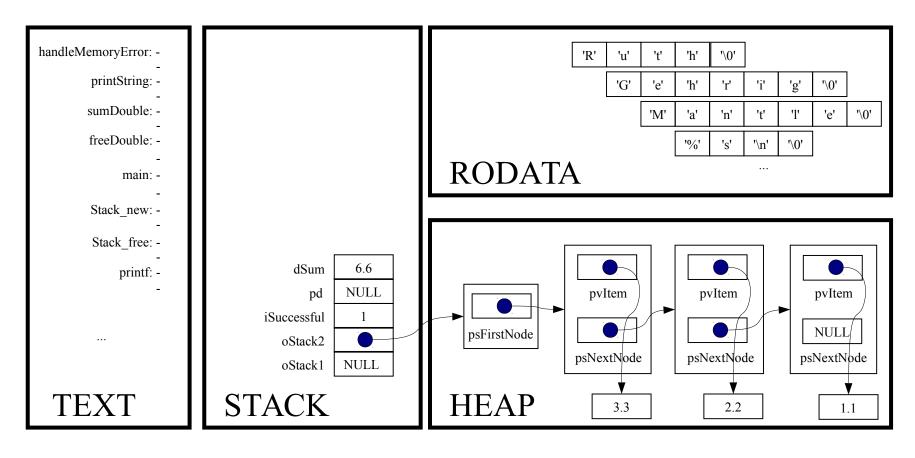
Implicit return

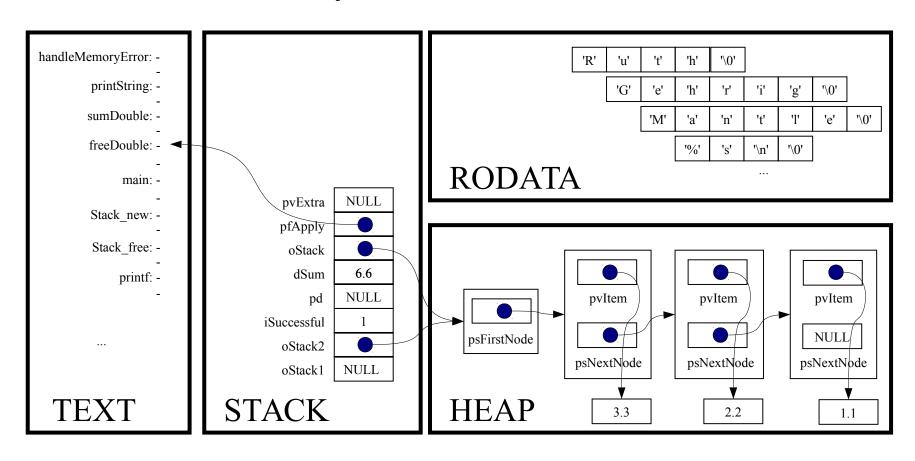


printf("The sum is %g.\n", dSum);

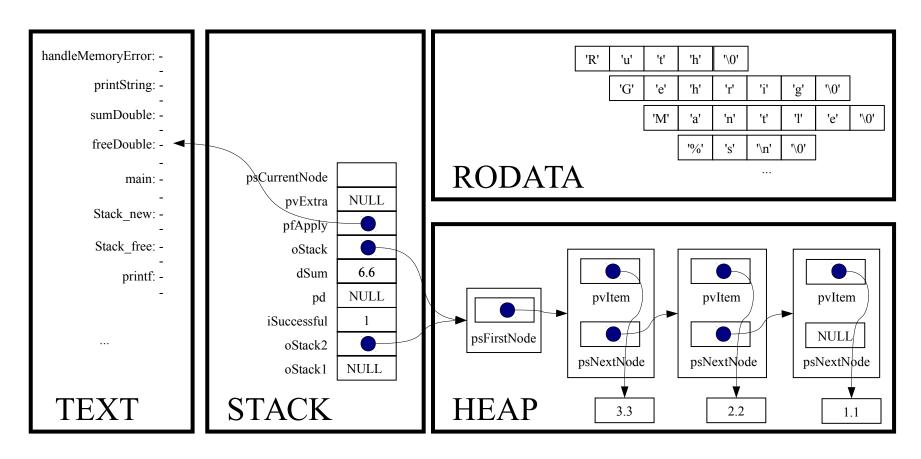


Stack map(oStack2, freeDouble, NULL);

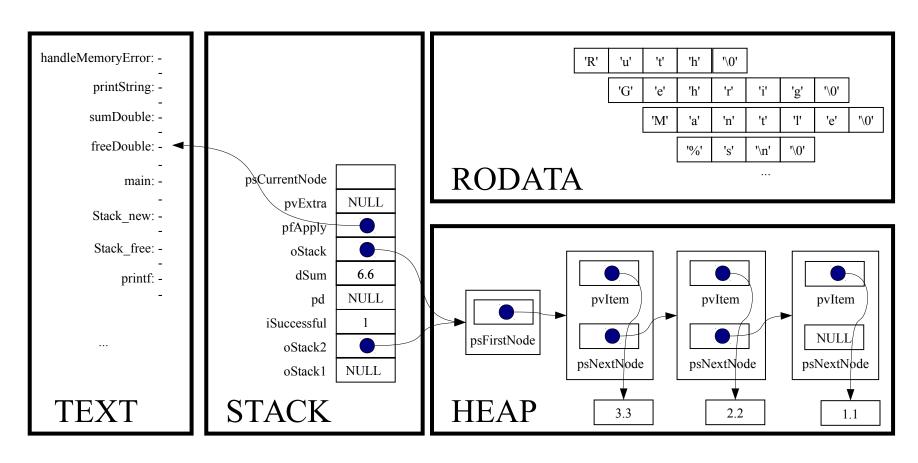




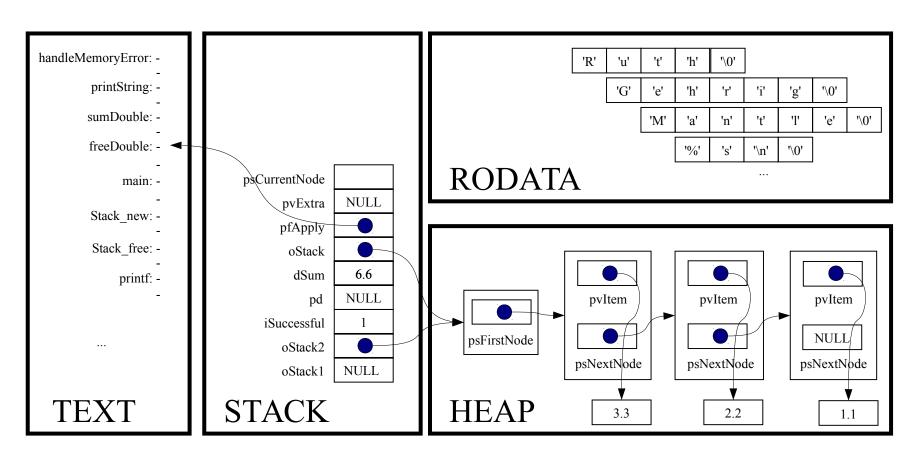
struct StackNode *psCurrentNode;



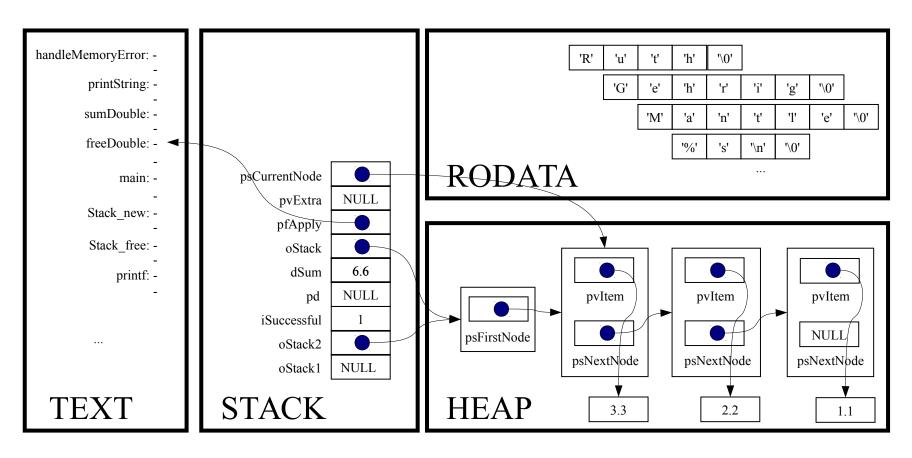
assert(oStack != NULL);



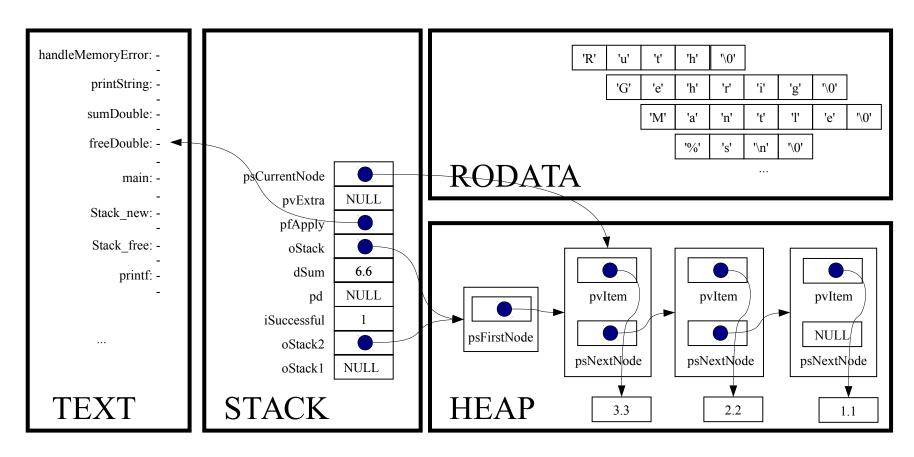
assert(pfApply != NULL);



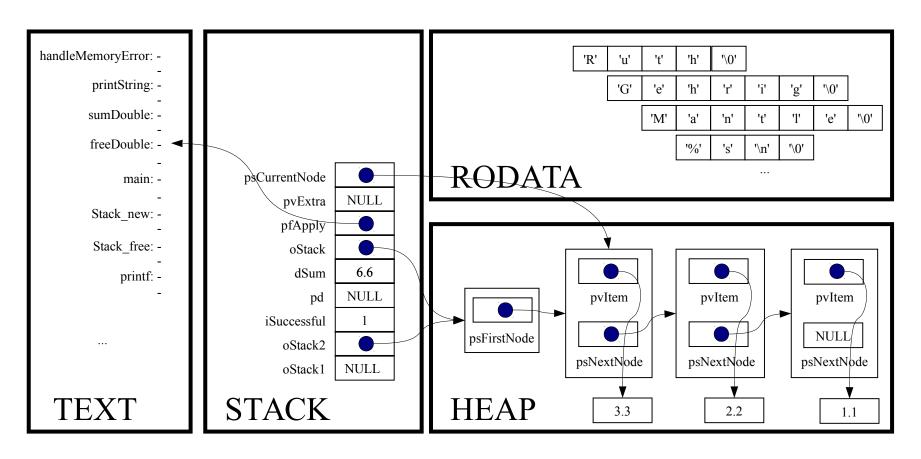
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



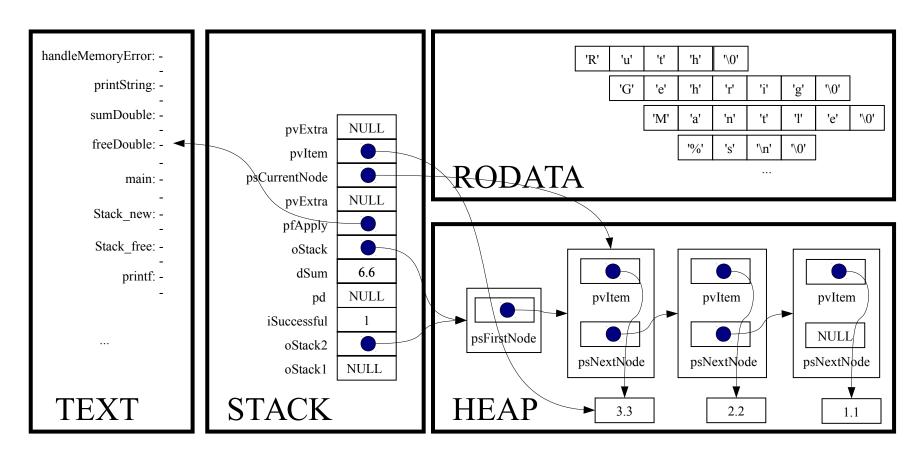
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)



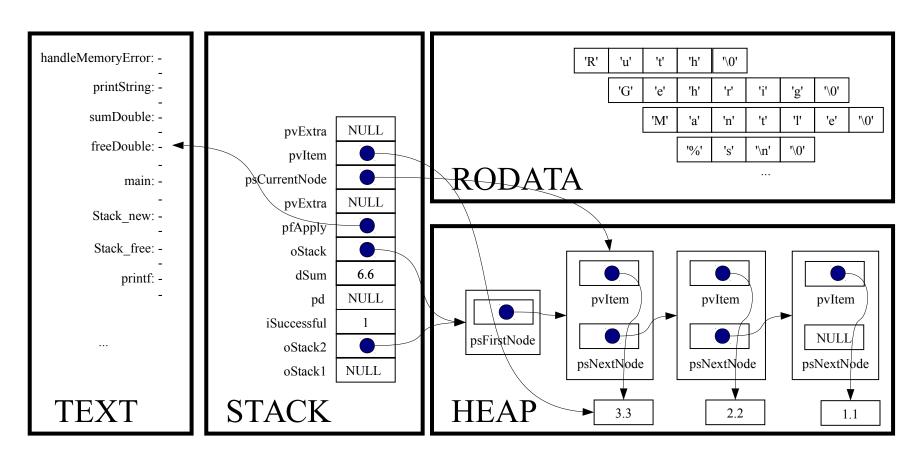
(*pfApply) ((void*)psCurrentNode->pvItem, (void*)pvExtra);



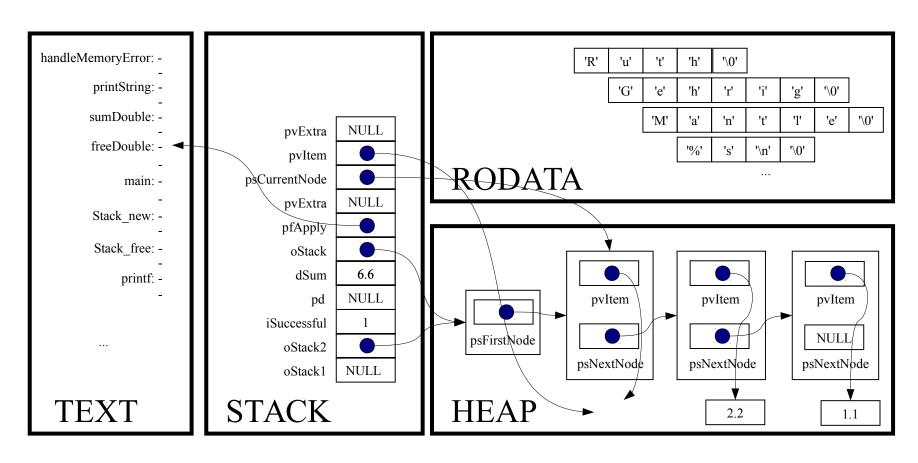
static void freeDouble(void *pvItem, void *pvExtra)



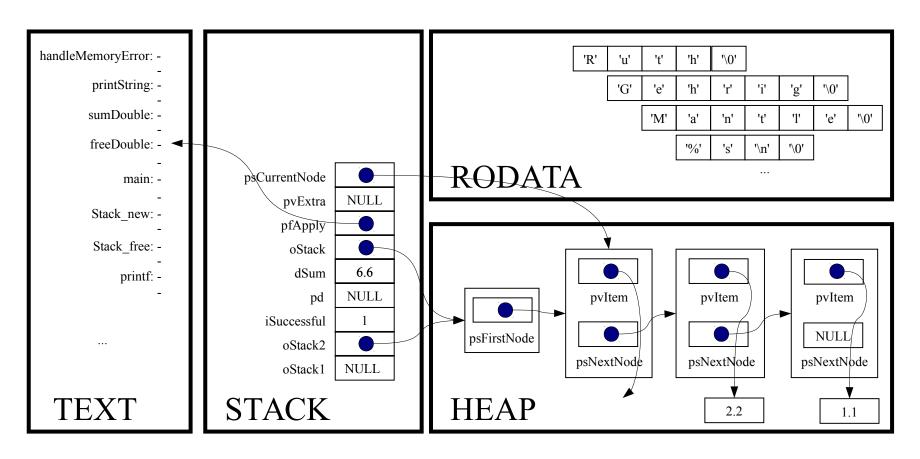
assert(pvItem != NULL);



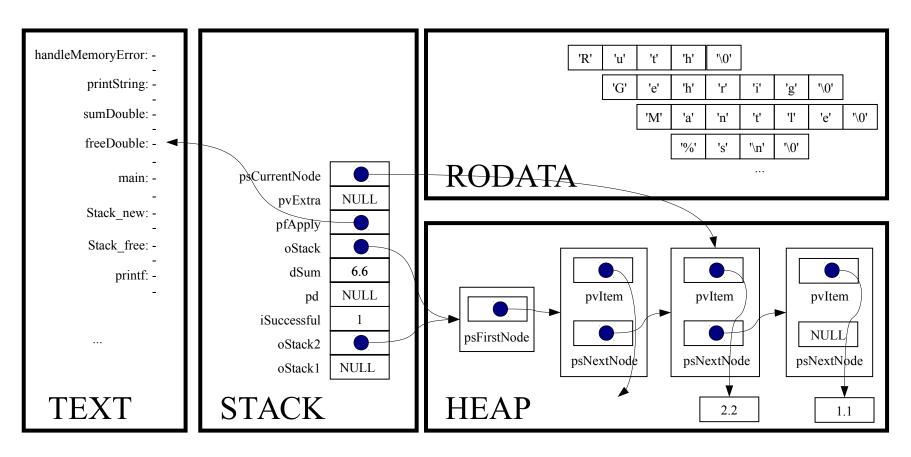
free (pvItem);



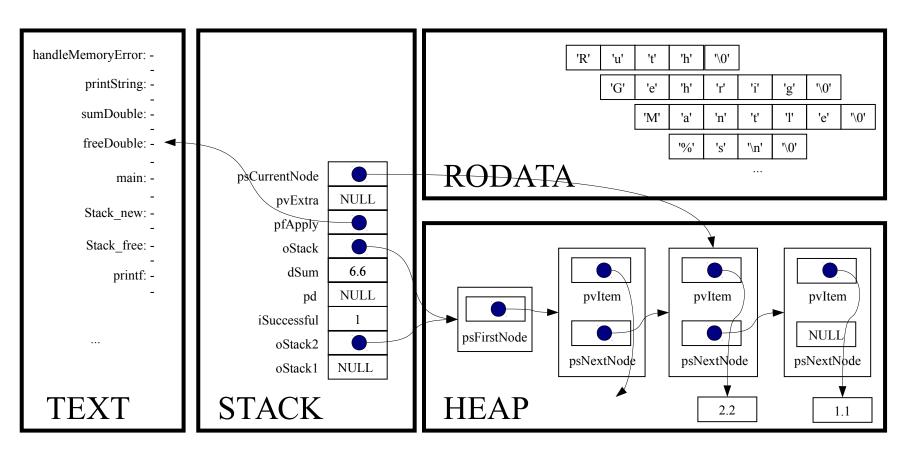
Implicit return



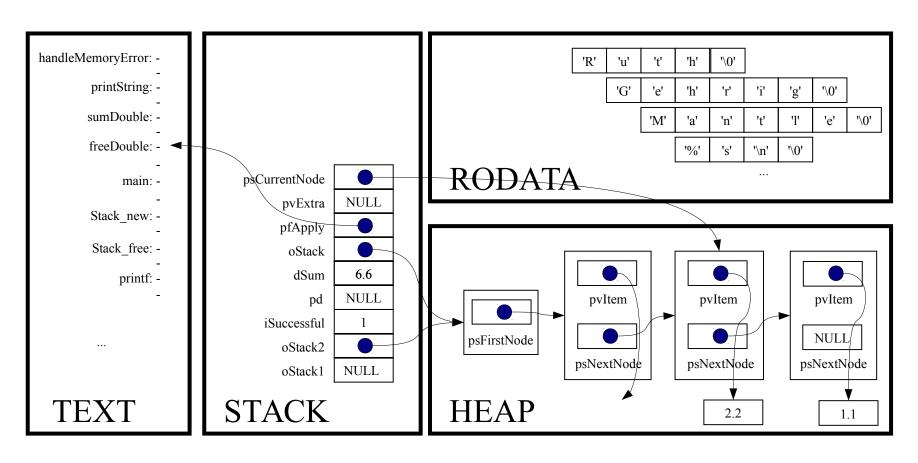
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



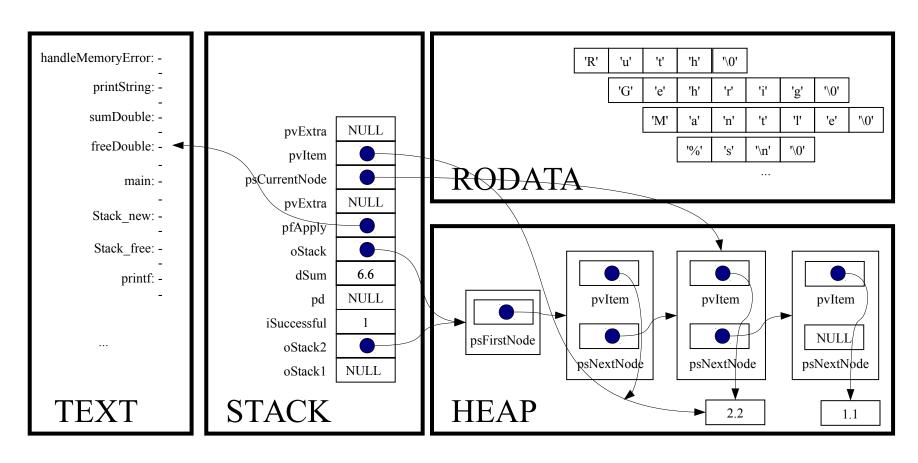
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



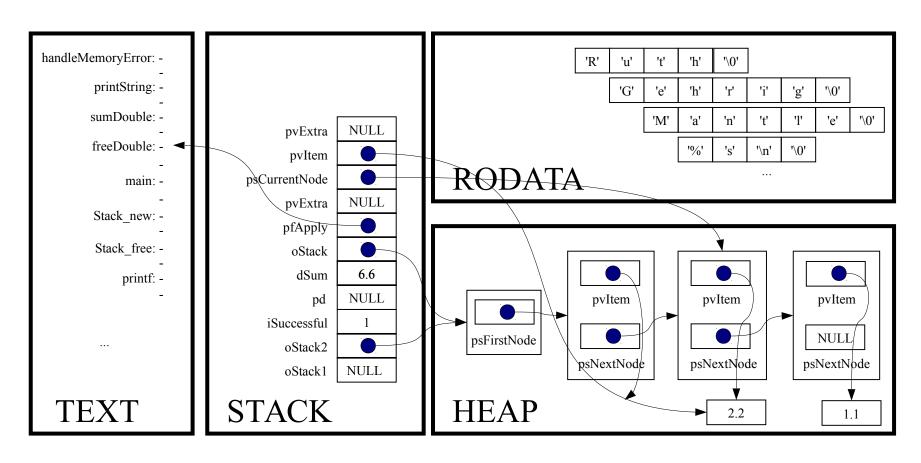
(*pfApply) ((void*)psCurrentNode->pvItem, (void*)pvExtra);



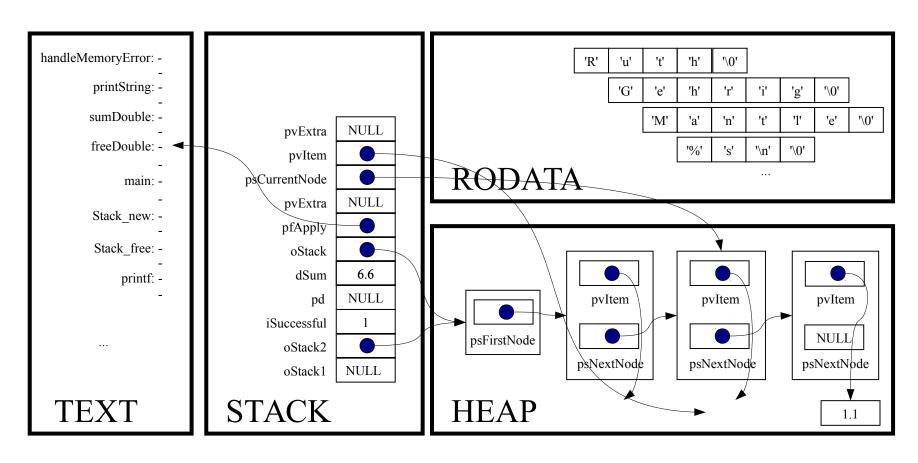
static void freeDouble(void *pvItem, void *pvExtra)



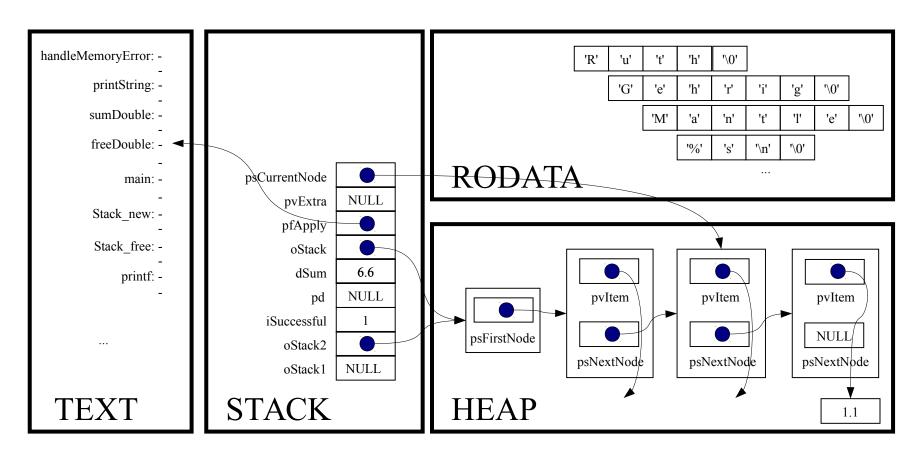
assert(pvItem != NULL);



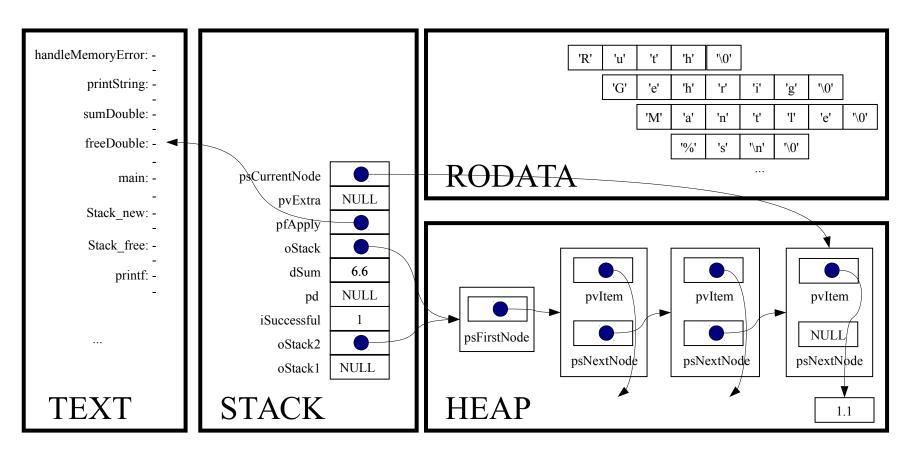
free (pvItem);



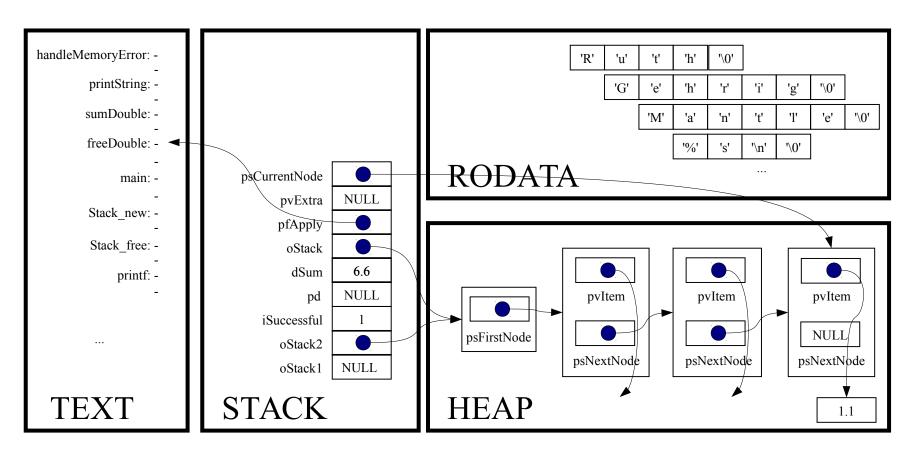
Implicit return



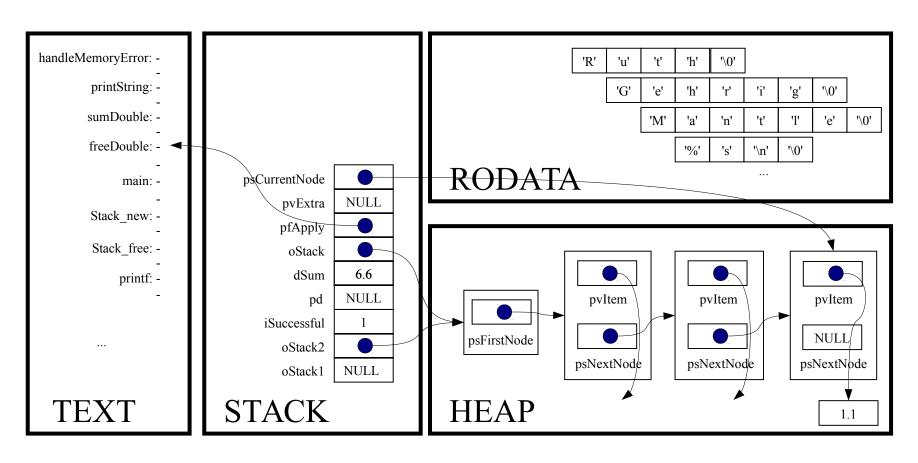
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



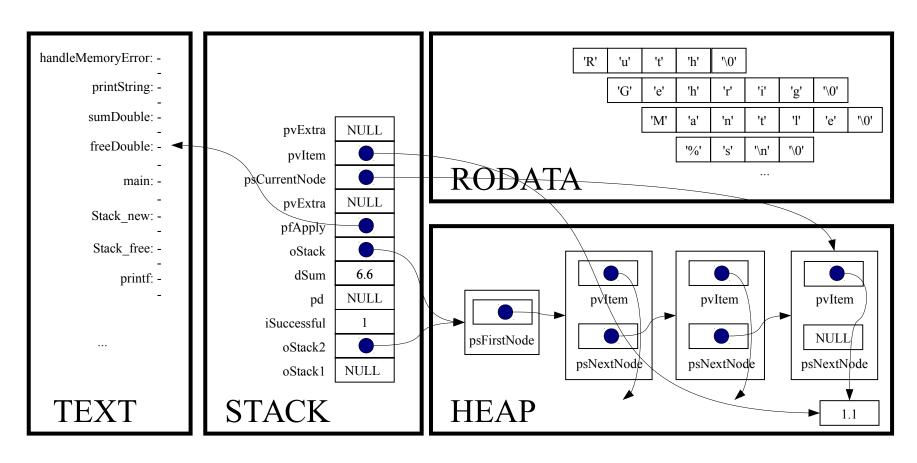
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



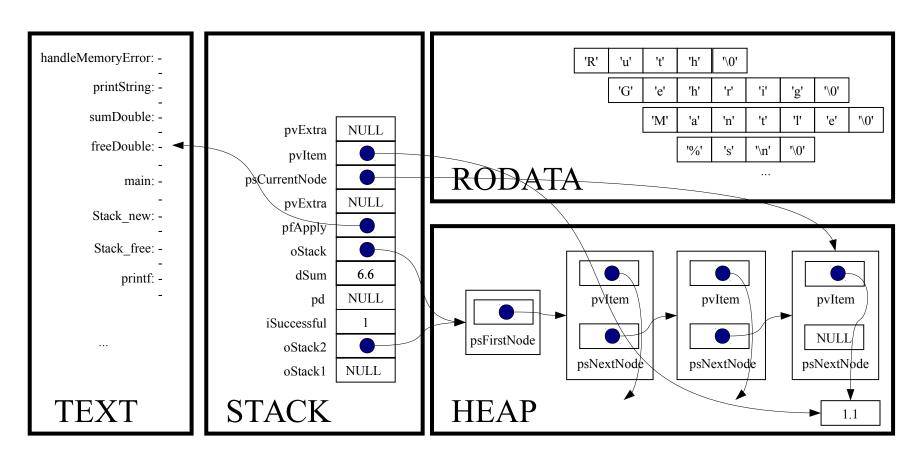
(*pfApply) ((void*)psCurrentNode->pvItem, (void*)pvExtra);



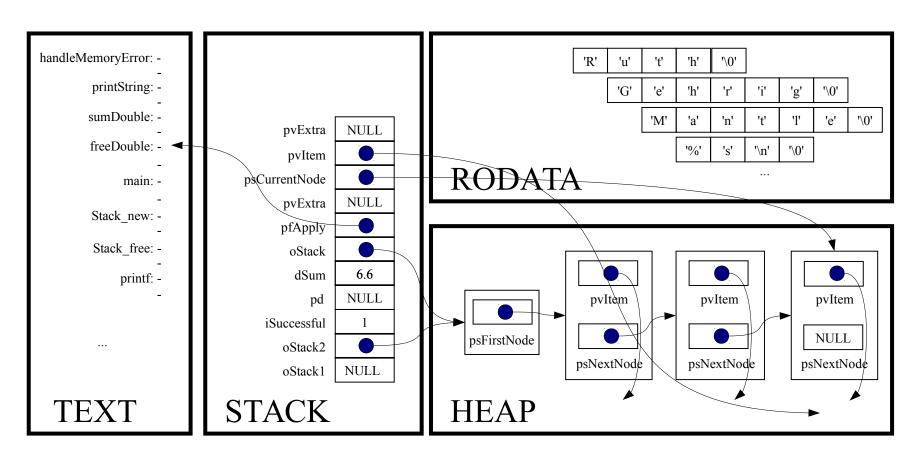
static void freeDouble(void *pvItem, void *pvExtra)



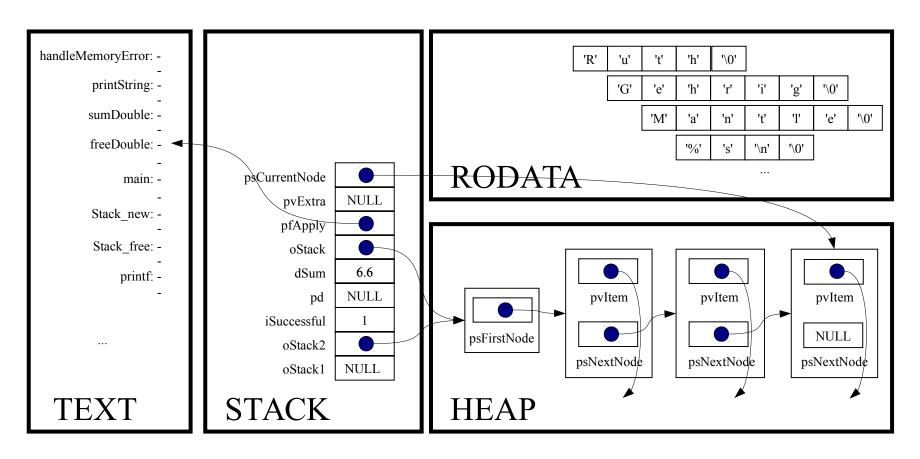
assert(pvItem != NULL);



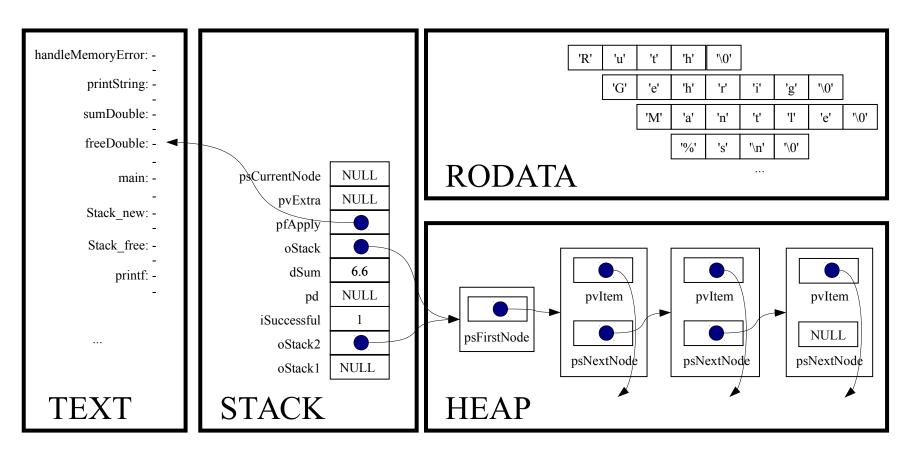
free (pvItem);



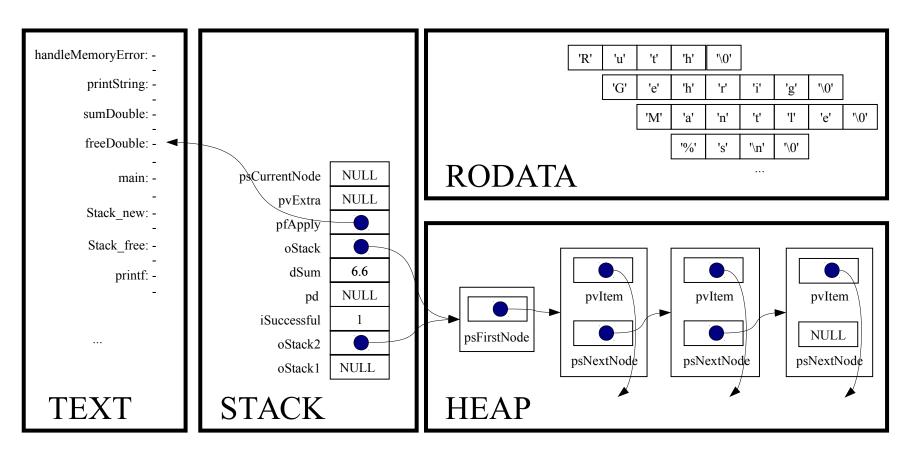
Implicit return



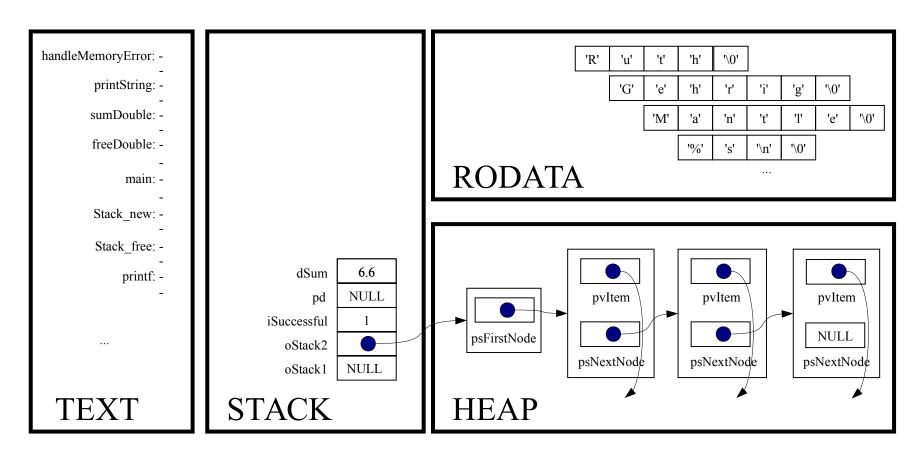
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)



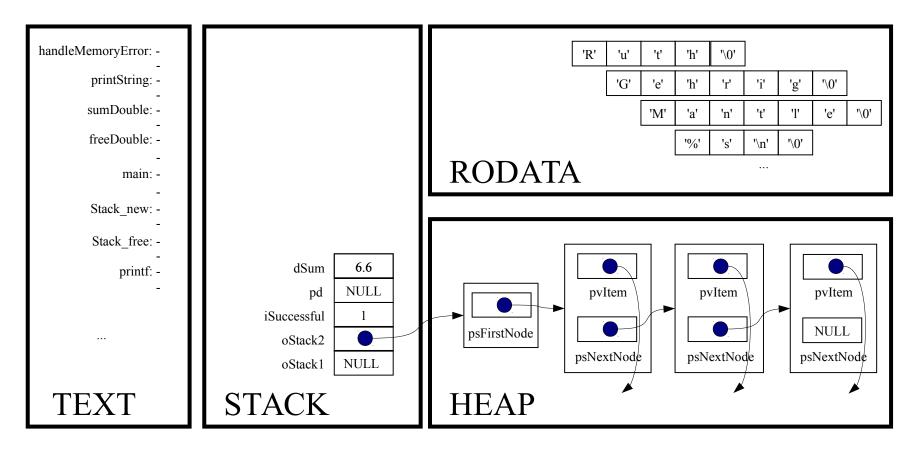
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



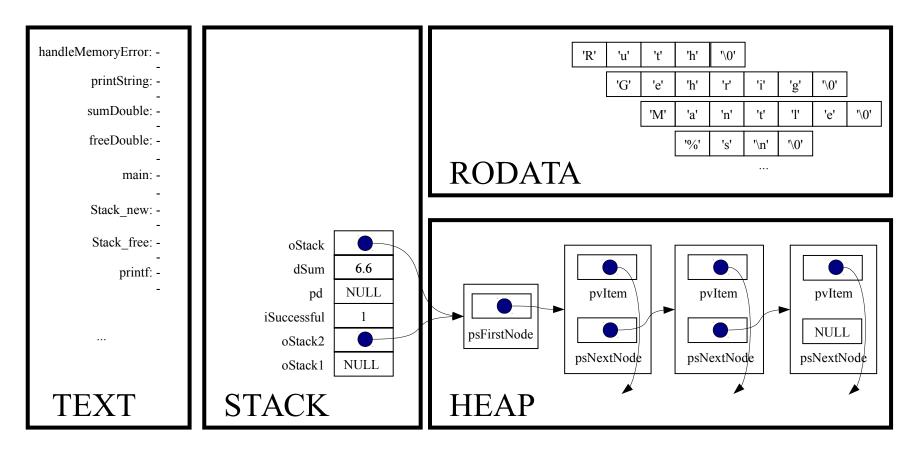
Implicit return



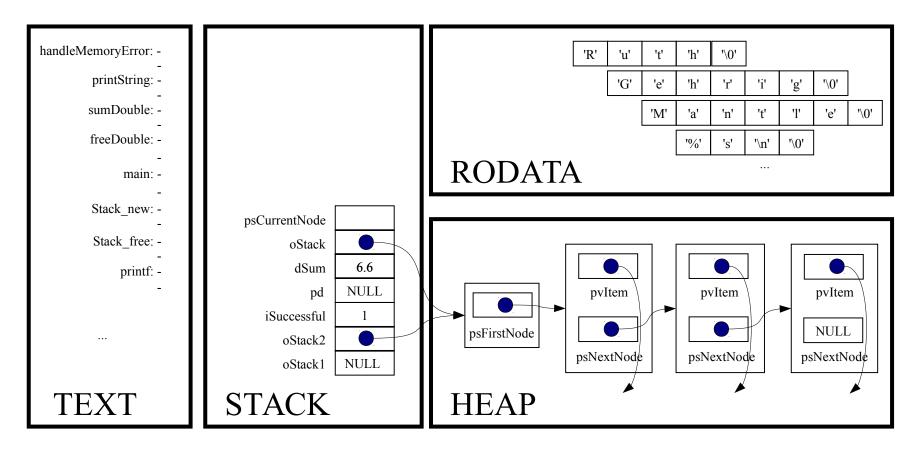
Stack free(oStack2);



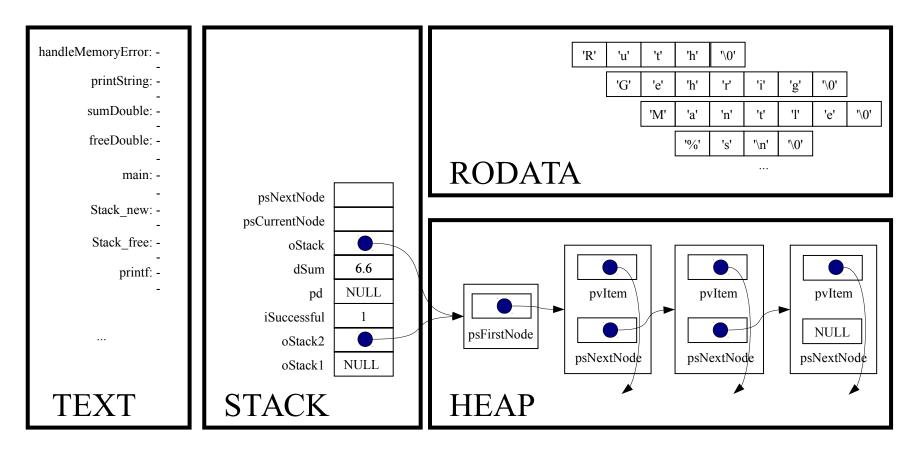
void Stack free(Stack T oStack)



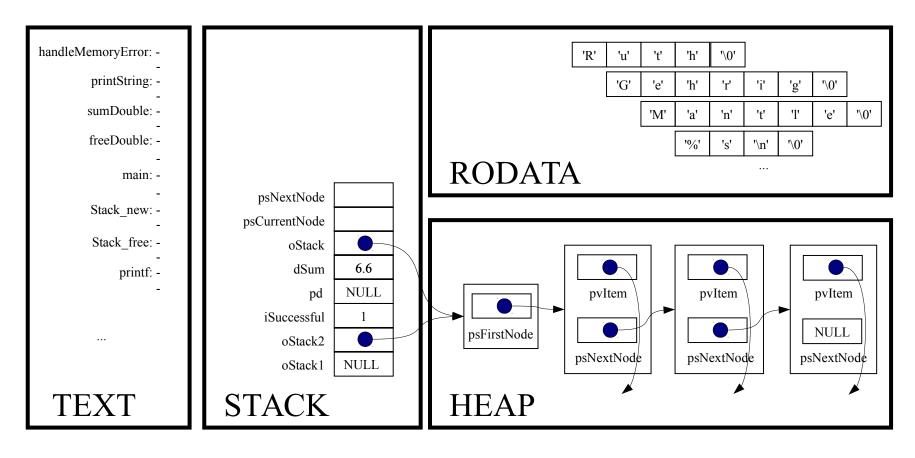
struct StackNode *psCurrentNode;



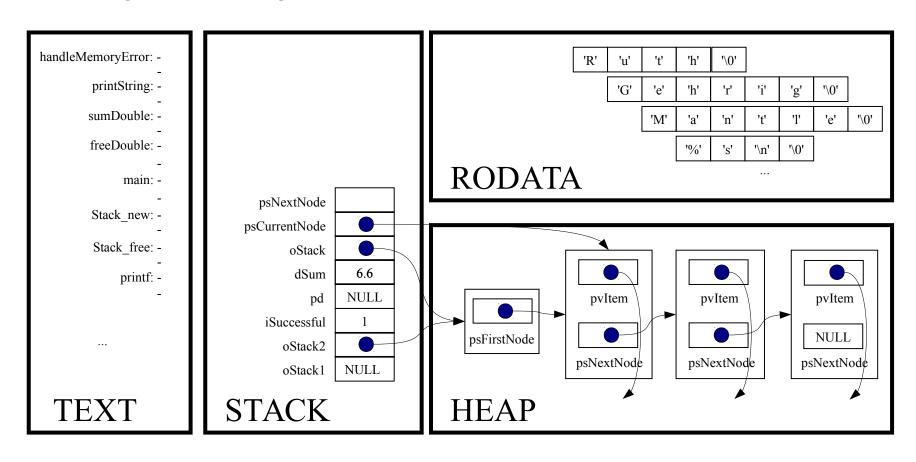
struct StackNode *psNextNode;



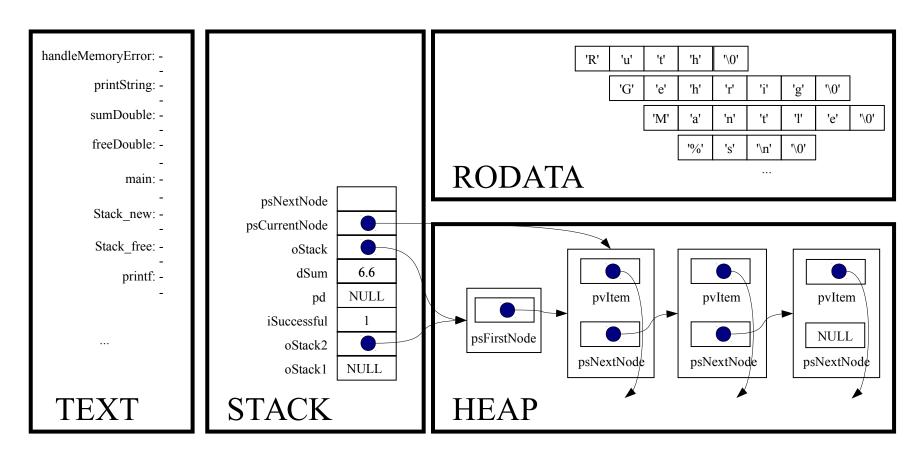
assert(oStack != NULL);



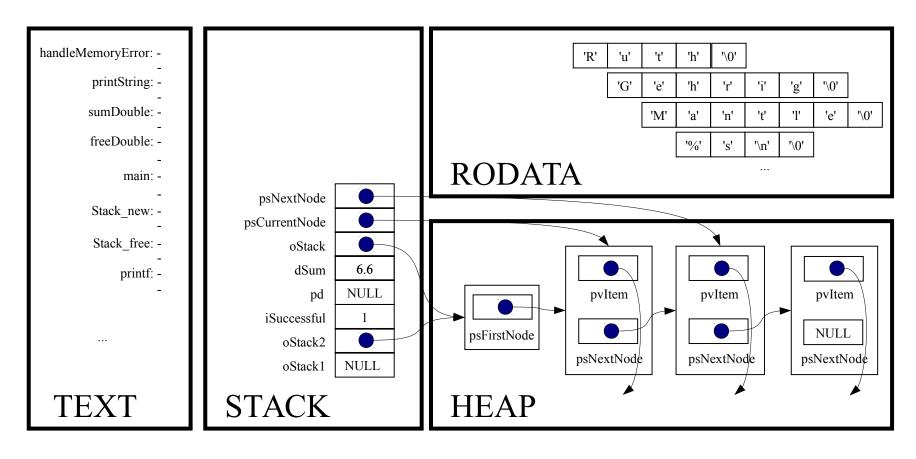
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



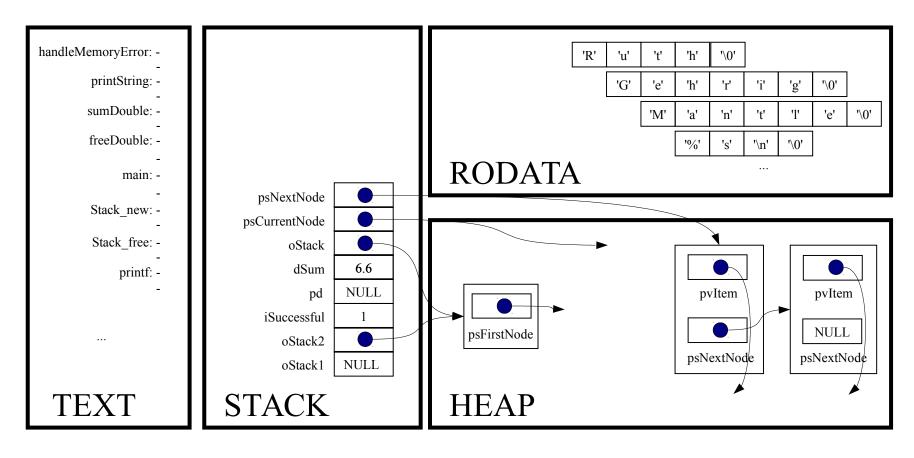
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



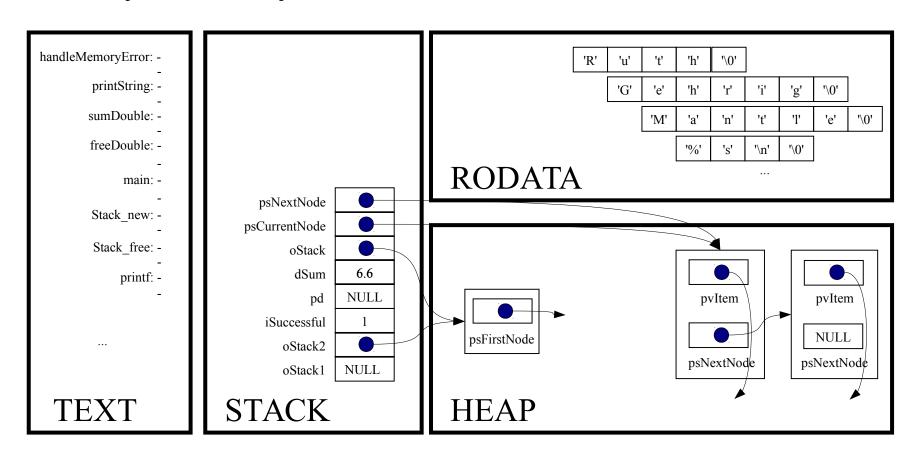
psNextNode = psCurrentNode->psNextNode;



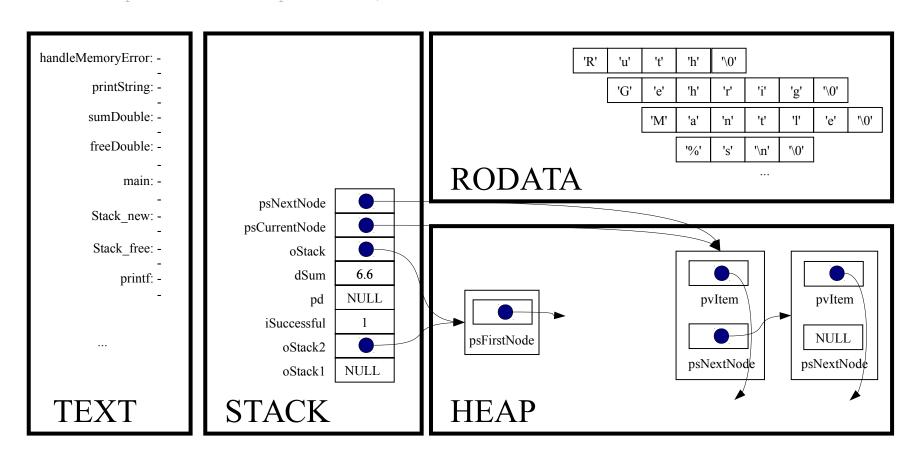
free (psCurrentNode);



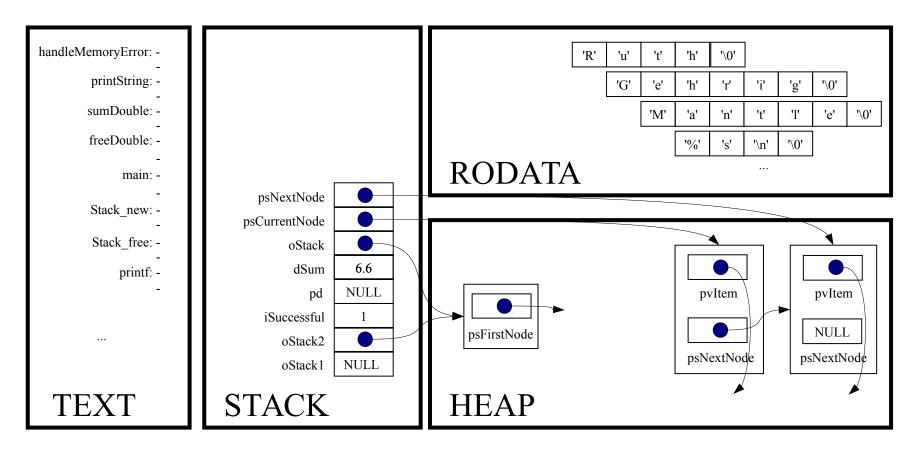
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



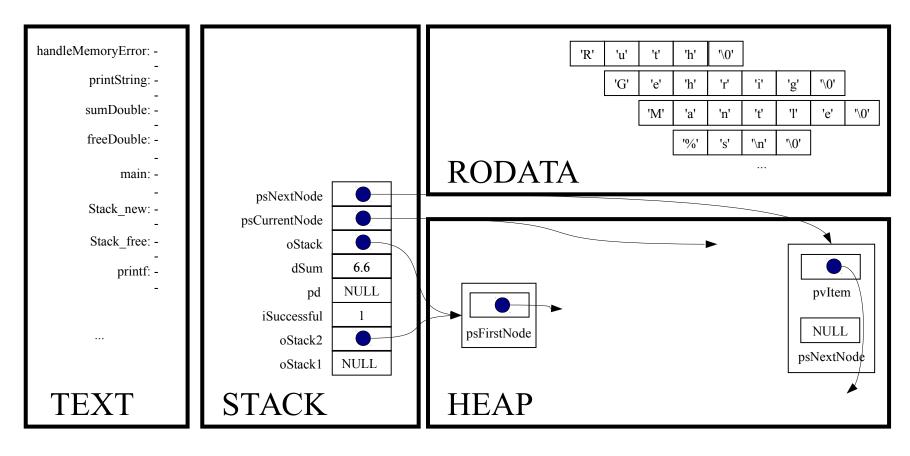
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



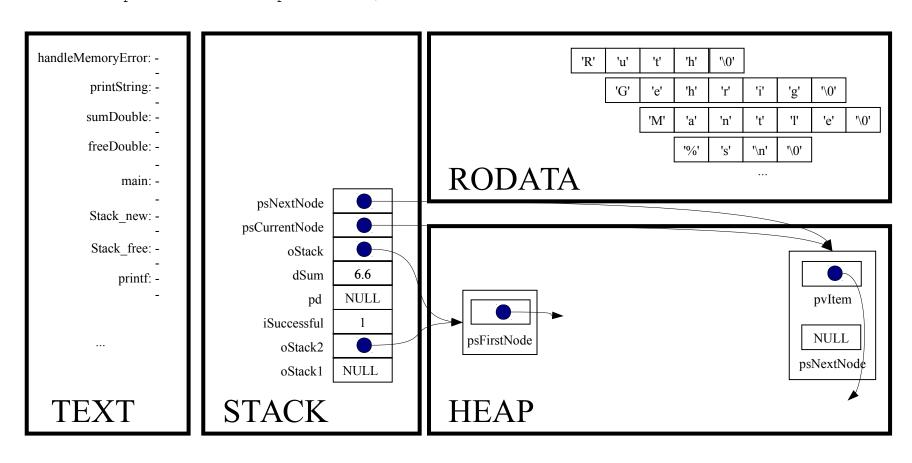
psNextNode = psCurrentNode->psNextNode;



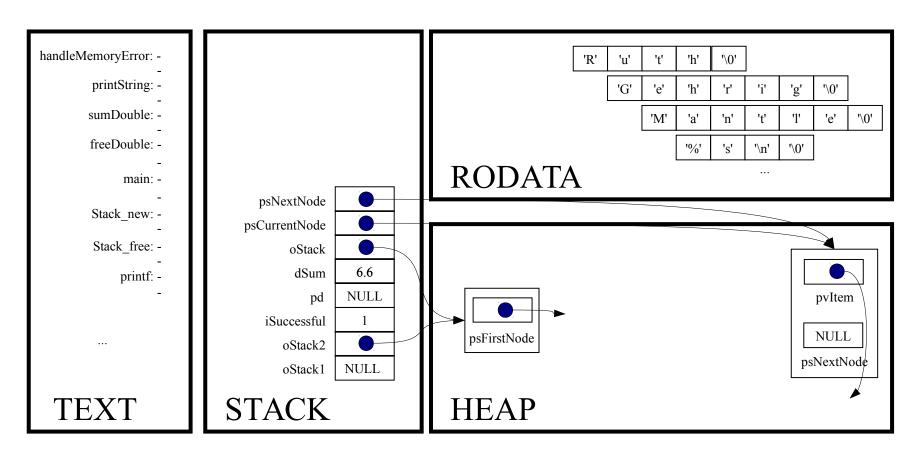
free (psCurrentNode);



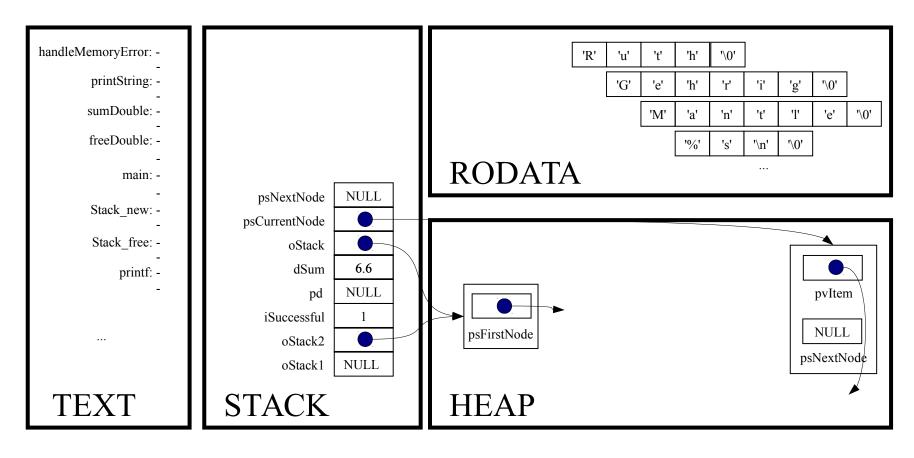
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



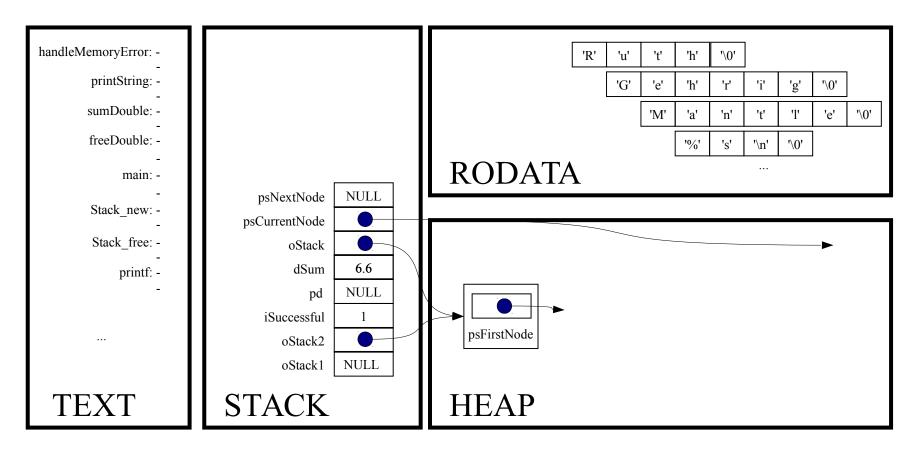
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



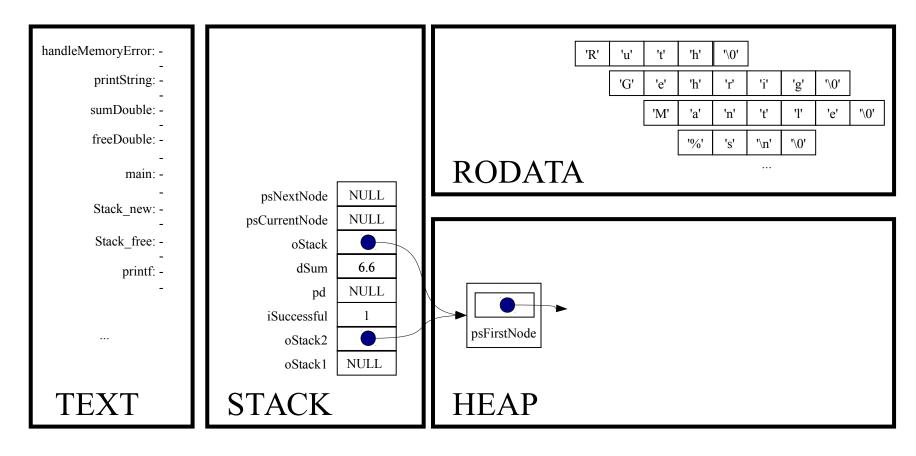
psNextNode = psCurrentNode->psNextNode;



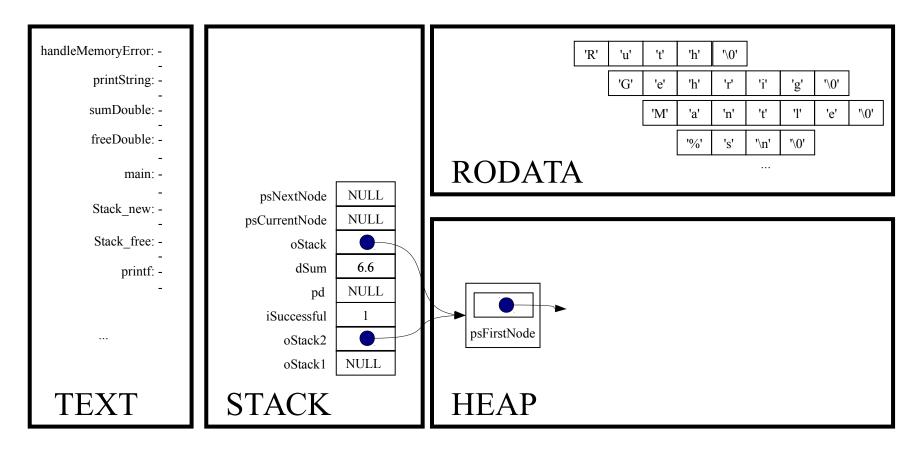
free (psCurrentNode);



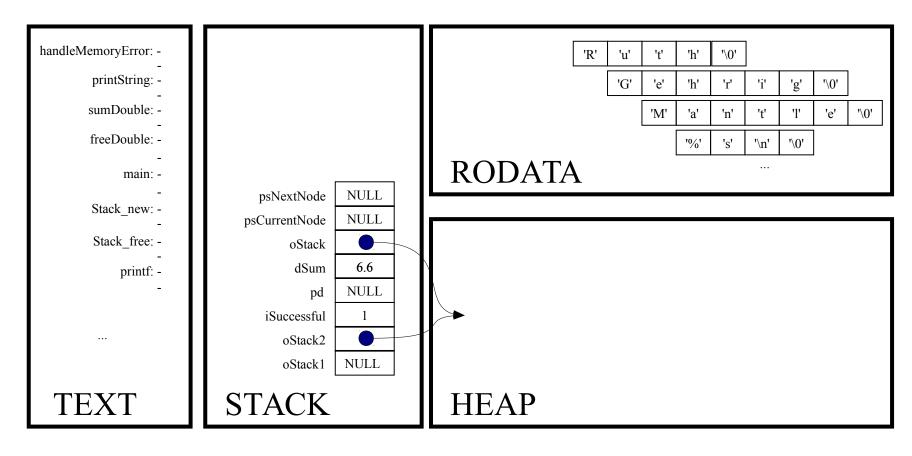
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



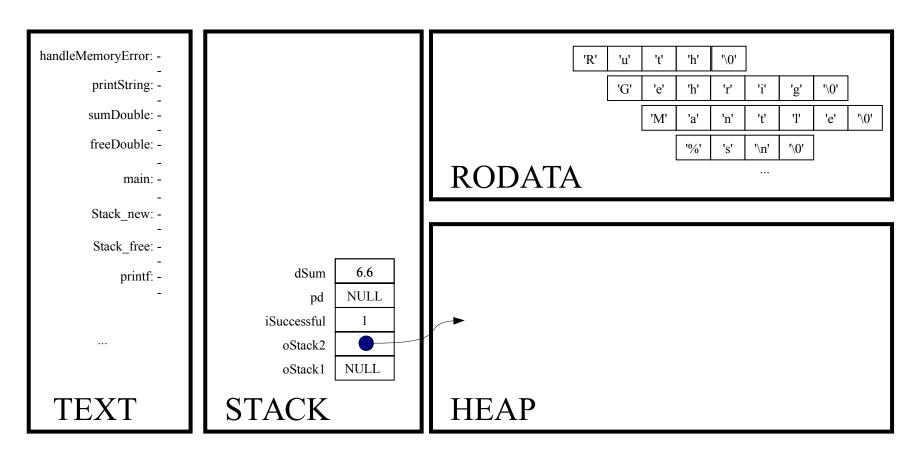
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



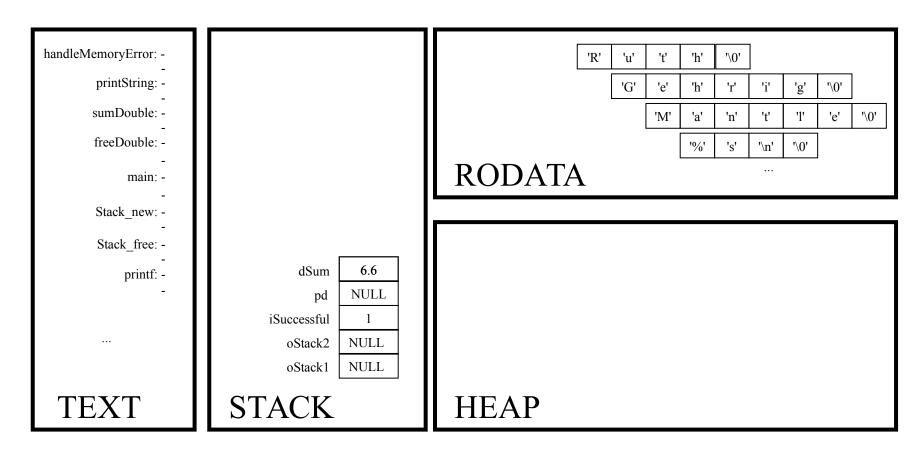
free (oStack);



Implicit return



oStack2 = NULL;



return 0;

