```
void stackPush (Stack* s, uint u) {
  Stack top = malloc(sizeof(StackCell));
  top->val = u;
  top->next = *s;
  *s = top;
}
      top
                      S
                      2
                 .val
                               .val
                .next
                              .next
```

```
void stackPush (Stack* s, uint u) {
  Stack top = malloc(sizeof(StackCell));
  top->val = u;
  top->next = *s;
  *s = top;
}
       top
                      S
                      2
   .val
                 .val
                                .val
                .next
                               .next
  .next
```

```
void stackPush (Stack* s, uint u) {
  Stack top = malloc(sizeof(StackCell));
  top->val = u;
  top->next = *s;
  *s = top;
}
       top
                      S
                      2
   .val
                 .val
                                .val
                .next
                               .next
  .next
```

```
void stackPush (Stack* s, uint u) {
  Stack top = malloc(sizeof(StackCell));
  top->val = u;
  top->next = *s;
  *s = top;
      top
                      S
                      2
   .val
                 .val
                               .val
                .next
                              .next
  .next
```

}

```
void stackPush (Stack* s, uint u) {
  Stack top = malloc(sizeof(StackCell));
  top->val = u;
  top->next = *s;
  *s = top;
}
       top
                      2
   .val
                 .val
                                .val
  .next
                .next
                               .next
```

```
void stackPush (Stack* s, uint u) {
  Stack top = malloc(sizeof(StackCell));
  top->val = u;
  top->next = *s;
  *s = top;
      top
        3
                      2
   .val
                 .val
                               .val
  .next
                .next
                              .next
```