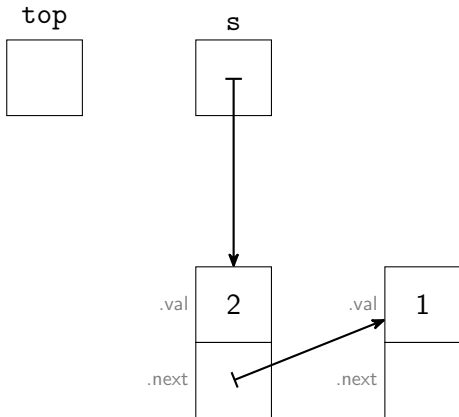
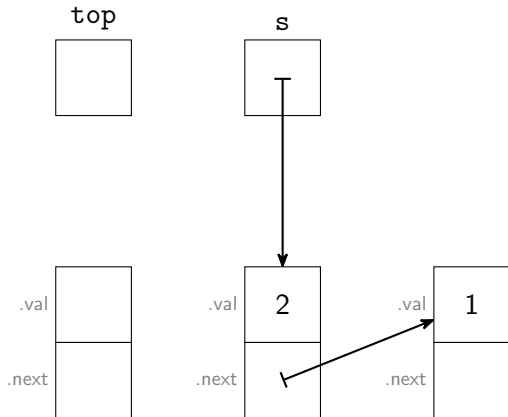


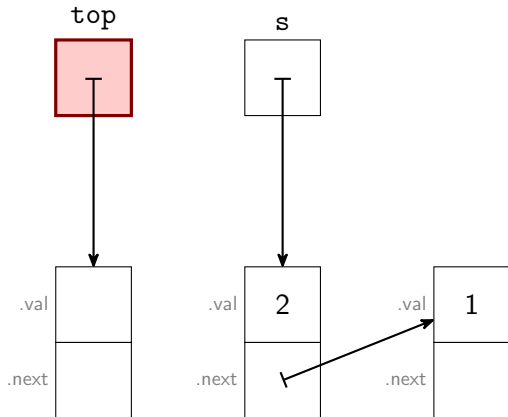
```
void stackPush (Stack* s, uint u) {  
    Stack top = malloc(sizeof(StackCell));  
    top->val = u;  
    top->next = *s;  
    *s = top;  
}
```



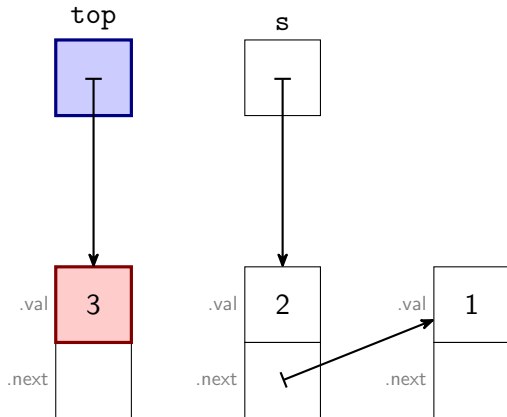
```
void stackPush (Stack* s, uint u) {  
    Stack top = malloc(sizeof(StackCell));  
    top->val = u;  
    top->next = *s;  
    *s = top;  
}
```



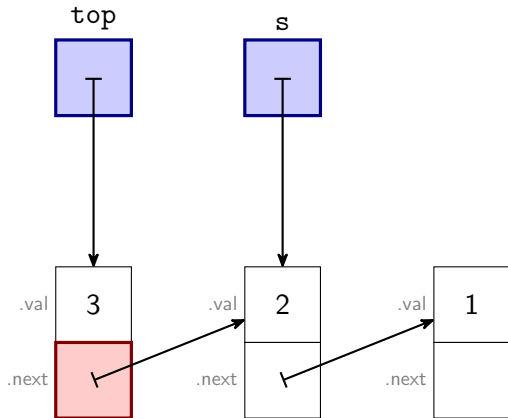
```
void stackPush (Stack* s, uint u) {  
    Stack top = malloc(sizeof(StackCell));  
    top->val = u;  
    top->next = *s;  
    *s = top;  
}
```



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



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



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

