

```

1  /*-----
2  Copyright (c) 2015 Author: Jagadeesh Vasudevamurthy
3  file: dstack.h
4  -----*/
5
6  /*-----
7  This file has dstack class declaration
8  -----*/
9
10 /*-----
11 All includes here
12 -----*/
13 #ifndef dstack_H
14 #define dstack_H
15
16 #include "../util/util.h"
17 #include "../darray/darray.h"
18
19 /*-----
20 Declaration of dstack class
21 -----*/
22 template <typename T>
23 class dstack {
24 public:
25     explicit dstack(int capacity = 50, bool display = false);
26     explicit dstack(bool);
27     explicit dstack(bool d, int c) = delete;
28     ~dstack();
29     int num_elements() const;
30     bool isempty() const;
31     bool isfull() const;
32     void push(const T& b); // Stack copies b and holds. Now stack is the owner of b
33     T& top(); // user can get top by alias. He can change its contents also. See explanation in
        implementation
34     void pop(); // Remove top element from the stack. Nothing returned
35
36     void for_each_element_of_stack_from_top_to_bottom(void(*pf) (T& c));
37     bool display()const { return _display; }
38     void set_display(bool x) {
39         darray<T>::set_display(x);
40         _display = x;
41     }
42     /* no body will copies or equal stack */
43     dstack(const dstack<T>& s) = delete;
44     dstack<T>& operator=(const dstack<T>& rhs) = delete;
45 private:
46     bool _display;
47     int _sp;
48     darray<T> _stack;
49 };
50
51 #include "dstack.hpp"
52
53 #endif
54 //EOF
55
56

```

