

```
// Stack family instance method
/**
 * Reverses ("flips") {@code this}.
 *
 * @updates this
 * @ensures this = rev(#this)
 */
public void flip() {
    Stack<T> temp = this.newInstance();
    temp.transferFrom(this);
    int len = temp.length();
    for(int i = 0; i < len; i++) {
        T x = temp.pop();
        this.push(x);
    }
}
```

```
// Sequence family instance method v1
/**
 * Reverses ("flips") {@code this}.
 *
 * @updates this
 * @ensures this = rev(#this)
 */
public void flip() {
    if(this.length() != 0) {
        T x = this.remove(0);
        this.flip();
        this.add(this.length() - 1, x);
    }
}
```

```
// Sequence family instance method v2
/**
 * Reverses ("flips") {@code this}.
```

```
*  
* @updates this  
* @ensures this = rev(#this)  
*/  
public void flip() {  
    for(int i = this.length() - 1; i > 0; i--) {  
        T x = this.remove(0);  
        this.add(i, x);  
    }  
}
```