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//Funciones pila//
#include <stdio.h>

typedef struct nodo{
    int valor;
    struct nodo *sig;
}Nodo;

typedef struct pila{
    int size;
    Nodo *tope;
}Pila;

void initialize (Pila *p){
    p->size=0;
    p->tope=NULL;
}

void push (Pila *p, Nodo e){
    e.sig=p->tope;
    p->tope=&e;
    p->size++;
}

int isEmpty(Pila *p){
    int vacio=0;
    if (p->tope==NULL)
    {
        vacio=1;
    }
    return vacio;
}

Nodo* pop (Pila *p){
    if(isEmpty(p)==1){
        return NULL;
    }
    Nodo *anterior_tope=p->tope;
    p->tope=anterior_tope->sig;
    anterior_tope->sig=NULL;
    p->size--;
    return anterior_tope;
}

Nodo* top(Pila *p){

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    return p->tope;  
}
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int size(Pila *p){  
    return p->size;  
}
```